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GAMING Community OFF-TOPIC Community

(Steam/PS4/Vita) New Binding of Isaac: Rebirth trailer; releases Nov. 4th : Page 3 Subscribe

2+2=5
The Amiga Brotherhood
(11-03-2014, 01:11 PM)
Quote

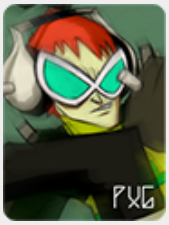
#201

> Originally Posted by **JBourne**
> **This is what I wanted. I usually love pixel art, but for some reason I just wasn't feeling it in Isaac.** I definitely prefer the flash look.
>
> I think I'll be using FART SNDS almost exclusively. The arcade filter is nice, too.

I think the cause is a mix of a too thick outline(maybe i'm wrong but i didn't see often pixel art with think outline) + sort of pillow effect

Images taken from here
http://www.natomic.com/hosted/marks/mpat/shading.html

-PXG-
Banned
(11-03-2014, 01:16 PM)
Quote



#202

Is there gonna be an OT?

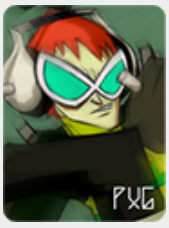
JaseC
gave away the keys to the kingdom.
(11-03-2014, 01:19 PM)
Quote

#203

> Originally Posted by **-PXG-**
> Is there gonna be an OT?

Yes.

-PXG-
Banned
(11-03-2014, 01:20 PM)
Quote



#204

> Originally Posted by **JaseC**
> Yes.

We have to wait til tomorrow? God damnit

JaseC
gave away the keys to the kingdom.
(11-03-2014, 01:22 PM)
Quote

#205

> Originally Posted by **-PXG-**
> We have to wait til tomorrow? God damnit

http://www.neogaf.com/forum/showthread.php?t=911801

jrh2
Member
(11-03-2014, 01:25 PM)
Quote

#206

This game looks amazing. Can't believe they're just giving it away on PS Plus.

Willkiller
Banned
(11-03-2014, 01:25 PM)
Quote

#207

So the PS+ version will be up tomorrow as well? In my mind they seem to release later than the 4th

Visualante2
Member
(11-03-2014, 01:37 PM)
Quote

#208

This release snuck up on me big time. Isaac was one of those games I got for like $2 in a sale so I'm more than happy to get this day one. Excite.

Corto
Member
(11-03-2014, 01:55 PM)
Quote

#209

Fantastic trailer. Another game to satiate my roguelike thirst.

Novocaine
Member
(11-03-2014, 02:05 PM)
Quote

#210

> Originally Posted by **Palette Swap**
> Yeah, I had somehow missed that and it looks like a motherfucker alright.
>
> Unless I'm missing something, even the Emperor wouldn't help that much, except by giving you another shot at it from the start ?

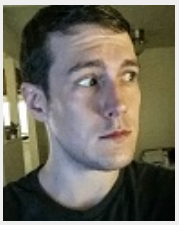
Emperor teleports you to the boss room. So you would be able to skip 10+ rooms of other bosses and respawning red shits. It's not an auto win by any stretch as I've heard the chest end fight will be different, but it will sure help.

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(11-03-2014, 02:48 PM)
Quote

#211

I am so screwed. I am close to Platinum God, but I always take damage on Caves and Depths.

marrec
Member
(11-03-2014, 03:06 PM)
Quote



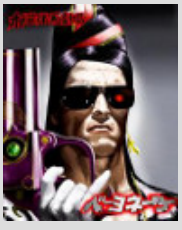
#212

This is probably my most hyped game of the year. The original consumed 200+ hours of my gaming time, the only reason I stopped playing it recently was so that I had a hunger for Rebirth.

The fact that I'll be able to play this on the Vita too? If you'd have told me 3 years ago that I would be playing BoI on the Vita I'd have punched you in the mouth for telling such a beautiful lie.

Can't wait for the new racing league with Rebirth.

Bayonettasbuddy
Junior Member
(11-03-2014, 03:19 PM)
Quote



#213

Anyone know if PS Plus is live tomorrow for BOI: R?

Haunted
fucking pineapples.
they're useless!
(11-03-2014, 03:31 PM)
Quote

#214

> Originally Posted by **Bsigg12**
> There's a Flash filter to those who don't like the pixel look

YUCK

Sir TapTap
Member
(11-03-2014, 03:32 PM)
Quote

#215

> Originally Posted by **Haunted**
> YUCK

Very yuck, and not at all what Flash looks like. I noticed some (terrible) people play Wii U VC games like this though, so whatever, I guess some people prefer it...somehow

Sendou
Junior Member
(11-03-2014, 03:33 PM)
Quote

#216

> Originally Posted by **Sir TapTap**
> Very yuck, and not at all what Flash looks like. I noticed some (terrible) people play Wii U VC games like this though, so whatever, I guess some people prefer it...somehow

It looks kind of funny. I liked how you could switch between filter and no filter quickly on Wii U.

Still pixels for life.

