



USER MANUAL

Three lines, ten stations and a city growing faster than you can build. Get people where they are going before the platform overflows.

10

STATIONS

3

LINES

3

SHAPES

1

JOYSTICK

TAUSCHKE INTERACTIVE

For the Atari 2600. Insert the cartridge with the console switched off, plug the joystick into the left port, switch on. Please read before your first run.

Under the City

01

Up above, the city is growing, and nobody asked you. One district after another goes up, every district gets a station, and at every station there are people who want to be somewhere else. They are there the moment the platform is finished. They are there before you have any track at all.

Everything under the pavement is yours. You run the underground, which is a fine title for someone with three lines and a city that knows nothing about them.

You start small. Three stations, one train per line, no timetable. You decide which station joins which line and in what order it gets served. The city decides everything else. It sends new stations, it sends passengers, and it never asks whether this is a good moment.

At the end of every week you get something: a train or a carriage, and you say which line receives it. That is the whole of your power. With it you keep a city running that grows faster than you would like.

■ One sitting, one city

There is no save game. Switch the console off and the city is gone. A good run lasts a few minutes - long enough that it hurts when a platform overflows.



The title screen. The lettering drifts slowly up and down, changing to the colours of the lines. Button A starts the service.

The Controls

02

One joystick in the left port, the right one stays empty. Plus the switches on the console. That is all the game needs, and all you get.

The joystick

The cursor is a white ring and it always sits on a station. It does not travel across the map, it jumps: push in a direction and it finds the next station that way and lands on it. Two stations side by side are two moves, however far apart they happen to be.

INPUT	WHAT HAPPENS
Stick in any direction	The cursor jumps to the next station in that direction.
Button A, short	Adds the station under the cursor to the active line - or takes it off again.
Button A, held	Switches the active line: red, blue, yellow, red.
Button B	The same as holding A, if your pad has a second button.

Button A is the only button the game truly needs, and it does two jobs. A short press switches the station under the cursor. A long press - a good half second - changes the line you are working on. With a two-button pad, button B does it without the wait.

The console switches

SWITCH	EFFECT
SELECT	Changes the active line. Works at any time, including mid-service.
RESET	Starts over. Back to the title screen, the city begins again.
Difficulty A/B	No effect, left or right.
Colour / B&W	No effect.

Before the game and after it, the same rule applies: button A carries you on. From the title screen into the city, and from the end of service back to the title. RESET always gets through, even when nothing is running any more.

Running the Network

03

What you have to do fits in one sentence: get people where they are going before the platform fills up. The rest of this chapter is the detail, and the detail is what decides it.

The city and its shapes



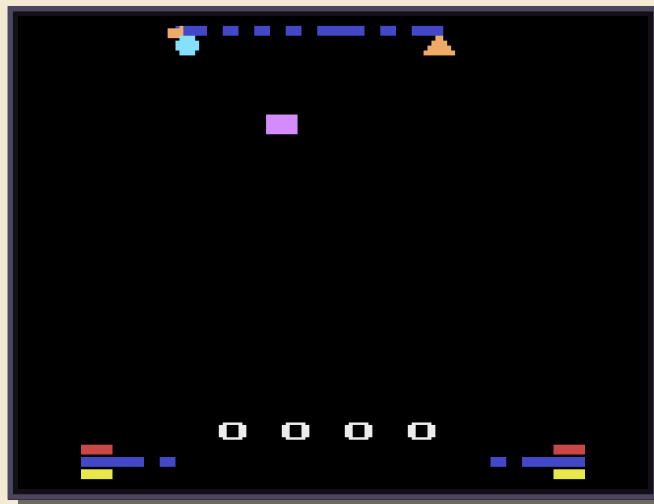
How every run begins: three stations, three empty lines, the cursor on the circle.

Every station has a shape. The circle is cyan, the triangle orange, the square violet. You begin with one of each and end with ten stations - every district the city has to offer. A new one opens roughly every fifteen seconds, and it gives no warning.

Below each station sit small dots. Those are the passengers, and each dot has the shape of its destination: a triangular dot wants any triangle, a round one any circle. Which triangle is none of its concern. It just wants out.

