darksagus
Junior Member
(09-05-2014, 07:47 PM)
Quote

#101

Pre-ordered, also will be getting on vita. 2 months can't go by fast enough

Pai Pai Master
Member
(09-05-2014, 07:49 PM)
Quote

#102

> Originally Posted by **IAmRandom31**
> wasnt this always console exclusive? " first to console "

likely because they just hadn't committed to getting the PC version out day and date with the PS4 version, so Sony could market it that way. They must have figured they could do it after the original announcement.

gai_shain
Member
(09-05-2014, 07:50 PM)
Quote

#103

nvm my fault

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(09-05-2014, 08:08 PM)
Quote

#104

$10 for Rebirth? Perfect price, instant pre-order for me.

I'm going to go request that day off.

gotstrangepowers

#105

Member
(09-05-2014, 08:09 PM)
Quote

> Originally Posted by **Ladekabel**
> What did I just watch?
>
> Couldn't get in the original as much as I liked but will give Rebirth a chance.
>
> Is there a reason this isn't coming to the eShop? Like Nintendo having policies for games with "religious" content? As much as I love my Vita, I dislike the sticks and would prefer playing it on the Gamepad with Off-TV-Play.

Yep

"Questionable religious content" keeping Meat Boy designer's downloadable game from arriving on Nintendo's portable online storefront."

http://www.gamespot.com/articles/nin.../1100-6360583/

FloatOn #106
Member
(09-05-2014, 08:11 PM)
Quote

> Originally Posted by **Grief.exe**
> $10 for Rebirth? Perfect price, instant pre-order for me.
>
> I'm going to go request that day off.

This is dedication.

I'll be looking forward to your impressions.

sabertoothzombie #107
Member
(09-05-2014, 08:12 PM)
Quote

I loved the original, but have not kept up to date with the reveals for this one. Can't believe how soon it will be released

cakely #108
Member
(09-05-2014, 08:13 PM)
Quote

Also ... that ... trailer ...

I don't even know what to make of that.

Ingueferroque #109
Member
(09-05-2014, 08:14 PM)
Quote

This is going to be so good on Vita.

cakely #110
Member
(09-05-2014, 08:15 PM)

> Originally Posted by **Jimmyfenix**

Quote

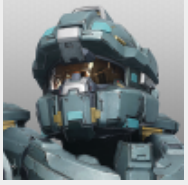
> http://www.joystiq.com/2013/11/12/do...h-with-playst/
>
> EU blog post...is this life?

How did I miss this? Hells yes.

Visualante2 #111
Member
(09-05-2014, 08:17 PM)
Quote

Wish it had online co-op then the price would be a no brainer.

Bsigg12 #112
Member
(09-05-2014, 08:19 PM)
Quote



Got it preordered. I can't wait to play this.

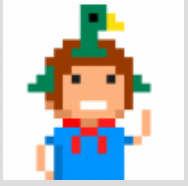
plasmawave #113
Member
(09-05-2014, 08:19 PM)
Quote

James Id FTW lol

FleetingFlowAir #114
Member
(09-05-2014, 08:33 PM)
Quote

Now that I know the release date, I'm hyped now. Can't wait to play it on my Vita.

Sify64 #115
Member
(09-05-2014, 08:39 PM)
Quote



Wow, the trailer actually makes me not want to play the game.

Grief.exe #116
Don't stop believin'~~~ hold on to the feeling
(09-05-2014, 09:01 PM)
Quote

> Originally Posted by **Sify64**
>
> Wow, the trailer actually makes me not want to play the game.

It is pretty weird, but the gameplay in the background looked excellent.

The game is quite strange thematically if you think about it.

Remachinate
Member
(09-05-2014, 09:19 PM)
Quote

#117

Edit: totally wrong thread.

Last edited by Remachinate; 09-05-2014 at 09:24 PM.

KarmaCow
Member
(09-05-2014, 09:22 PM)
Quote

#118

> Originally Posted by **Sify64**
> Wow, the trailer actually makes me not want to play the game.

Intentionally weird bullshit like this does the same to me but the game itself is great. Don't skip it because of this trailer.

