

We must not allow a

Mineshaft Gap

After decades of a grinding and devastating cold war, the conflict with our enemies finally got hot. We had no other option but to strike first with our full nuclear arsenal. Retaliation was to be expected, and it came, leaving the earth's surface in a desolated state, thus giving the cockroaches their chance of dominance, they had been waiting for.

To save our great nation from total annihilation, we put our best into hibernation pods in a system of underground shelters, to be ready to rebuild the world, once the conditions had improved.

As our leader, your brain got extracted from your body and placed into a stationary control center, to watch over them, monitor the outside conditions and oversee the rebuilding. Unfortunately after several millennia of playing mine sweeper and solitaire, you got so bored, that you began to wake up the bunker dwellers, and start the civilization underground.

It is possible that our enemy had similar plans, so we have to make sure that they will neither outbuild nor outbreed us, we must not allow a mineshaft gap.

Be the Overseer

Your job is overseer in the underground bunker. You cannot control the dwellers directly but you hand out jobs and direct the building of shafts, floors and rooms. You have an overview of the underground structure and various statistics.

You are responsible for maintaining a sufficient amount of resources for the building of new rooms as well as a constant production of energy, oxygen and water to keep the dwellers alive. If they run out of water or oxygen, their health will deteriorate and they may die. Only a limited number of people have survived the cryogenic process, so make sure you keep them healthy. New workers will be de-hibernated when sufficient quarters and water is available. Each quarter can house two dwellers.

New rooms will require metal, which you can extract from metal strata by building a mine. If you run out of metal without an active metal mine, you have a problem – luckily, a small amount of metal is produced by the workbench, so all you lose is time.

If you let your workers train in the gym, they will improve their ability to produce resources. Letting them learn in the study will sharpen their mental capacity to work in the research laboratory or the sick bay.

It is quite likely that you will encounter mutated underground fauna, that will attack your diggers. They have a limited amount of defensive and offensive abilities, which you can train in the armory.

The specialty of each inhabitant, ability, intelligence or military will be represented by their color of clothing.

First steps

After so many years of resting as a brain in murky liquid, your mental path ways may be clogged. So here is a quick refresher on how to keep your dwellers occupied.

First we need to extend the bunker to make space for some installations.



Move the map cursor to a field adjacent to your existing installation and press the “D” key to start digging. Your bunker will be extended with a new floor. Alternatively you can press the joystick button, move the menu cursor to “DIG” and release the button.



Now we start building a generator to improve our dire energy situation. Move the map cursor to an empty floor slot, and press “B” to open the build menu. Select the generator and press return to order the construction. Or alternatively select the target spot, press the joystick button and select the “BLD” menu entry. Release the button and the build menu opens. Select the generator and press the button to start building.

Nothing will get done without your diggers working, so we need to assign one of them to work on the workbench.



Move the map cursor over the workbench room, and select “T” to open the team menu. Select one of your diggers, then press “A” to assign him or her to labor on the workbench.

With the finished generator it is now time to assign the second worker (if she has been de-hibernated by now) to pump up the energy.



Use the team menu again, to select the second dweller. Notice the status letter next to the name with “W” for working and “I” for idle to pick the right one. Press “M” to get back to the map and move the map cursor to the generator. A quick press of “A” and your humble slave ah tenant will start producing sweet energy.

Your next steps should be to increase your water supply to keep your diggers hydrated using a hydro plant. By then you will notice your dwindling metal resources, so you should look for a grey metal patch and build a mine to replenish your stock.

Game Options Menu



- CONTINUE : Continue the game, return from the menu
- MUSIC : Turn background music off/on
- SAVE TO DISK : Save the current game state to the floppy
- LOAD FROM DISK : Load the current game state from the floppy
- RESTART : Restart the game from the beginning
- SELECT DRIVE : Toggle between drive 8 and 9

In Game Menu

The in game menu at the bottom of the screen allows you to control your bunker construction and dweller occupation. You can activate a menu item by pushing the first letter of the item name on the keyboard. An entry can also be activated by pushing the joystick button, selecting the entry with left/right and releasing the button again with the item selected.

MAP TEM DIG BLD ASG GRD HIS LCH SAV OPT

- MAP : Select map mode, allows navigation on the game map with the joystick or cursor keys
- TEM : Shows the team menu with an overview of your bunker dwellers and lets you select one of them to assign for work
- DIG : Extend your bunker with a new room corridor or ladder
- BLD : Shows the building menu with an overview of your built rooms, and lets you start a new installation inside one of your unused bunker rooms
- ASG : Assigns your currently selected dweller to work at the installation in the room where your cursor is
- GRD : Assigns your currently selected dweller to guard the room
- HIS : Shows a history of messages
- LCH : Launch a missile (if you should have one)
- SAV : Save the current game state
- OPT : Open the game options menu

Status Display

The status display provides information on your bunker state as well as the currently selected bunker dweller.



