Roguelike Reviews

Crypt of the Necrodancer

“Moving only on the beat seams a bit limiting and while the combat is quite enjoyable I was more often failing at it than not. In the end didn't feel interested enough to persevere longer than the first layer of dungeon.”

“There is of course a fair bit of luck involved, as is pretty common with rogue-like games. At times you'll be lucky to find a nice weapon and other useful items early on, other times you'll just be spawning with enemies all around you.”

Enter the Dungeon

“All the collectable weapons are completely useless, none of them feel like a significant improvement over the basic weapons of each character, in fact, some of them are an obvious downgrade. This is a fatal mistake in a game where collecting guns is presented as a major attraction.”

Wizard of Legend

“What gives this game so much depth is the sheer number of spells at your disposal.”

“Cons: 1) Simplistic story. There really aren't any stakes, and your character is in no danger. Great sense of progress through buying upgrades, items, robes, and spells, but a story mode would have easily turned this game into a 9/10.”

Binding of Isaac

“This game is so ridiculously difficult that it makes Dark Souls set on hard look like a kid's game. You can expect to live about 3 or 4 minutes on average. I don't know how people can think this is a good game when you can only play 3 minutes before dying.”

Slay The Spire

“There are very few heroes, few enemies, few bosses, etc. Once you've played for a couple hours, you've seen all the game has to offer. All that's left is to go through the same thing over again with a crappy deck again.”

“Luck and RNG game. Be lucky and the game beats itself. “