Dr. Benton Quest
Member
(09-05-2014, 09:25 PM)
Quote

#119

So excited. It's great that owner of the original get it for $10

That video though

Toki767
Member
(09-05-2014, 09:26 PM)
Quote

#120

Is this still going to be a PS+ game? Release date (beginning of November) lines up.

ZeroAKA
Member
(09-05-2014, 09:28 PM)
Quote

#121

Weird trailer, but it got my attention at least. Can't wait to play this on my PS4 and Vita!

HadesGigas
Member
(09-05-2014, 09:52 PM)
Quote

#122

> Originally Posted by **Toki767**
> Is this still going to be a PS+ game? Release date (beginning of November) lines up.

http://blog.us.playstation.com/2014/...-ps4-vita-114/

> + Tyrone Rodriguez on September 5th, 2014 at 10:47 am said:
> This is the PS+ November game for North America and Europe, so yes.

Decado
Member
(09-05-2014, 09:59 PM)
Quote

#123

Is there a good summary of the difference between this and the last version?

Ingueferroque
Member
(09-05-2014, 10:00 PM)
Quote

#124

> Originally Posted by **Decado**
> Is there a good summary of the difference between this and the last version?

It doesn't use Flash. That's all you need to know.

Awful trailer though.

Piercedveil
Member
(09-05-2014, 10:02 PM)
Quote

#125

Think I'm going to go ahead and play it on Vita since it'll be free on PS+ and then decide whether I want the PC version later or not.

Blitzhex
Member
(09-05-2014, 10:03 PM)
Quote

#126

Holy shit yes!
Game of the forever.

jres80
Member
(09-05-2014, 10:23 PM)
Quote

#127

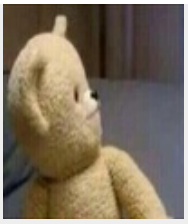
> Originally Posted by **Spoony Bob**
> $14.99, or $10.04 for users that already own the binding of isaac

Done. Preordered. Take my money.

AoM
Member
(09-05-2014, 10:31 PM)
Quote

#128

> Originally Posted by **Decado**
> Is there a good summary of the difference between this and the last version?



From Steam:

Over 500 hours of gameplay
4 BILLION Seeded runs!
20 Challenge runs
450+ items, including 160 new unlockables
Integrated controller support for popular control pads!
Analog directional movement and speed
Tons of feature film quality animated endings
Over 100 specialized seeds
2-Player local co-op
Over 100 co-op characters
Dynamic lighting, visual effects and art direction
All-new game engine @60FPS 24/7
All-new soundtrack and sound design
Multiple Save slots
Poop physics!
The ultimate roguelike
A bunch of achievements

10 Playable Characters
100+ enemies, with new designs
Over 50 bosses, including tons of new and rare bosses
Rooms FULL OF POOP!
Mystic Runes
Upgradeable shops

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(09-05-2014, 11:29 PM)
Quote

#129

I wonder if it is a fully unlocked frame rate. IE arbitrary frame rate support.

This would be the perfect game to run at 120/144Hz if you have the capability.

David___
Member
(09-06-2014, 12:09 AM)
Quote

#130

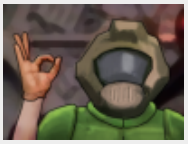
lmfao at the trailer. Glad this finally has a release date.

Last Uchiha
Banned
(09-06-2014, 12:19 AM)
Quote

#131

Finally a release date

Riho Hyena
Junior Member
(09-06-2014, 12:20 AM)
Quote



#132

That trailer was certainly something, knowing Edmund, it probably means something. And goddamn, $10 sounds great. Definitely gonna pre-order this baby.

Bubbavelli
Got a D on my yoga

#133

Im definitely going to cop for $10.

midterm.
(09-06-2014, 12:26 AM)
Quote

Quick question on vanilla: How do I increase the frame rate? I know it runs on flash and that it's contingent on cpu rather than gpu. I read somewhere about dedicating a core to it so I changed the affinity to one but it still seems to be dropping. I played on my girlfriend's macbook once and it played beautifully. Someone help pls :(

Dingotech #134
Member
(09-06-2014, 12:27 AM)
Quote

WOOOOOOOOOOOOOOOOT!

Paid for it the second I saw it.

Any way I can pay for it again?