Michanical
Member
(11-03-2014, 03:40 PM)
Quote

#217

> Originally Posted by **Haunted**
> YUCK

Agreed, but some people have a bias against pixels. I'm open to any art style, but I'm definitely happy with the way Rebirth looks.

kingslunk
Member
(11-03-2014, 03:43 PM)
Quote

#218

caaaaaant waiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiit

Sir TapTap
Member
(11-03-2014, 03:43 PM)
Quote

#219

> Originally Posted by **Bayonettasbuddy**
> Anyone know if PS Plus is live tomorrow for BOI: R?

All other "PS+ at launch" games have come out at the same time as the PS+ update. I'm pretty sure

it's intentional, Velocity 2X went gold a full month ahead of time, waiting for the PS+ update date to release

> Originally Posted by **Michanical**
>
> Agreed, but some people have a bias against pixels. I'm open to any art style, but I'm definitely happy with the way Rebirth looks.

Well the problem is "weird filter" isn't an art style--handmade pixels, hand made 3D models, hand made Flash vectors can all look great. A gross filter distorting handmade work will never look good. (obviously antialiasing on 3D is a bit different)

Anustart
Member
(11-03-2014, 04:03 PM) #220
Quote

I'm ready to platinum god again. First one only took 150 hours.

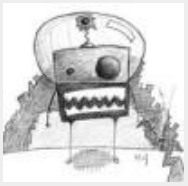
Tremis
This man does his research.
(11-03-2014, 04:25 PM) #221
Quote

> Originally Posted by **2+2=5**
>
> I think the cause is a mix of a too thick outline(maybe i'm wrong but i didn't see often pixel art with think outline) + sort of pillow effect
>
>
>
> Images taken from here
> http://www.natomic.com/hosted/marks/mpat/shading.html

That lighting is only wrong assuming we think the light source in Isaac is on an angle like that.

However, we know from the Isaac opening and ending cut scenes that he has fallen into his toy chest, therefore, the light should be coming from directly on top of him, which suggests the current lighting makes sense.

Michanical
Member
(11-03-2014, 04:30 PM) #222
Quote



> Originally Posted by **Sir TapTap**
>
> All other "PS+ at launch" games have come out at the same time as the PS+ update. I'm pretty sure it's intentional, Velocity 2X went gold a full month ahead of time, waiting for the PS+ update date to release

Well the problem is "weird filter" isn't an art style--handmade pixels, hand made 3D models, hand made Flash vectors can all look great. A gross filter distorting handmade work will never look good. (obviously antialiasing on 3D is a bit different)

I agree, completely. Edmund included the flash filter as a joke because of how many people were upset about the change in art direction. When the filter was announced, a lot of people said they were happy about it and will be using it exclusively.

I love the pixel art, but I've also never had a problem with any games using pixels.

EdibleExplosives
Member
(11-03-2014, 04:34 PM)
Quote

#223

> Originally Posted by **CassSept**
> [redacted]
>
> JESUS
>
> Is this achievement even possible. The heck.

Motherfucker.

I still can't get the 'no damage' Womb achievement.

names2hard4you
Member
(11-03-2014, 04:37 PM)
Quote

#224

What the fuck did I just watch LOL.

strangecloud
Junior Member
(11-03-2014, 04:40 PM)
Quote

#225

I am so hyped and cannot believe it's free. I was ready to drop money on day one, now I won't have to.

Very interested to see how the game feels with the ps4 controller.

atomic moth
Member
(11-03-2014, 04:51 PM)
Quote

#226

Is anyone in the BST thread selling steam codes for this? I looked and couldn't filter through it on my phone.

BigAT
Member
(11-03-2014, 04:55 PM)
Quote

#227

Any idea when this unlocks yet? Can't wait.

Sir TapTap
Member
(11-03-2014, 04:58 PM)
Quote

#228

> Originally Posted by **Michanical**
> I agree, completely. Edmund included the flash filter as a joke because of how many people were upset about the change in art direction. When the filter was announced, a lot of people said they were happy about it and will be using it exclusively.
>
> I love the pixel art, but I've also never had a problem with any games using pixels.

I actually prefer the look of the Flash game, though I'm quite aware of all the performance problems it has due to flash. But I'll definitely go pure pixel over fake flash. Hell, I've played plenty of the Flash version anyway so I'd probably play pixel for the most part even if given a proper choice.

> Originally Posted by **strangecloud**
> I am so hyped and cannot believe it's free. I was ready to drop money on day one, now I won't have to.
>
> Very interested to see how the game feels with the ps4 controller.

Controller is going to be SO GOOD. No controller is probably my least favorite problem due to flash, even worse than the performance (and joy to key is awkward).

Michanical
Member
(11-03-2014, 05:14 PM)
Quote

#229

I haven't been this hyped for a game since... jeez... I can't even recall. Probably Super Mario Galaxy?

It's one of the few times in my life I'm actually counting down hours till it releases. Though I own a steam copy (in case I ever drop PS+), I'll probably be played on PS4 since my friends all play exclusively on there.

I'm also excited to play co-op with my girlfriend. She couldn't get into the original because we'd have to take turns playing and the games can go 5 to 45 minutes depending on the run.

Quick note, if you don't care about spoilers: The devs will be streaming 5-7 PM PST tonight. Here are the details:
http://www.reddit.com/r/bindingofisa...stream_and_qa/

Here is the link to the stream: www.twingalaxies.com/live/

Last edited by Michanical; 11-03-2014 at 05:18 PM.