The top eight bars show the current resource situation:

- E : Energy, needed by most installations to work
- W : Water, consumed by the diggers
- B : Building, needed to create installations
- H : Healing, restore the health of your diggers
- M : Metal, needed to build most installations
- C : Carbon, needed to build advanced installations
- U : Uranium
- F : Fuel

The X bar reflects the oxygen situation in the floors of your bunker.

The next line shows the name and current occupation of the selected digger as well as his or her health status. A digger may either be:

- I : Idle
- W : Working
- G : Guarding
- T : Training
- D : Dead

The next three bars show the diggers abilities and training:

- A : Aptitude, Needed for most work in installations, higher values will result in a greater production factor
- F : Fight, ability of the digger to withstand attacks and fight back
- I : Intelligence, helps with researching, healing or communication tasks

Map Display



The map display is the main navigation view. You can use the cursor key or the joystick to navigate the cursor and the visible area. You cannot move the view beyond your bunker structure, so you might need to dig some exploration shafts.

The dig command will attach a new shaft or floor item to your bunker, once you have built it, you can use the build menu to put an installation into a free floor.

Only the top five floor get natural oxygen, and only the topmost floors have unlimited oxygen, so digging deeper will require some kind of ventilation to keep your diggers alive.

The currently selected dweller will be flashing.

Team Display



The team display shows all your dwellers, dead and alive. You can use the cursor keys or joystick to select a different digger. The color of each bunker dweller represents his or her major

ability, and will change when training. The small bar besides the diggers shows their current health status.

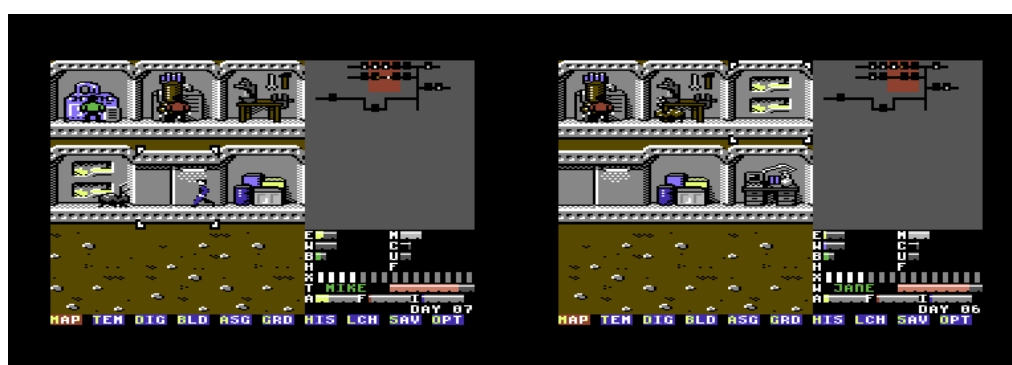
Building Menu



The building menu shows all your installations. The number to the left represents the already installed rooms of this type, the number to the right the resource cost. Buildings in blue are only blueprints, so you have some plans, but need to research them before you can build them.

Fighting Critters

Your dwellers are not the only live forms populating the underground space. Various critters will show up and attack your diggers. They are able to defend themselves, and will do so unless they are busy performing a longer duration task (e.g. researching or training). More dangerous critters can be found on lower floors, they will also get more lethal as time progresses.



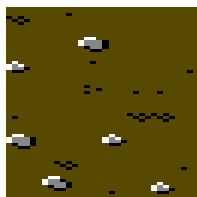
The ability of your dwellers to defend themselves and to cause damage or kill these intruding scum, increases with their fight ability, which can be trained in the armory. Make sure that all dwellers that are getting into deep floors will not also get into deep trouble by giving them some training. A dweller on guard duty will defend more likely than one that is busy performing a task.



If the health of a digger gets to zero, he or she will die and no longer perform their duty. If they had a live sustaining task, such as operating a ventilator this may result in others losing their air to breathe and more deaths in the wake of this.

The Underground

As an experienced mining overseer, you know the underground like your waist pocket. Nevertheless, here is a little refresher on where to dig.

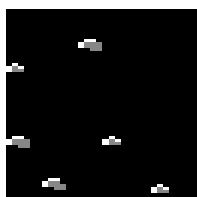
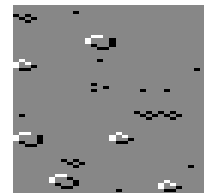


Soil

Also known as dirt or mud. Ideal for digging with your pickaxe and shovel. The most common stuff to find underground and the ideal ground to extend your bunker.

Ore Deposit

The ideal spot to put a mine for iron mining. These patches are quite common, but you will need a lot of iron to build your bunker, so better not waste them by building a ladder there.