Last edited by Dingotech; 09-06-2014 at 12:42 AM.

Vesmir #135
Member
(09-06-2014, 12:27 AM)
Quote

That trailer was perfect for this game. Preordered.

Dingotech #136
Member
(09-06-2014, 12:42 AM)
Quote

Woops double post

dLMN8R #137
Member
(09-06-2014, 12:59 AM)
Quote

> Originally Posted by **Decado**
> Is there a good summary of the difference between this and the last version?

They describe it as being more than twice as large as the original+expansion.

http://bindingofisaac.com/post/90431...ters-joke-here

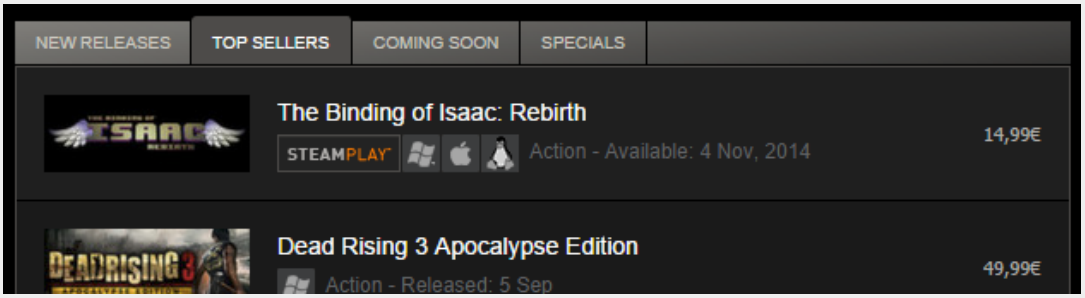
Some others:
http://bindingofisaac.com/post/91805...and-maps-oh-my
http://bindingofisaac.com/post/93169...rth-of-rebirth
http://bindingofisaac.com/post/93833...in-the-details
http://bindingofisaac.com/post/94477363909/i-have-worms

Video: http://bindingofisaac.com/post/95162...-rebirth-co-op

The ability to have larger rooms which scroll is alone enough to get me excited for this...

Grief.exe
Don't stop believin'~~~ hold on to the feeling
(09-06-2014, 01:14 AM)
Quote

#138



breadtruck
Member
(09-06-2014, 01:14 AM)
Quote

#139

This and Hotline Miami 2 are the ONLY games Ive been waiting on for release.

Very happy right now!

Citizen_Insane
Member
(09-06-2014, 01:18 AM)
Quote

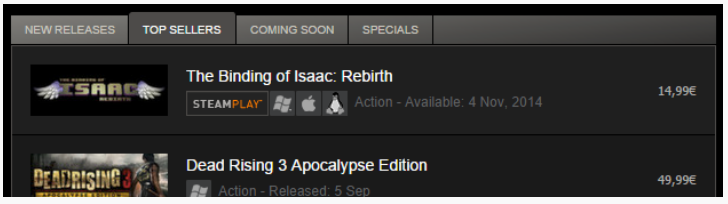
#140

That was some trailer.. I was looking forward to it being in October since that was what Edmund was teasing, but there's so many games to play until November that it won't be a big deal.

Having Isaac on my Vita is going to ruin my life. Goodbye, free time.

Dingotech
Member
(09-06-2014, 01:53 AM)
Quote

#141

> Originally Posted by **Grief.exe**
>
> 
>

Any way we can make it go higher?

Ampersands
Member
(09-06-2014, 02:38 AM)
Quote

#142

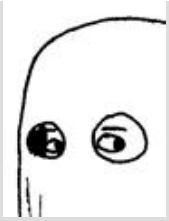
Pre-ordered on Steam. I don't know which wait will be worse. SSB4 or this?

TheShampion
Member
(09-06-2014, 02:48 AM)
Quote

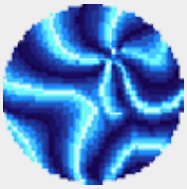
#143

That was the best trailer I have seen for a game in a long time.

Getting this for Vita as soon as I can.



Mikey Jr.
Member
(09-06-2014, 03:16 AM)
Quote



#144

PS+ is love, PS+ is life.

