The year is 2033, and the only thing known about outside world's apocalyptic state is what small handful of people can tell us. Unstopping nuclear missiles ravaged cities, turning them into crumpled ruins populated with the mutated, hungry for human flesh. You managed to escape Moscow's terrible fate by hunkering down in the Moscow's subway lines. The game's protagonist Artyom is one of those lucky enough to find shelter underground before radiation levels destroy all life on earth. Subway 2033 is a shooter inspired by the 1980s "Metro" film series, set in a post-apocalyptic Moscow in 2033. It was released in May 2010 to mixed reviews and sale numbers and was followed by two additional titles: the expansion (2011) and its sequel (2012). The plot of the project follows Artyom, an ordinary citizen during Soviet times, who has to protect himself and people he cares about from mutants. The plot of this game differs from other stories in Metro 2033 series. In the original version of the game (2010), players could safely explore all levels of underground metro stations, but in Subway games (2011–2012), every area requires safe passage only once. Subway 2033 places the player in a post-apocalyptic Moscow, where survivors roam the ruined city, scavenging for supplies and fighting off the mutants. The game is set over several years, during which Artyom must find a way to prevent the germ warfare from spreading and to find a way out of the metro station. During this time, his actions significantly influence the ending and final score. The game was well received by critics and fans alike. Many praised its graphics and story line, while others criticized its lack of freedom in choice of tactics and weapons used. As of February 2011, it has sold over 600,000 copies in Russia. The game is divided into two campaigns: the Prologue - taking place in Moscow catacombs in 2012, and The Chronicles - taking place in Moscow subway in 2033. To unlock the Chronicles campaign, one must complete the Prologue on any difficulty level. The Chronicles campaign follows Artyom on his adventures after the events of Metro 2033's prologue. There are four difficulty levels: Ranger (easy), Spartan (medium), Ranger Hardcore (hard) and Spartan Hardcore (very hard). It is recommended to play on Spartan or Ranger Hardcore for a more realistic experience with limited ammunition and supplies. At the beginning of the game, players are given very limited supplies in several categories. To improve in levels, they must scrounge for valuable items in the game world (). These items aren't always in very valuable amounts, but the total value of the goods increases with each level completed. The campaign plays out more realistically on Ranger Hardcore difficulty level. The inventory is smaller, with only 6 rounds of ammunition for many of Artyom's guns. Furthermore, Artyom can only carry 6 items at a time (weapons and tools). Supplies are also limited to one set item at a time (e.g., Artyom can't carry multiple sets of backpacks).

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