Drawing a line

You have three lines: red, blue and yellow. One of them is active - the one you are working on. You can tell which from the wider chip in the status bar. Everything button A does applies to that line and no other.



The first line is up: circle and triangle are connected, and the train starts shuttling.

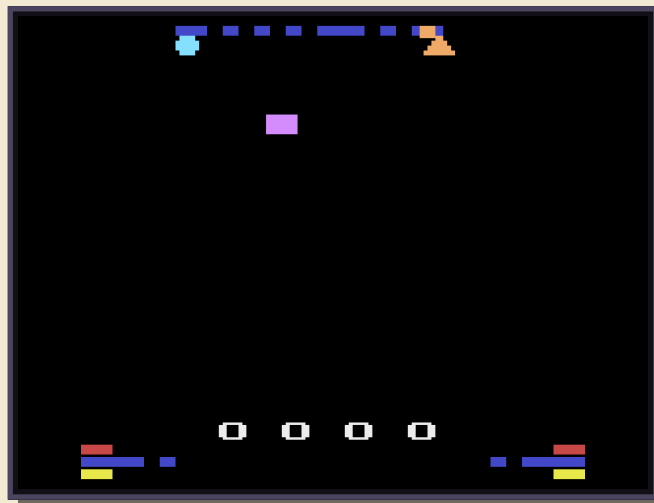
Move the cursor onto a station and press button A: the station now belongs to the active line. Move to the next one, press again, and the two are connected. That is how a line grows, station by station, up to six of them. A new station always joins at whichever end is closer to it - so you do not have to stand at the start of a line to extend it.

Press again on a station at either end and it drops off the line. In the middle it does not work: a line can only be changed at its ends, never cut in half.

■ Why the lines are dotted

Every line has its own rows on screen and shares them with no one. A vertical run is therefore a column of dots and a horizontal one is dashed. Where three lines run down the same street you see red, blue and yellow taking turns. That is not interference, that is the network map.

Trains and passengers



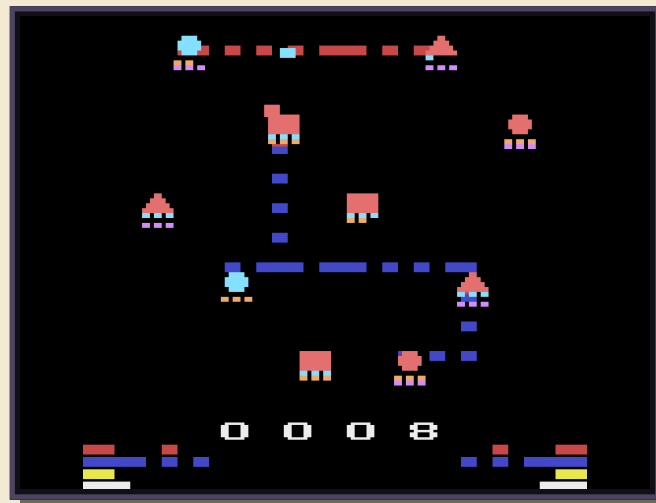
Three stations on one line. The train is the bright dot on it, and the first passengers are waiting below.

As soon as a line has two stations, its train sets off. It shuttles between the far ends, stops everywhere, turns around and comes back. There is no timetable, and no direction for you to set.

At every stop, everyone who has arrived gets off first: if you want a circle and the train stops at a circle, you are there. Every arrival is one point. Then whoever fits gets on - six seats to a train, twelve with a carriage. When it is full, the rest stay behind and wait for the next run.

A passenger only boards if the line serves their destination shape at all. A triangle passenger on a line without a triangle stays put until you give that line a triangle. It is the most common reason for a platform to fill up while trains keep pulling in and looking busy.

The status bar



Bottom left the three line chips, in the middle your score, below it the day bar.