Awesome!

gai_shain
Member
(09-06-2014, 05:16 AM)
Quote

#145

got ps+ but preordered for steam anyway because pc is going to be my main plattform for this

lightning2k3
Member
(09-06-2014, 05:36 AM)
Quote

#146

Can't wait for the PS+ november thread when people complain they are getting another indie game for the PS4 instead of knack.

Gez
Member
(09-06-2014, 05:40 AM)
Quote

#147

The flash version was a joke. It stuttered and the 'use joy2key' thing under controllers was a slap in the face.

Dingotech
Member
(09-06-2014, 05:48 AM)
Quote

#148

> Originally Posted by **lightning2k3**
> Can't wait for the PS+ november thread when people complain they are getting another indie game for the PS4 instead of knack.

Not looking forward to that at all...

People really need to give this one a chance!

glaringradio
Member
(09-06-2014, 05:51 AM)
Quote

#149

> Originally Posted by **Gez**
> The flash version was a joke. It stuttered and the 'use joy2key' thing under controllers was a slap in the face.

I posted this before in the thread, but Isaac has an excellent community, including a modder who released SpiderMod which helps iron out a bunch of problems with the flash version, adds support for Xbox controllers (which opens up support for a bunch of other controllers too), and fixes a good few other things.

SpiderMod

HadesGigas
Member
(09-06-2014, 06:44 AM)
Quote

#150

Heh, the trailer got pulled from the Steam page.

https://twitter.com/EdmundMcMillenn/...12785310355457

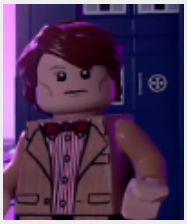
> Edmund McMillen
> @EdmundMcMillenn
> looks like the trailer was "TOO HOT FOR STEAM!" achievement unlocked!
>
>

Sora_N
Member
(09-06-2014, 06:48 AM)
Quote

#151

Awkward ad, I didn't like the game on Steam though.

peanutbutterlatte
Member
(09-06-2014, 10:13 AM)
Quote



#152

Wait wait wait... Simeltaneous NA/EU launch? The Nicalis curse is broken?

YEAAAAAAAAAAAAAAAAAAAAAAAAAAAAAH.

Seriously you legitimately have no clue how pleased I am. BoI:R was probably my most anticipated title on Vita, and Nicalis have such an awful, awful track record of bringing games over here.

VVVVVVV and 1001 Spikes died for Isaac's sins...

jacobeid
Member
(09-06-2014, 10:15 AM)
Quote

#153

I'm excited to play this on my vita but it will definitely be waiting for a bit. Bayonetta 2 and SO are gonna be keeping me busy at the end of October.

$h@d0w
Banned
(09-06-2014, 10:50 AM)
Quote

#154

I live in a Christian country, will the release on PSN be blocked? I'm expecting outrage.

drotahorror
Member
(09-06-2014, 11:04 AM)
Quote

#155

> Originally Posted by **jacobeid**
> I'm excited to play this on my vita but it will definitely be waiting for a bit. Bayonetta 2 and SO are gonna be keeping me busy at the end of October.

SO?

Palette Swap
Member
(09-06-2014, 11:28 AM)
Quote

#156

2 months.

It's going to be so awesome.

Sendou
Junior Member
(09-06-2014, 11:29 AM)
Quote

#157

> Originally Posted by **drotahorror**
> SO?

Sunset Overdrive

wetflame
Pizza Dog
(09-06-2014, 11:30 AM)
Quote

#158

Just watched the 42 minute play through that Edmund linked to on Twitter, looks awesome. Can't wait to play it.

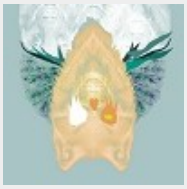
CassSept
Member
(09-06-2014, 11:33 AM)
Quote

#159

Day -59

This + Warlords of Draenor, damn you November :/

reptilescorpio
Member
(09-06-2014, 11:41 AM)
Quote



#160

Sony have a habit of releasing these games on PSN before classification so it's going to be interesting to see what happens for us here in Australia. No way in hell this is getting anything less than an R here. I wonder if they will push for classification before release this time, like they did with Outlast.

