

# Subway Surfers



# This is what Subway Surfers is about

In Subway Surfers you take on the role of a graffiti sprayer who has been discovered by a supervisor. He wants to arrest you, so you run away from him. In doing so, you run daringly on the tracks of a subway railroad, duck back and forth between speeding trains and even jump over the roofs of the wagons. During your breathtaking escape you'll collect coins, which can make your escape easier in the further course of the game.

Besides the starting character Jake, you can unlock many other characters whose roles you take over. To keep Subway Surfers entertaining, you can also visit various different locations. Especially worth mentioning here are various events that are only available temporarily. For example, you can unlock a special creepy character for Halloween, escape from a warden in horror design, and even run through gloomy and cursed areas.

To make your escape a bit easier, you can buy better equipment in the store for your collected coins. Escaping from the warden is always the central element of the game. Because he is relentless and is guaranteed to catch you sooner or later. In Subway Surfers, it's not about beating the supervisor and thus achieving a certain goal. You'll escape for as long as you can, collecting as many coins as you can and always trying to beat your personal best. If the supervisor catches you or you are killed by an oncoming train, your escape is over for that attempt. # The gameplay of Subway Surfers

The gameplay of Subway Surfers is very simple. Your character automatically runs away from the supervisor. All you have to do is react as quickly as possible to the various obstacles and choose the appropriate path. If a train appears, you'll have to either dodge it sideways or jump onto the wagon. But you may also have to duck under some obstacles.

Subway Surfers for iOS is controlled via the touchscreen. A simple tap on the left or right edge of the screen will steer your character in the appropriate direction. Tapping at the top will make your character jump, while tapping at the bottom will make them duck. During your escape you can collect various things. Most often you will come across coins. But you will also encounter different powerups. These are:

Power Jumper: you can fly for a short time and collect coins.

Jetpack: You can also fly with the jetpack for a slightly longer time.

Super Sneakers: You will now be able to jump higher.

Coin Magnet: Coins are attracted to you, making them easier to collect.

Increase Multiplier: The points you collect will be multiplied by the corresponding multiplier.

Key: You can continue the game once after the gameover.

Mystery Box: No one knows what surprise awaits you in this box.

For coins you can also buy a hoverboard, which will allow you to escape the warden once. You can also buy a "head start". Here, a certain distance is automatically completed, so your escape already starts with a significant score. These things can also be acquired through real money, making the game easier to play.

## # Review of Subway Surfers in detail

Subway Surfers is a surprisingly entertaining game that brings great fun with it. The foolproof controls allow anyone to get started with the game right away. The individual escape attempts are always the same in principle, but the randomly generated world and the necessary reactions associated with it ensure that each game nevertheless turns out differently.

The big motivation in Subway Surfers is to constantly want to improve your own high score. However, frequent players will have to criticize the lack of long-term motivation. However, this is where collecting and unlocking the different characters comes into play. Since the individual attempts only take a few minutes, the game is perfect for in between.

## Advantages / Disadvantages

Subway Surfers is a straightforward game with very simple controls. The short game times are great for in-between play. Various temporary events bring variety into the game.

The lack of objectives provides little long-term motivation. There is hardly any story in the game. More different powerups could be implemented.