CassSept
Member
(11-03-2014, 05:25 PM)
Quote

#230

> Originally Posted by **Grief.exe**
> I am so screwed. I am close to Platinum God, but I always take damage on Caves and Depths.

Use Judas on Challenge 10 and pray. Took me a while but that's how I managed to do it iirc. Definitely use Challenge 10 though, it's a huuge help.

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(11-03-2014, 05:53 PM)

#231

> Originally Posted by **CassSept**
> Use Judas on Challenge 10 and pray. Took me a while but that's how I managed to do it iirc.

Quote

> Definitely use Challenge 10 though, it's a huuge help.

I'll give that a shot right now.

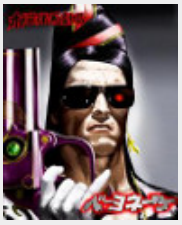
EDIT: I just need the caves achievement actually.

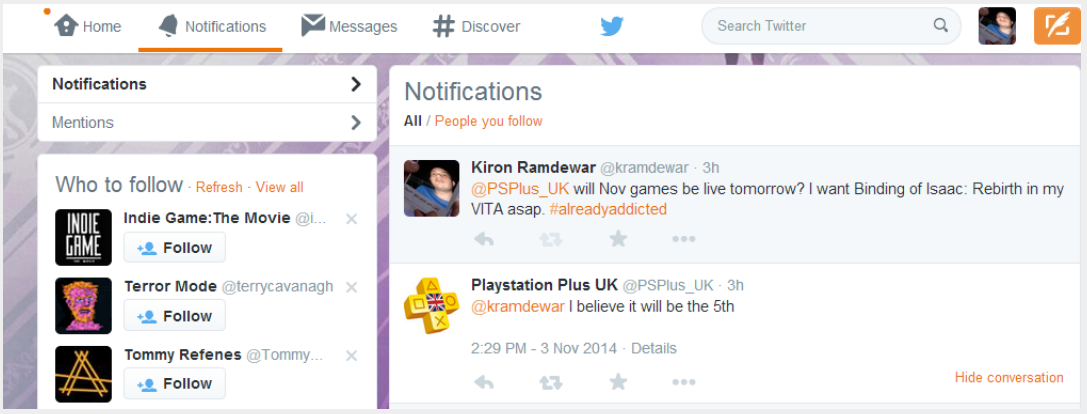
Last edited by Grief.exe; 11-03-2014 at 05:59 PM.

Bayonettasbuddy
Junior Member
(11-03-2014, 06:40 PM)

#232

Quote





GnawtyDog
Junior Member
(11-03-2014, 06:41 PM)

#233

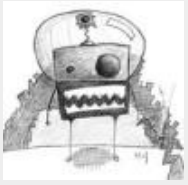
Quote

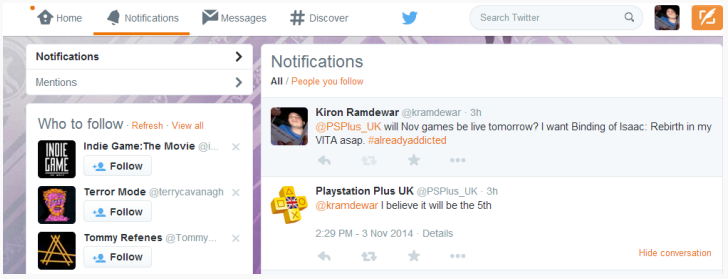
Looks good and we get it for free? Based PS+...

Michanical
Member
(11-03-2014, 06:56 PM)

#234

Quote



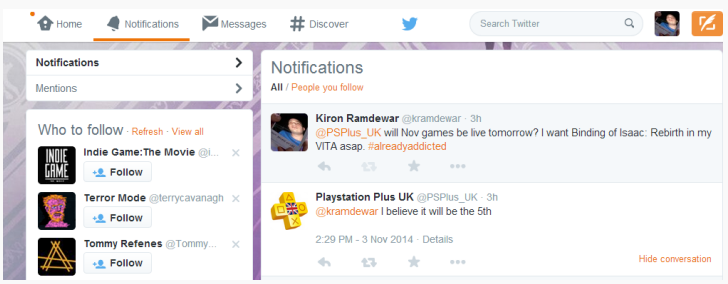
> Originally Posted by **Bayonettasbuddy**
>
> 
>

EU gets it Wednesday; that's heartbreaking. My condolences to all of you. Steam will still be releasing it the same time across all time zones (10:00 AM PST) if you can't wait. Hopefully someone knows a workaround so you can get it early!

Jimmyfenix
Member
(11-03-2014, 06:58 PM)

#235

Quote

> Originally Posted by **Bayonettasbuddy**
>
> 
>

Since that is a uk account it is right. Eu/uk always gets plus games on Wednesday when the store

updates.

jres80
Member
(11-03-2014, 07:07 PM)
Quote

#236

> Originally Posted by **Grief.exe**
> I'll give that a shot right now.
>
> EDIT: I just need the caves achievement actually.

I just restarted over and over until the first 2 levels gave me OP items (Epic Fetus + Flying, for instance).

Even so, it still took awhile. No damage is tricky, especially once you get down to the Caves.

Last edited by jres80; 11-03-2014 at 07:11 PM.