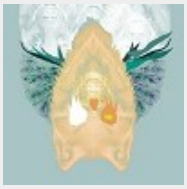
Renpatsu
Member
(09-06-2014, 11:45 AM)
Quote

#161

> Originally Posted by **reptilescorpio**
> Sony have a habit of releasing these games on PSN before classification so it's going to be interesting to see what happens for us here in Australia. No way in hell this is getting anything less than an R here. I wonder if they will push for classification before release this time, like they did with Outlast.

Even if it did get an R here, how much would an R rating actually affect a digital only (unless I'm wrong) release?

reptilescorpio
Member
(09-06-2014, 11:48 AM)
Quote



#162

> Originally Posted by **Renpatsu**
> Even if it did get an R here, how much would an R rating actually affect a digital only (unless I'm wrong) release?

Would only be interesting from a timing perspective, I doubt Sony would put it up on PS+ for us without a rating. Since it takes time for the rating process I hope Sony get it into the queue basically right now rather than cut it super fine like they did with Outlast.

It's a nice little loophole right now, not having to classify digital only games, but allowing a pretty messed up game to be released for 'free' to PS+ members might draw a whole lot of heat from certain parts of the media.

Roboleon
My path to success was sucking French cock for a decade.
(09-06-2014, 12:07 PM)
Quote

#163

I got steam version pre-order for almost nothing (based putin) and if the rumors about rebirth being ps+ at launch is correct, then I almost feel bad for not supporting the game enough :0

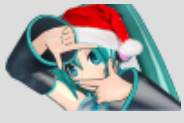
Dingotech
Member
(09-06-2014, 12:26 PM)
Quote

#164

> Originally Posted by **Roboleon**
> I got steam version pre-order for almost nothing (based putin) and if the rumors about rebirth being ps+ at launch is correct, then I almost feel bad for not supporting the game enough :0

Do what I did and pay for more copies for friends!

Novocaine
Member
(09-06-2014, 03:13 PM)
Quote



#165

> Originally Posted by **Roboleon**
> I got steam version pre-order for almost nothing (based putin) and if the rumors about rebirth being ps+ at launch is correct, then I almost feel bad for not supporting the game enough :0

Even though I've dropped hundreds of dollars on Isaac resin figures from Edmund's shop, and both physical versions of the original I still somehow feel bad for getting this for free.

drotahorror
Member
(09-06-2014, 05:17 PM)
Quote

#166

> Originally Posted by **Sendou**
> Sunset Overdrive

doh, of course. thanks.

---

outunderthestars
He's not our sharpest knife.
(09-06-2014, 05:21 PM)
Quote

#167

This will finally get some of the dust off of my Vita. :)

---

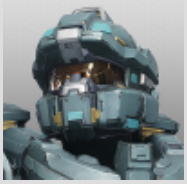
jres80
Member
(09-06-2014, 10:49 PM)
Quote

#168

How far away is November 4th.

Fuck.

Bsigg12
Member
(09-09-2014, 02:41 AM)
Quote



#169

There's a Flash filter to those who don't like the pixel look

Pixel look

Flash Look

Binding of Isaac blog

Last edited by Bsigg12; 09-09-2014 at 02:43 AM.

HadesGigas
Member
(09-09-2014, 02:46 AM)

#170

Quote

The blog post also says there's 50+ seed codes that do secret things, one of them is the arcade filter:

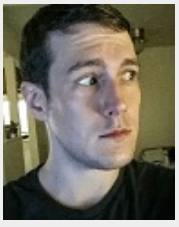
this is the code for the arcade filter.

And here's a video that shows off a fart sounds seed:
https://www.youtube.com/watch?v=O657yvvdn2o

KrellRell #171
Member
(09-09-2014, 08:57 PM)
Quote

This game is going to be crazy good. I don't think I've played any other game as much as I've played TBOI. I just wish it was coming out sooner!!!

marrec #172
Member
(09-09-2014, 09:00 PM)
Quote



Oh fuck I only have until Nov. 4th to spend time with my loved ones.

doctorblurg #173
Member
(09-09-2014, 09:02 PM)
Quote

Wow I didn't expect this to launch on Plus, I wouldve dropped money on it day 1 either way

Mr_Zombie #174
Member
(09-09-2014, 09:45 PM)
Quote

OK, that video wins my award for the most disturbing trailer I've ever seen...

But I'm happy about this game. The current Flash version run like shit on my last laptop and runs so-so on my current PC. Non-Flash version will be a blessing.

HadesGigas #175

Soundtrack up to pre-order, six tracks available now:

Member
(09-15-2014, 04:05 AM)
Quote

https://ridiculon.bandcamp.com/album...ac-rebirth-ost

jres80 #176
Member
(09-15-2014, 04:17 AM)
Quote

I don't like the new music at all. I hope someone mods in the old music files.

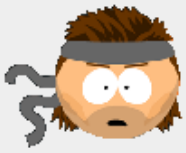
Novocaine #177
Member
(09-15-2014, 05:20 AM)
Quote

> Originally Posted by **jres80**
> I don't like the new music at all. I hope someone mods in the old music files.

I'm a fan of the new music. Considering the amount of times I've heard the original, it will be nice to have something fresh.

It would however be amazing to have the option to change to the original soundtrack.

Nvzman #178
Member
(09-15-2014, 05:31 AM)
Quote



> Originally Posted by **HadesGigas**
> Soundtrack up to pre-order, six tracks available now:
>
> https://ridiculon.bandcamp.com/album...ac-rebirth-ost

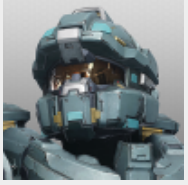
That Ventricide song sounds badass as fuck.

Tanner1495 #179
Member
(09-15-2014, 05:34 AM)
Quote

A week after WWE and two weeks before GTA and LBP3 for me.

The fall is going to hit me hard.

Bsigg12 #180
Member
(09-15-2014, 05:36 AM)
Quote



> Originally Posted by **HadesGigas**
> Soundtrack up to pre-order, six tracks available now:
>
> https://ridiculon.bandcamp.com/album...ac-rebirth-ost

I like Diptera Sonata

JaseC #181

gave away the keys to the kingdom.
(09-15-2014, 05:38 AM)
Quote

> Originally Posted by **HadesGigas**
> Soundtrack up to pre-order, six tracks available now:
>
> https://ridiculon.bandcamp.com/album...ac-rebirth-ost

I'll throw this into the OP. The original's OST was sold as DLC on Steam. I couldn't say why it was removed.

---

jres80
Member
(09-15-2014, 05:38 AM)
Quote

#182

> Originally Posted by **Novocaine**
> It would however be amazing to have the option to change to the original soundtrack.

I can listen to those original BoI again and again.

An option would be nice. You can't go wrong with options.

Hesemonni
Junior Member
(10-21-2014, 09:05 PM)
Quote

#183

Holy fuck. I just realized the game's out really soon. Between this and my everlasting Spelunky addiction I certainly won't have any trouble spending my time. Now if only La-Mulana Portable came out some time soon (I wish)....

Tainted
Member
(11-03-2014, 02:38 AM)
Quote

#184

Where's the OT ? :)

Cannot wait to play this tomorrow, I preordered it some time ago for PC with the discount, and now I find out it will be part of the Nov PS+ lineup which is very cool.

CassSept
Member
(11-03-2014, 08:51 AM)
Quote

#185

Does anyone have any idea when the game could possibly be available for download? It's so close, I can't wait :D

---

glaringradio
Member
(11-03-2014, 08:59 AM)
Quote

#186

> Originally Posted by **CassSept**
> Does anyone have any idea when the game could possibly be available for download? It's so close, I can't wait :D

6pm GMT. So, 34 hours from now

CassSept
Member
(11-03-2014, 09:06 AM)
Quote

#187

> Originally Posted by **glaringradio**
> 6pm GMT. So, 34 hours from now

Ah, a bit later than I expected. At least I'll be able to comfortably prepare, stay at home and indulge for a 5+ hour session of sweet sweet Isaac :D

FDC1
Member
(11-03-2014, 09:08 AM)
Quote

#188

Trophy list for people interested:

http://psnprofiles.com/trophies/3083...-Isaac-Rebirth

Platinum trophy!

Hypron
Member
(11-03-2014, 09:12 AM)
Quote

#189

> