**How is the world constructed:**

Risk of Rain 2 creates its world and immersion through complex diversity of environments and soundtracks. Each stage in the game is vastly different from each other but serves to guide the tempo of the gameplay. The stages poised to be played later in the game are larger and usually contain higher levels of vertical complexity. This size difference is to compensate for the player increasing their speed over the course of the game. Each stage theme is expressive, offering a unique color palette and appeal. To accompany the stages, a soundtrack comprised by Chris Christodolou is played. In a commentary video, he has explained that this game uses longer and more open songs than the first game, Risk of Rain 1. The reason he gives for this is that the player has a larger, three-dimensional area to explore. The first game is two dimensional, and the soundtrack needs only to imply the presence of space. The second game is three dimensional and must accurately convey this through its music. The songs are longer to give the player more time to explore the stage without having to loop the track. The stages in Risk of Rain 2 contain a large playable area and are surrounded by a barrier which teleports the player back onto the map if they venture too far.

**What kinds of characters can be played:**

The player characters in Risk of Rain 2 are called survivors. There are 13 playable survivors in the base game. If the player purchases both DLC’s, there are 17 playable survivors. One survivor cannot be selected from the Menu, and is a transformation achieved mid-game. Each survivor is distinctive in their appearance and playstyle. Each survivor is given a different skill kit and promotes a different style of playing the game. Most survivors also have alternate skills that can be chosen to offer more complexity in their own kit. Survivor kits typically consist of a primary skill, secondary skill, utility skill, and special skill. Some survivors have passive skills or multiple of one skill type. Primary skills are typically spammable and used most often of all. Secondary skills are usually high damage skills with a low cooldown. Utility skills can be either area control or mobility skills. Special skills are typically very high damage skills on a longer cooldown.

**How is it challenging:**

The difficulty in Risk of Rain 2 is constantly increasing. The player must be fast in advancing the game to avoid falling behind. Each stage spawns a variety of monsters the player has to kill to survive. As the difficulty increases, the monsters become stronger. Each stage contains a teleporter event to move the player to the next. When activated, the teleporter will spawn a boss the player has to defeat to move on. On top of that, the teleporter must also be charged for a minimum of 90 seconds to move on. Even more dangerous than bosses, elite monsters can also spawn. Elite monsters behave the same as regular ones but have a unique buff according to their type. Blazing elites set the player on fire when the monster hits the player and leaves a trail of fire where it walks. Glacial elites slow the player down when hitting the player, and leave an explosion on death, freezing the player if nearby. Overloading elites leave a shock orb where they hit, doing an extra 50% damage after a second or so. Overloading elites also replace 50% of their health with shields that can be regenerated if not damaged continuously. Mending elites will heal nearby monsters and drop a healing explosion on death. Gilded elites cover themselves in a shield, which steals the player’s money if damaged at the wrong time. Gilded elites also increase in strength as money is stolen. Tier two elites are much stronger, and will only spawn after stage five, if the player chooses to continue the normal game rather than fighting the final boss. The tier two elites consist of celestine, malachite, and twisted. Celestine elites create a large field around them, which makes other monsters invisible if nearby. Malachite elites will disable the player’s ability to heal if it hits them. Twisted elites create a field which retaliates from any damage done to monsters in the area. Gilded and twisted elites can only spawn if the second DLC is purchased. Sometimes, stages may contain a void seed, and spawn special monsters comparable to elites. This can only happen if the first DLC is purchased. To beat the game, the player has to defeat one of the final bosses. Each DLC contains a final boss, and the main game has one of its own. To reach the standard final boss, the player must activate the teleporter on stage five to be sent to the moon. There, the player will charge four pillars, and face Mithrix, King of Nothing.

**What objects do you interact with:**

The main type of object the player aims to find are items. Items are mostly found in chests. Each item offers a different form of strength to the player. Some items offer a form of damage, while others can offer speed or healing. Items are split into several categories: common, uncommon, legendary, boss, lunar, and void. Items can be stacked to increase the strength of the buff they provide. To open a chest, the player needs to offer money. Money is obtained through killing monsters, and scales with difficulty. Aside from items, the player is mainly tasked with locating and activating the teleporter to continue the game. Stages can also contain shrines which do different things. Shrines of blood take health in exchange for money. Shrines of combat spawn monsters. Shrines of the mountain increase the strength of the teleporter boss in exchange for more rewards. Shrines of the woods create a healing field. Shrines of chance can offer cheaper items, but do not guarantee a reward. Shrines of order reallocate the player’s items into only one item type of each category. Shrines of gold can offer a secret stage after the teleporter boss is defeated. Stages can also contain a Newt shrine which can take players to a secret shop stage.

**Sounds and Music:**

The sounds in the game are typically just sound effects of things happening. Not many of the regular sound effects stand out to me in particular. Of the ones that do, they are sounds created by the monsters. Most notably, the sound created by the death of a Void Reaver. The music, however, is anything but ordinary. Each track is substantial, and masterfully created.

**Other Notes of Interest:**

The never really comments on itself in a meta way. Only one example of something coming close really exists. The quick tooltip for collecting the Ukulele item reads, “…and his music was electric.” The tooltip is referring to the game’s music in a fun roundabout way. The game does not make a notion on any issues in the real world. This game could be greatly developed in the future. It was purchased by Gearbox after its huge success, and will likely see future updates and DLC, maybe even a new sequel.