Faabulous
Member
(11-03-2014, 07:14 PM)
Quote

#237

> Originally Posted by **CassSept**
> Use Judas on Challenge 10 and pray. Took me a while but that's how I managed to do it iirc. Definitely use Challenge 10 though, it's a huuge help.

I just used The Doctors revenge Challenge. Got luck and rolled Transcendence on the first secret room, then I managed to get all the no damage achivs in one go.

Last edited by Faabulous; 11-03-2014 at 07:18 PM.

Michanical
Member
(11-03-2014, 07:36 PM)
Quote

#238

I know it's not a big game, but steam is allowing pre-loading of Rebirth.

The hype is taking hold!

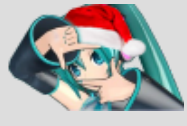
Edit:

Looks like a few streamers, including NorthernLion are getting early copies to stream starting at 7AM.

https://twitter.com/NorthernlionLP/s...43858254282752

Last edited by Michanical; 11-03-2014 at 08:10 PM.

Novocaine
Member
(11-03-2014, 08:33 PM)
Quote



#239

> Originally Posted by **Michanical**
> EU gets it Wednesday; that's heartbreaking. My condolences to all of you. Steam will still be releasing it the same time across all time zones (10:00 AM PST) if you can't wait. Hopefully someone knows a workaround so you can get it early!

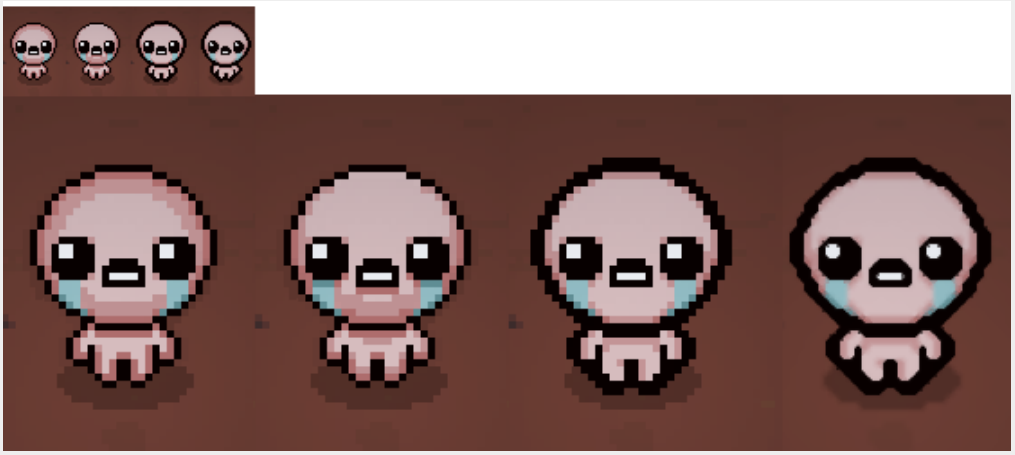
I will be primarily playing on my Vita/streaming on my PS4 but I did buy the PC version both to show support for the game, and to play it a day early while I wait for my preferred version.

2+2=5
The Amiga Brotherhood
(11-03-2014, 08:42 PM)
Quote

#240

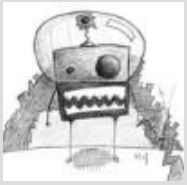
> Originally Posted by **Tremis**
> That lighting is only wrong assuming we think the light source in Isaac is on an angle like that.
>
> However, we know from the Isaac opening and ending cut scenes that he has fallen into his toy chest, therefore, the light should be coming from directly on top of him, which suggests the current lighting makes sense.

Yes and no, i understand that the source of light comes directly on top of him, but the current shading as is makes the character to look totally flat, while the character is completely round.
I hope to not result arrogant(i'm not even a pixel artist :( ) but i made this quick and dirty job that makes the character to look rounder.



The first one uses the same light source, the second uses a more realistic one and the other two are the original ones.
I also reduced the outline just to see how it looks.

Michanical
Member
(11-03-2014, 09:00 PM)
Quote



#241

> Originally Posted by **Novocaine**
> I will be primarily playing on my Vita/streaming on my PS4 but I did buy the PC version both to show support for the game, and to play it a day early while I wait for my preferred version.

I also bought a copy on Steam to support the devs. The game could be $50 and I'd probably still buy it.

Sir TapTap
Member
(11-03-2014, 09:02 PM)
Quote

#242

> Originally Posted by **2+2=5**
> Yes and no, i understand that the source of light comes directly on top of him, but the current shading as is makes the character to look totally flat, while the character is completely round.
> I hope to not result arrogant(i'm not even a pixel artist :( ) but i made this quick and dirty job that makes the character to look rounder.
>
> The first one uses the same light source, the second uses a more realistic one and the other two are the original ones.
> I also reduced the outline just to see how it looks.

I prefer the thinner outline but otherwise I prefer the ingame version. I don't really think it's supposed to be "lit" in any realistic way. He looks weird with both pillow and realistic thicker shading.

Novocaine
Member
(11-03-2014, 09:03 PM)
Quote

#243

> Originally Posted by **Michanical**
> I also bought a copy on Steam to support the devs. The game could be $50 and I'd probably still buy it.

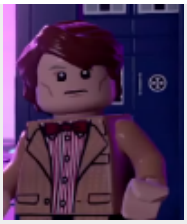
Oh yeah me too.

But then I have over $500 in Isaac resin figures on my shelf, so....

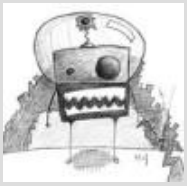
peanutbutterlatte
Member
(11-03-2014, 09:05 PM)
Quote

#244

Hollyyyy shiiiit I have so damn little time to play this game :(



Michanical
Member
(11-03-2014, 09:18 PM)
Quote



#245

> Originally Posted by **Tremis**
> That lighting is only wrong assuming we think the light source in Isaac is on an angle like that.
>
> However, we know from the Isaac opening and ending cut scenes that he has fallen into his toy chest, therefore, the light should be coming from directly on top of him, which suggests the current lighting makes sense.

Jesus Jones! Spoiler alert!

[redacted]

I'd guess that they wanted to make it less confusing since most of the time, Isaac's face will be obscured in some manner by his items.

Backfoggen
Member
(11-03-2014, 09:22 PM)
Quote

#246

How much is this on PS4? Cheaper than 3 months of PS+?

lonedigitalwolf
Banned
(11-03-2014, 09:26 PM)
Quote

#247

Nope, not getting this that's for sure, not after that trailer.

Michanical
Member
(11-03-2014, 09:30 PM)
Quote

#248

> Originally Posted by **lonedigitalwolf**
> Nope, not getting this that's for sure, not after that trailer.

Why not? Have you played Binding of Isaac before?

Celegus
Member
(11-03-2014, 09:36 PM)
Quote

#249

Hype hype hype hype hype!!!! I spent my entire Sunday doing homework in advance so I can slack off and play this!

David___
Member
(11-03-2014, 09:41 PM)

#250

Anyone know when the Sony webstore updates?

Quote

Delusibeta #251
Junior Member
(11-03-2014, 09:46 PM)
Quote

> Originally Posted by **lonedigitalwolf**
> Nope, not getting this that's for sure, not after that trailer.

Welcome to The Binding of Issac, where there's no dead baby jokes, just dead babies.

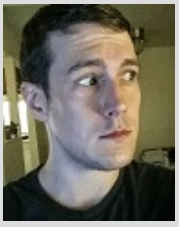
All aboard the hype train, I've got my PS+ class ticket. US update at about afternoon Eastern, while the EU store should be afternoon GMT.

lonedigitalwolf #252
Banned
(11-03-2014, 10:02 PM)
Quote

> Originally Posted by **Michanical**
> Why not? Have you played Binding of Isaac before?

The religious undertones... and no i have not, was interested because it reminds me a bit of the 2d Zelda games...

marrec #253
Member
(11-03-2014, 10:06 PM)
Quote



> Originally Posted by **David___**
> Anyone know when the Sony webstore updates?

As always, GCT (Grace Chen Time).

It's usually done by mid afternoon though.

BigAT #254
Member
(11-03-2014, 10:09 PM)
Quote

> Originally Posted by **Michanical**
> I know it's not a big game, but steam is allowing pre-loading of Rebirth.

The hype is taking hold!

Edit:

Looks like a few streamers, including NorthernLion are getting early copies to stream starting at 7AM.

https://twitter.com/NorthernlionLP/s...43858254282752

Anyone else having trouble pre-loading? It says the content is still encrypted when I try to view the pre-load information. Not a big deal considering the size of the game.

Edit: Never mind, just started for some reason.

Last edited by BigAT; 11-03-2014 at 10:11 PM.

Last edited by BigAT; 11-03-2014 at 10:44 PM.

EdibleExplosives
Member
(11-03-2014, 10:32 PM)
Quote

#255

Just got the last fucking no damage achievement on Isaac, just in time for tomorrow. Feels good.
Although, now my platinum achievement won't unlock, and my secrets are showing at 96/97 even though I have all items.

Anyone got any ideas? I've had a look online, found people with the same issue, but no answers.

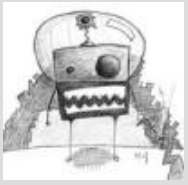
Holdfing
Junior Member
(11-03-2014, 10:35 PM)
Quote

#256

> Originally Posted by **EdibleExplosives**
> Just got the last fucking no damage achievement on Isaac, just in time for tomorrow. Feels good.
> Although, now my platinum achievement won't unlock, and my secrets are showing at 96/97 even though I have all items.
>
> Anyone got any ideas? I've had a look online, found people with the same issue, but no answers.

Do you have the 200 mom kills? That was the last that I missed.

Michanical
Member
(11-03-2014, 10:42 PM)
Quote



#257

> Originally Posted by **lonedigitalwolf**
> The religious undertones... and no i have not, was interested because it reminds me a bit of the 2d Zelda games...

It's supposed to be a modern version of the story of god asking Abraham to kill his son. Edmund has said that the trailer is probably more offensive than anything in his game (depending on your temperament).

From a Christian perspective, it seems like most games should be fairly offensive given the amount of killing you do. Call of Duty and Final Fantasy has very little "turn the other cheek/love thy brother" themes. Binding of Isaac just directly reference religion in a way that can be very offensive on the face of it. You have the opportunity to make a deal with the devil (offensive), but if you turn it down, you have a better chance of getting help from god (less offensive).