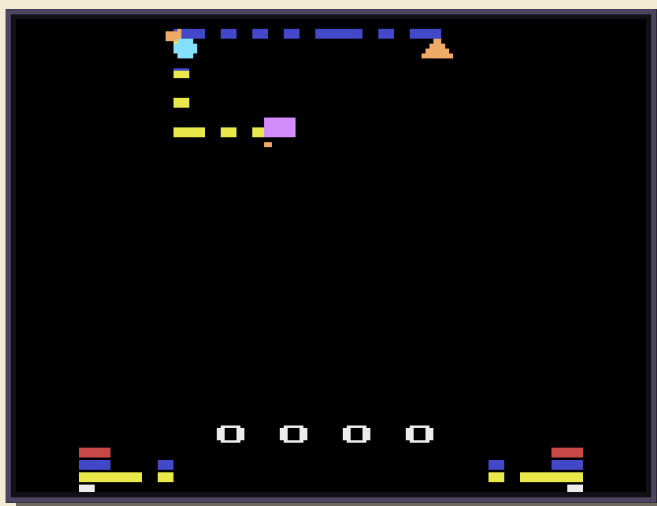
The number in the middle is your score: one point for every passenger who arrived. To the left of it are the three chips in the line colours. The wide one is the active line. The small marks beside them are the trains running on that line - which is also where you can see where your weekly reward went.

The bright bar underneath is the day. When it fills, a day is over, the city gets a little more impatient, and passengers start arriving closer together. Seven days make a week.

Something every week

At the end of each week the game stops and asks you a question. Odd weeks bring an extra train, even weeks a carriage that doubles a line's capacity. Move through the lines with the joystick, confirm with button A. Then the city carries on.

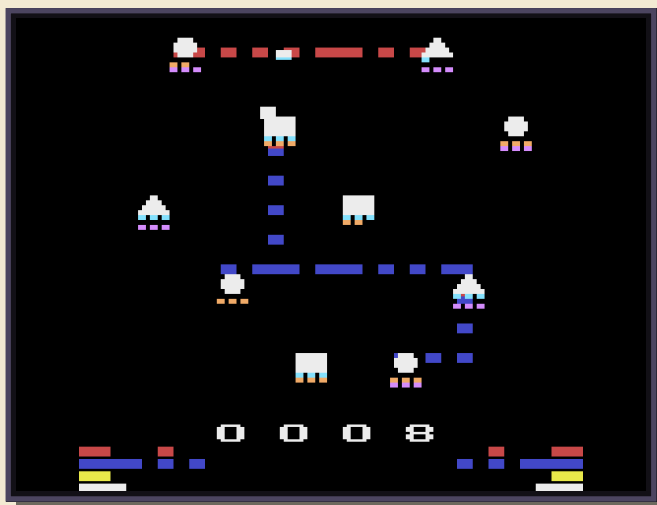
A second train on a line halves the wait at every platform. A carriage helps where the platforms are crowded but the train comes often enough. Giving both to the same line is rarely the best idea.



Two lines in service. Each has its own colour, and each runs its own train.

When a platform overflows

Seven people waiting at one station is too many. The station starts to blink, and from then on the clock is running: you have eight seconds to clear it. Manage that and the blinking stops as if nothing had happened. Fail, and the service is over.



End of service. The map freezes and blinks, and the score stops where it stands.

Eight seconds are enough for exactly one thing: rewiring. Put the overflowing station on a line whose train is nearby, or take a station away from that line so the train has less ground to cover. A train at the other end of the city will not make it, however hard you hope.

After the end of service the city stands still. Button A takes you back to the title screen, and the next city starts again with three stations.

Advice

04

None of this is in the game. These are the things you know after your third run and wish you had known before your first.

Give every line all three shapes. A line that only serves circles and squares leaves every triangle passenger standing, and the platform fills up while the train looks busy.

Keep the lines short. Four stations close together beat six strung across the city: the train comes round more often, and it is there when things get tight.



Later in a run: the map fills up, and now it comes down to who stops where.

New stations arrive whether you want them or not. Build your lines so that one more can be slipped in without rewiring half the network.

Watch the dots under the platforms, not the trains. The dots tell you where it is going wrong, and they tell you earlier than the blinking does.

And when everything blinks at once: save the station nearest to a train. Losing two because you tried to save both is the classic last mistake.

Good running. The first train leaves shortly after six, and the city does not wait.

Every picture in this manual comes from the game itself. What you see here is what you get on your television.

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