

My favorite game.

The Binding of Isaac is an indie roguelike video game designed by Edmund McMillen and Florian Himsl, initially released in 2011 for Microsoft Windows.



Gameplay

The Binding of Isaac is a top-down dungeon crawler game, presented using two-dimensional sprites, in which the player controls Isaac or other unlockable characters as they explore the dungeons located in Isaac's basement. The characters differ in speed, amount of health, amount of damage they deal, and other attributes. The game's mechanics and presentation is similar to the dungeons of *The Legend of Zelda*, while incorporating random, procedurally-generated levels in the manner of a roguelike game.

On each floor of the basement dungeon, the player must fight monsters in a room before continuing onto the next room. This is most commonly done by the character's tears as bullets in the style of a twin-stick shooter, but the player can also use a limited supply of bombs to damage enemies and clear out parts of the room.

Story

The Binding of Isaac's plot is very loosely inspired by the biblical story of the same name. Isaac, a child, and his mother live in a small house on a hill, both happily keeping to themselves, with Isaac drawing pictures and playing with his toys, and his mother watching Christian broadcasts on television. Isaac's mother then hears "a voice from above", stating her son is corrupted with sin, and needs to be saved. It asks her to remove all that was evil from Isaac, in an attempt to save him. His mother obliges, taking away his toys, drawings, and even his clothes.

The voice once again speaks to Isaac's mother, stating that Isaac must be cut off from all that is evil in the world. Once again, his mother obliges, and locks Isaac inside his room. Once more, the voice speaks to Isaac's mother. It states she has done well, but it still questions her devotion, and tells her to sacrifice her son. She obliges, grabbing a butcher's knife from the kitchen and walking to Isaac's room. Isaac, watching through a sizable crack in his door, starts to panic. He finds a trapdoor hidden under his rug and jumps in, just before his mother opens his bedroom door. Isaac then puts the paper he was drawing onto his wall, which becomes the title screen.

During the game's loading points, Isaac is shown curled up in a ball, crying. His thoughts are visible, ranging among rejection from his mother and humiliation from his peers to a scenario involving his own death. The game features 13 possible endings, one after each major boss fight.

But i prefer TBOI: Rebirth. It's second game on TBOI series developed not on flash.

It's same game but graphics quality is better and more optimize for any platforms.

I played this game for over 400 hours