This game takes place in the imagination of a child escaping an abusive household and how his experience with religion warped his view of faith, sex, and death. It's not that everyone has this experience, because the game isn't even that critical of religion. This becomes more apparent as you progress through the game.

I'd recommend it. It's grotesque at times, but if you've ever killed a civilian on purpose in a video game (like skyrim), you've probably committed a worse digital sin than if you played isaac.

EdibleExplosives
Member
(11-03-2014, 10:48 PM)
Quote

#258

> Originally Posted by **Holdfing**
> Do you have the 200 mom kills? That was the last that I missed.

I don't, but I've read that it's not needed to unlock it, at least not for most people.

Edit: I mean unlock the achievement, not the last 'secret'. I'll get the last secret eventually if it is indeed the 200 mom kills, but I really hope that's not needed for platinum.

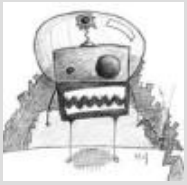
Last edited by EdibleExplosives; 11-03-2014 at 10:52 PM.

Michanical
Member
(11-03-2014, 10:50 PM)

#259

> Originally Posted by **EdibleExplosives**

Quote



> I don't, but I've read that it's not needed to unlock it, at least not for most people.

This is correct. 200 mom kills are not necessary to platinum god. If you want to 100% the game and see all the title screens, then you will have to do that, but if you are just looking to get all achievements and get the platinum god title screen, killing mom 200 times is not necessary.

BigAT
Member
(11-03-2014, 10:54 PM)

#260

Quote

> Originally Posted by **EdibleExplosives**
>
> Just got the last fucking no damage achievement on Isaac, just in time for tomorrow. Feels good.
> Although, now my platinum achievement won't unlock, and my secrets are showing at 96/97 even though I have all items.
>
> Anyone got any ideas? I've had a look online, found people with the same issue, but no answers.

I had the same problem. I think I ended up having to manually trigger it or something. There was some little utility program I think that went through your re-triggered your in-game achievements and that caused it to finally pop on Steam.

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(11-03-2014, 10:56 PM)

#261

Quote

> Originally Posted by **lonedigitalwolf**
>
> > Originally Posted by **Michanical**
> >
> > Why not? Have you played Binding of Isaac before?
>
> The religious undertones... and no i have not, was interested because it reminds me a bit of the 2d Zelda games...

I don't think there is anything directly offensive in the game. Edmund's parents are both deeply religious and they love the game reportedly due to the Christian references.

> Originally Posted by **Michanical**
>
> This is correct. 200 mom kills are not necessary to platinum god. If you want to 100% the game and see all the title screens, then you will have to do that, but if you are just looking to get all achievements and get the platinum god title screen, killing mom 200 times is not necessary.

That would be an absurd amount of mom kills.

Ferrio
real-time lotion physics
(11-03-2014, 10:56 PM)

#262

Quote

I took off tomorrow to play it, so hyped. Gonna have to go cold turkey on my regular twitch streamers though for awhile (Lethalfrag/DickHammer/CobaltStreak).

Michanical
Member
(11-03-2014, 11:04 PM)

#263

Quote

> Originally Posted by **Ferrio**
>
> I took off tomorrow to play it, so hyped. Gonna have to go cold turkey on my regular twitch streamers though for awhile (Lethalfrag/DickHammer/CobaltStreak).

Me, too! I put "election day" as the reason for my vacation time, but we vote by mail in my state, it's

isaac all day erry day.

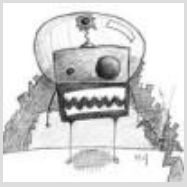
EdibleExplosives
Member
(11-03-2014, 11:13 PM)
Quote

#264

Thanks Holdfing, Michanical, and BigAT for your help, I managed to fix it. Similar to what BigAT said, I had to manually trigger a secret that refused to unlock. It's a broken one that can't be unlocked in game, called Conquest Horseman. I edited my save file, unlocked that secret and the achievement popped up.

I'm now officially ready for tomorrow.

Michanical
Member
(11-03-2014, 11:18 PM)
Quote



#265

> Originally Posted by **Ferrio**
> I took off tomorrow to play it, so hyped. Gonna have to go cold turkey on my regular twitch streamers though for awhile (Lethalfrag/DickHammer/CobaltStreak).

I know! I've made Northernlion runs (not MLGPRO Isaac, but fun to listen to) a part of my routine, but I'm trying not to spoil too many secrets since item discovery was a huge reason I love the original. (#nowiki)

Holdfing
Junior Member
(11-03-2014, 11:20 PM)
Quote

#266

> Originally Posted by **Grief.exe**
> That would be an absurd amount of mom kills.

Killing Isaac and ??? counts as mom kills as well. So it's not too bad.

Last edited by Holdfing; 11-03-2014 at 11:29 PM.

lonedigitalwolf
Banned
(11-03-2014, 11:31 PM)
Quote

#267

> Originally Posted by **Grief.exe**
> I don't think there is anything directly offensive in the game. Edmund's parents are both deeply religious and they love the game reportedly due to the Christian references.
>
> That would be an absurd amount of mom kills.

