

The Binding of Isaac: Rebirth is an indie action rogue-lite. The game is a remastered version of the original Binding of Isaac made in Flash. Because of the inability of using Flash for consoles, the entire game had to be remade using a different engine. Since then the remastered version has overgrown the original by a large margin with the dlcs Afterbirth, Afterbirth+ and Repentance, and somewhat regular updates. The last mentioned dlc was heavily based on the fan mod Antbirth and also contained content originally planned for a potential sequel. Nowadays the game is arguably the most well-known rogue-lite game.

The game is based on repeatedly getting through randomly generated floors and beating random bosses of the floors (certain floors do not have random bosses). On each floor the player is guaranteed to find at least two items that can either help by increasing stats or synergizing with an already owned item or completely destroy run by ruining synergies or decreasing stats. There are two kinds of items: passive and active. Active items have to be activated manually and have to recharge for certain amount of room clears. Passive items are being used to moment they are picked up through out the game.

The game has an incredibly large replayability value. Even though one run is usually between 30-60 minutes long, new floors getting unlocked every few finished runs and a cast of 34 characters keep the game fresh even after hundreds of hours.

Other than the normal mode there is also an option to choose the hard mode that slightly increases the difficulty with random curses each floor and tougher enemies. The game also offers Greed mode (and it's hard version Greedier mode) which is based on killing waves of enemies in one room. There is a large amount of Challenge runs that have certain conditions or are somehow modified right from the start. Other than that there are also Daily runs which are same for every player of the game, but are only possible to try only once.

The target audience for The Binding of Isaac: Rebirth are people who seek huge replayability value, enjoy RNG aspects and don't mind offensive and repulsive themes. I definitely am the target audience and I am not okay.