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| **Game Name** | **Core Mechanics** | **Player Experience/Feedback** |
| The Binding of Isaac: Rebirth | Permadeath, Twin-Stick Shooting, Procedural Levels, Randomised Pickups | Players frequently cite enjoying the game’s vast amounts of controlled RNG – randomised items and procedurally generated dungeons result in every run feeling drastically different |
| FTL: Faster Than Light | Permadeath, Melee-Combat, Narrative Segments | Players enjoy the narrative that forms around your randomly generated crew and jumps – frequently described as a story-based game, rather than a gameplay game centered around |
| Enter the Gungeon | Permadeath, Randomised Pickups, Procedural Levels, Shooting | Players enjoy experimenting with the vast array of weapons, gadgets, enemies and boss designs |
| Nuclear Throne | Permadeath, Procedural Levels, ‘Run and Gun’ Shooting Mechanic, ‘Mutation’ Skill System | Players enjoy the blend of action and strategy (weighing up which mutations to go for). |
| Spelunky | Permadeath, Procedural Levels, Shop, Short-Range Whip |  |

# Popular Roguelikes