

SUBTRANSIT

AN INDUSTRY-LEVEL HIGHLY DETAILED SUBWAY NETWORK & TRAIN SIMULATION FOR DESKTOP PCS.

This game is a detailed model of a subway network and its trains, with every intricate and subtle detail. Yet, with all of its complexity, it offers players a gradual learning curve. Unlike other conventional train simulators, all of the sophisticated motion dynamics and internal systems of a real world train are completely simulated.

The trains available in the game are effectively identical to their real-life counterparts. However, you are not limited, in any way, to explore them. The vast complexity of operation varies from nearly trivial newer computer-controlled metro trains, to older DC rheostat-based trains where driver is given almost direct control of the electric power circuits.

With Subtransit, we want to take the player on a journey through the life of a real metro driver, allowing them to experience both the calm, relaxing shifts, and the stress of rush hour, as well as the accidents and emergencies that can occur. Millions of passengers worldwide use the metro system every day, but a whole different world exists behind the scenes.

**Millions of passengers use the metro system every day, but a whole
different world exists outside of their view.**

We, the developers, have been interested in the subway networks of the former USSR and Warsaw Pact members for much of our lives. We want to recreate the atmosphere of these specific networks whose military nature makes them uniquely stand above the majority of subway networks in the world. This can only be done through simulation which gives great attention to detail to the train and network's visual detail, and the precise physics behind them.

SETTING

The initial release of the game is set in Moscow, Russia. The metro network there was first opened in 1935, and has been expanding ever since. It is amongst the largest and the busiest public transport systems in the world.

Due to the threat of World War 2, the metro networks in Moscow, and later all other cities, were constructed with a secondary military purpose to be used as bunkers for the general population, as well as the transport network to be used if war broke out. The existence of and information about some branches of the subway networks is still classified to this day.



The game features the Moscow Circle Line, one of the central metro lines that services Moscow, and the Moscow Tagano-Krasnopresnenskaya Line. This is one of the oldest and longest metro lines in Moscow, and the home of a variety of different train types.

Subtransit recreates the precise layout of the tunnels and the infrastructure inside them according to real engineering schematics and data, including all of the small, subtle details to complete the picture. These schematics, plans, and records span over 70 years of the actual metro operations, combined with years of our own engineering and technical archaeology work.

STORY

The game features a storyline that follows the life of a metro driver from his very first day at work, starting with his driver's training and qualification with the assistance of an experienced AI driver, and throughout the subsequent years of his employment at the metro company. The storyline mode is based on real events from the metro operation records, as well as actual records of the passenger flows during that time.

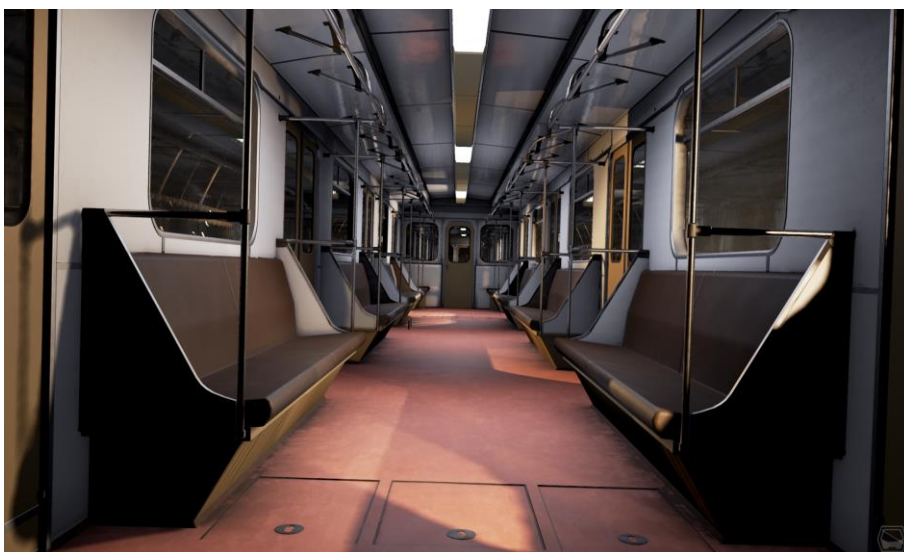


GAMEPLAY

Unlike common train simulators, Subtransit is an FPS-like game focusing on the player. It is possible to freely walk anywhere within the game world, take the trains as a passenger, and explore the service and ventilation tunnels.

The main part of the game involves driving these highly detailed subway trains. The player is free to operate every button, switch, and valve both inside and outside of the cabin on the train. Gameplay consists of operating the metro train according to very tight schedules and safety rules that would be observed in the real world. The game offers a choice between a storyline and a configurable sandbox mode.

As a train driver, the player must handle inevitable failures and dangerous situations that may occur, as any delay in a train's operation can cause massive transport problems for the entire city. Solving these train failures can be compared to troubleshooting highly complicated engineering puzzles.



Though, a new player should not be worried about the complexity of the game. The storyline mode offers a gradual learning curve by taking the player through the life of a metro driver. The player will be trained and gain the expertise required with the assistance of an experienced AI driver.

But even when the player is finally given full operation of the train, they can still use the built-in AI to help them solve failures or manage parts of the train's operation. Players can vary the game experience from casual and arcade-like to a fully realistic and complex metro train simulation.

Players can vary the game from being very simple and arcade-like to being a full-on real world metro train driving experience.

While single-player mode is fully supported, Subtransit is ultimately intended to be a multiplayer sandbox simulator.

The social nature of metro train driving might not be obvious at first, but in maintaining a tight schedule, the actions of each driver instantly and directly affects everyone else in the system. A delay of a mere 10 seconds by one train ahead will leave red signals running ten seconds longer for each train behind. This will cause a chain reaction within mere seconds that every other driver will feel as they all suddenly go out of their rhythm.

So despite not being able to see the train ahead, the player always has the feeling of drivers ahead, as well as the feeling of his responsibility to the players behind.

ABOUT US

FoxWorks Aerospace is a small engineering company based in Czech Republic, although the people involved in the Subtransit project come from several different countries. Our core team is fairly small, but we are very focused on making the most detailed metro & train simulation game ever to be available to the public, and getting it right.

We are not a conventional game development company and we are not taking the common approaches to game development. All of our game's content is built with a strong engineering sense, aiming to create an impressively realistic world and let you, the player, explore every inch of it.



CONTACT INFORMATION

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