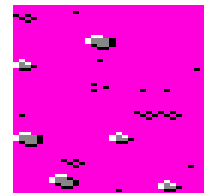


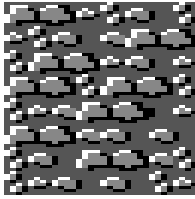
Coal Seam

Your place to build a mine, if you should need carbon – to e.g. build a research lab. These spots are rare and maybe hard to get to. They are more frequent in lower levels.

Uranium Deposit

You may find some of those in deeper layers, not sure what you may need them for, but it is good to know that they exist.





Bedrock

A little too dense for your simple tools, so you cannot just build a shaft through it. Maybe we could research and build some power tools to blast through them.

Rooms and Installations

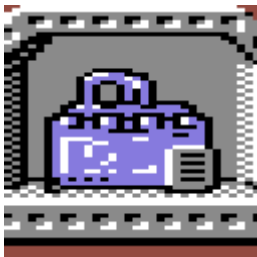
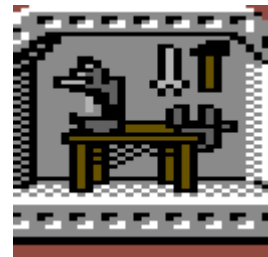


Quarters

Your dwellers need a place to sleep and recover, so for each two inhabitants of your bunker, one quarter is required.

The workbench provides the means to outfit your bunker with rooms and installations. More active workbenches will increase the speed of construction.

Workbench



Hydro

The hydro processing plant generates drinking water for your inhabitants, and is thus one of the first installations you should consider. The health of all your dwellers will deteriorate if they are dehydrated.

All active installations require energy to function (except the generator itself). Without enough energy they will fail to produce – this may be fatal for rooms that are live sustaining such as the hydro or the ventilator.

Generator



Mine

A mine built on a resource patch and active will provide resources for your future bunker constructions.

Storage

You cannot store more resources than storage space provided by your installations. The storage room does not require active work, so it may be smart to put them into deep down floors.



Laboratory

The building plans of many of your available installations are only stored as sketches and blue prints. Dwellers working in the laboratory will be able to improve those plans and allow those installations to be built. Research consumes carbon, so make sure enough is in store.

Ventilator

Lower floors have not enough oxygen to sustain live – even upper floors may run out of oxygen if too many dwellers try to breath. An active ventilator provides oxygen and is thus a must have for the deep down expansion.

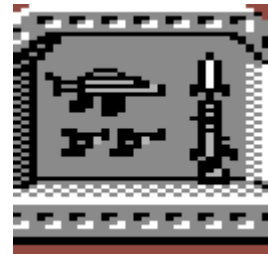


Gym

Every gym rat knows, training your muscles train your brains. So to improve the abilities and skills of your dweller, you should have them put in regular training sessions in the local gym.

Armory

Fighting those mutated critters requires weapons and martial arts expertise. Your inhabitants should put in some training rounds in the armory to increase their fighting abilities, before being dispatched to the lower levels.



Sickbay

Life in a bunker can be dangerous, so your dwellers health will constantly deteriorate. An active sickbay will provide recovery and healing to all your inhabitants.

Tips & Strategies

- The upper levels of your bunker are a scarce resource, so make sure you keep some open space in those areas until later in the game – they may be needed.
- Mines have a limited amount of resources to extract, so use those wisely.
- You need metal to build a new mine, so if you run out of metal without a mine to extract more, you will have to wait a long time before you can continue building.
- Diggers with a higher level of abilities extract resources faster and more thoroughly, so your mines will provide more resources if mined by a skilled person.
- Diggers keep extracting resources, even if there is no storage space to store them. Have some storage rooms ready or stop them before they spoil the goods.
- Training your diggers is crucial for success, but while training, they may not respond to attacking critters.
- Be aware of chain reactions if a dweller manning a ventilator should be attacked. Fighting back will reduce their output, and may cause themselves or others to suffocate.
- The research lab consumes carbon, so it may run your storage dry, if you keep those greedy scientist playing with their toys all the time.
- Ladders take away valuable building space, so avoid plastering the ground-scape with vertical shafts.
- Unemployed dwellers tend to wander around, so they might end up in deep down dungeons – if you should build them.
- Not all diggers are equal. Check newcomers for their abilities and employ them accordingly.
- Intelligent diggers not only research faster, they also use a smaller amount of resources.
- The research lab will consume all of your carbon while working, so make sure to stop working it when you need your carbon for buildings.
- Stronger critters appear on lower floors, but will slowly creep to higher floors while time progresses.
- You can see the progress of work in a room, by monitoring the dweller working there. If he looks at the installation, work is in progress, if she faces you something is missing.