> Originally Posted by **Michanical**
> It's supposed to be a modern version of the story of god asking Abraham to kill his son. Edmund has said that the trailer is probably more offensive than anything in his game (depending on your temperament).
>
> From a Christian perspective, it seems like most games should be fairly offensive given the amount of killing you do. Call of Duty and Final Fantasy has very little "turn the other cheek/love thy brother" themes. Binding of Isaac just directly reference religion in a way that can be very offensive on the face of it. You have the opportunity to make a deal with the devil (offensive), but if you turn it down, you have a better chance of getting help from god (less offensive).
>
> This game takes place in the imagination of a child escaping an abusive household and how his experience with religion warped his view of faith, sex, and death. It's not that everyone has

> this experience, because the game isn't even that critical of religion. This becomes more apparent as you progress through the game.
>
> I'd recommend it. It's grotesque at times, but if you've ever killed a civilian on purpose in a video game (like skyrim), you've probably committed a worse digital sin than if you played isaac.

Thanks for the replies guys.

BigAT
Member
(11-03-2014, 11:32 PM)
Quote

#268

> Originally Posted by **EdibleExplosives**
>
> Thanks Holdfing, Michanical, and BigAT for your help, I managed to fix it. Similar to what BigAT said, I had to manually trigger a secret that refused to unlock. It's a broken one that can't be unlocked in game, called Conquest Horseman. I edited my save file, unlocked that secret and the achievement popped up.
>
> I'm now officially ready for tomorrow.

No problem. Congratulations and welcome to the club.

fantomena
Member
(11-03-2014, 11:32 PM)
Quote

#269

Pre-loaded on PC. Now I just wait for PS4 and Vita.

KTallguy
Price: Free
(11-03-2014, 11:46 PM)
Quote

#270

Can't.

Wait.

Bastos
Member
(11-03-2014, 11:49 PM)
Quote

#271

> Originally Posted by **lonedigitalwolf**
>
> Thanks for the replies guys.

I hope that these guys managed to convince you. Don't miss this game, bruh.

TI82
Member
(11-03-2014, 11:56 PM)
Quote

#272

So this comes out tomorrow afternoon for ps4? Man, this wait is killing me! Never played this series before but it looks very fun.

EdibleExplosives
Member
(11-03-2014, 11:58 PM)
Quote

#273

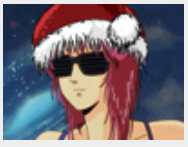
> Originally Posted by **BigAT**
> No problem. Congratulations and welcome to the club.
>
>
>

I'm finally part of the 3 percent.

The image you are requesting does not exist or is no longer available.

imgur.com

Kwixotik
Member
(11-04-2014, 12:01 AM)
Quote



#274

I love the first game and logged countless hours on it, but... I can't help but feel the freaky as fuck marketing strategy they're using here will probably turn more people off than it attracts.

Ferrio
real-time lotion physics
(11-04-2014, 12:26 AM)
Quote

#275

> Originally Posted by **Kwixotik**
> I love the first game and logged countless hours on it, but... I can't help but feel the freaky as fuck marketing strategy they're using here will probably turn more people off than it attracts.

What marketing strategy?

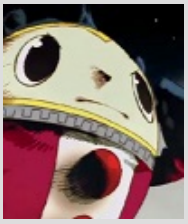
joe2187
owns a house that doesn't even have piss-covered floors.
(11-04-2014, 12:28 AM)
Quote

#276

> Originally Posted by **Ferrio**
> What marketing strategy?

If you mean the few Live action adverts (which are amazing BTW) I dont see any marketing strategy either.

PAULINK
Member
(11-04-2014, 12:33 AM)
Quote



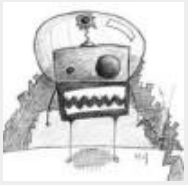
#277

I remember getting all the achievements for that game, blew though it in what seemed like a month, but was really worn out on the game by then. Are pc gamers getting this game at midnight? If so I gotta get in this.

Meh tomorrow at 10 pst, might as well wait for psn to update.

Last edited by PAULINK; 11-04-2014 at 12:38 AM.

Michanical
Member
(11-04-2014, 12:59 AM)
Quote



#278

> Originally Posted by **joe2187**
> If you mean the few Live action adverts (which are amazing BTW) I dont see any marketing strategy either.

What I find amazing is that Sony was willing to take a risk on this game that is, on the face of it, very offensive. It's one thing to sell it, as sony can say "we are against censorship!" What's awesome is that by adding it to the PS+ free library, people can almost see it as an endorsement of it.

I'm interested to see what the reviews for isaac look like, as well as what people who have never even heard of Isaac think the first time they boot it up. Most people seem to at least try all their ps+ games every month, and this is a pretty weird one. :D

Anustart
Member
(11-04-2014, 01:25 AM)
Quote

#279

Omg, I have it preloaded. Tomorrow is going to be fucking delicious.

The Illiterati
Member
(11-04-2014, 01:33 AM)
Quote

#280

> Originally Posted by **Kwixotik**
> I love the first game and logged countless hours on it, but... I can't help but feel the freaky as fuck marketing strategy they're using here will probably turn more people off than it attracts.

I find the game itself really repulsive, so I don't know why you would sugarcoat it. I'm really looking forward to it despite that, btw. I just don't usually enjoy constant feces and aborted children on my screen.(not the same as finding it offensive, either)

HadesGigas
Member
(11-04-2014, 01:35 AM)

#281

The Gate

Quote

Note the Xbox logo, also.

