

Inkbound

Inkbound is an early access turn-based tactical action rouge-lite that combines the classic elements from roguelike deck builders with elements from a turn-based genre.

The main appeal of this game is the variety in its builds where mostly everything is playable and its variety in characters that you can play each with their own distinctive playstyle.

The main loop in this game begins with a single run that is then divided into individual acts and encounters, as it usually is in roguelike games. The encounters can vary from combats to places where you can augment your skills or even ascend them.

The difficulty curve is steep but once you get into it the game becomes a bit easier. For players looking for more challenge the game has an option to climb rankings where you encounter harder enemies or gain debuffs depending on your rank.

The game can be played solo or in a co-op of up to 4 people in which every person adds extra difficulty.

As this game is still in development there's a few problems with balance or the game becoming a bit same-ish especially at higher difficulties, although that might be due to my 144 hours of playtime, but I trust that the developers will figure out how to make the game even more fun than it already is.