



Subway Games

Door to Door

Three games for your commute by

Greg Trefry & Mattia Romeo, Gigantic Mechanic

Josh DeBonis & Nik Mikros, BumbleBear Games

Mark Heggen

Presented by Van Alen Institute & Come Out & Play

A grainy, black and white photograph of a train interior. Several passengers are visible, some looking towards the camera and others looking away. The image has a high-contrast, halftone-like texture.

Door to Door

While you were dreaming

1+ players

Between stations, study the passengers around you.

Memorize the position of as many passengers as you can. Start with at least 3.

When you feel the train begin to brake, close your eyes.

Keep your eyes closed while the train lets passengers on and off.

After you hear the doors close, try to guess who has changed position and where each of the passengers you memorized are now.

When you feel the train move again, open your eyes.

For every passenger whose position you correctly guessed, you get one point.



Door to Door

Swaphangers

2+ players

Players score points based on their riding position when the subway doors close for the final time before moving.

Players can take one of three positions:

Hold a horizontal bar above the seats.

Hold a vertical bar.

Sit in a seat.

Scoring:

A player holding horizontal bar gets one point for every player holding a vertical bar.

A player holding a vertical bar gets one point for every sitting player.

A sitting player gets one point for every player holding a horizontal bar.

The player that scores the most points during the journey wins.



Door to Door

Mad Head Lines

2+ players

The game is played using that relic of the commute: the paper newspaper.

Players take turns circling words in headlines to create a new headline.

The headline must be grammatically correct.

Once a player completes the headline, the next player must find a photo in the newspaper that fits the headline.