Last edited by HadesGigas; 11-04-2014 at 01:38 AM.

Fushichou187
Member
(11-04-2014, 01:43 AM)

#282

Quote

> Originally Posted by **HadesGigas**
> The Gate
>
> **Note the Xbox logo**, also.

Saw that :) Honestly this game needs to be everywhere.

NotLiquid
Member
(11-04-2014, 01:43 AM)

#283

Quote

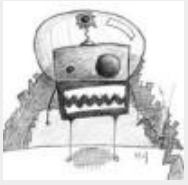
> Originally Posted by **HadesGigas**
> The Gate
>
> Note the Xbox logo, also.

Game's been teased on Wii U, Xbox One and 3DS now. I'm going to assume that Sony has some timed exclusivity going on.

Michanical
Member
(11-04-2014, 01:47 AM)

#284

Quote



> Originally Posted by **NotLiquid**
> Game's been teased on Wii U, Xbox One and 3DS now. I'm going to assume that Sony has some timed exclusivity going on.

The Xbox one controller works with the pc, but after what happened to Edmund last time he worked with Microsoft, I'm not sure if that will happen.

corn_fest
Member
(11-04-2014, 01:59 AM)

#285

Quote

Why is Twin Galaxies letting random Skype people talk over the stream? Christ.

Stoze
Member
(11-04-2014, 02:11 AM)

#286

Quote

> Originally Posted by **corn_fest**
> Why is Twin Galaxies letting random Skype people talk over the stream? Christ.

Yeah this is a god awful format for showing games and doing Q&A.

alr1ght
bish gets all the credit :)
(11-04-2014, 02:31 AM)
Quote

#287

"What's Wii U?"

ouch

kingslunk
Member
(11-04-2014, 02:45 AM)
Quote

#288

When is the game supposed to be released?

OneEyeTwoHead
Banned
(11-04-2014, 02:46 AM)
Quote

#289

Man, I wished this was at midnight.

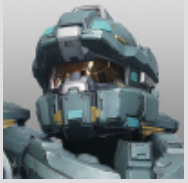
NotLiquid
Member
(11-04-2014, 02:50 AM)
Quote

#290

> Originally Posted by **kingslunk**
> When is the game supposed to be released?

~16 hours from now.

Bsigg12
Member
(11-04-2014, 03:02 AM)
Quote



#291

> Originally Posted by **Michanical**
> The Xbox one controller works with the pc, but after what happened to Edmund last time he worked with Microsoft, I'm not sure if that will happen.

Xbox logo in the top right corner in the screen is from after re-entering the game from the home screen.

Honestly, this game is going to be everywhere, and it's going to be glorious.

Edit: They are showing 3 player coop right now.

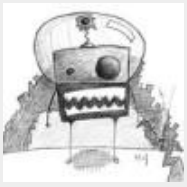
http://www.twitch.tv/twingalaxieslive

Last edited by Bsigg12; 11-04-2014 at 03:07 AM.

Michanical
Member

#292

(11-04-2014, 03:11 AM)
Quote



> Originally Posted by **Bsigg12**
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>
> Honestly, this game is going to be everywhere, and it's going to be glorious.
>
> Edit: They are showing 3 player coop right now.
>
> http://www.twitch.tv/twingalaxieslive

Holy shit! That's exciting! Isaac for everyone!

Facism #293
Member
(11-04-2014, 03:33 AM)
Quote

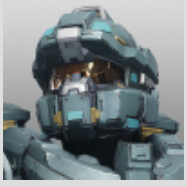
isaac needs to be spread around like world peace.

Stoze #294
Member
(11-04-2014, 03:53 AM)
Quote

Been taking a peek now and then, didn't want to watch too much to keep the experience fresh. Looks fantastic.

I genuinely didn't know that there was 4 player coop, thought it was just two. Pretty awesome.

Bsigg12 #295
Member
(11-04-2014, 04:12 AM)
Quote



I really wish this unlocked at midnight eastern, I'm really hurtin to play this.

David___ #296
Member
(11-04-2014, 04:13 AM)
Quote

When is the OT going up? :(

JBourne #297
maybe tomorrow it rains
(11-04-2014, 05:52 AM)
Quote

> Originally Posted by **Bsigg12**
> I really wish this unlocked at midnight eastern, I'm really hurtin to play this.

Could be worse. I'm waiting for the Vita version, so I have no idea when it'll be available.

Can't wait for portable Isaac. It could very well end up being my most-played game on the system.

HadesGigas
Member
(11-04-2014, 06:01 AM)
Quote

#298

http://www.twitch.tv/mrsmcmillen

Not even opaque!

Ozium
Ask me about DRAGON: THE GAME
(11-04-2014, 06:29 AM)
Quote

#299

I need that OT... it should be up by now... all the mods in that sticky thread were like "the night before is fine, of course" ... well it's the night before GOGOGO

JBourne
maybe tomorrow it rains
(11-04-2014, 06:37 AM)
Quote

#300

> Originally Posted by **HadesGigas**
> http://www.twitch.tv/mrsmcmillen
>
> Not even opaque!

This is a good stream.

Post Reply

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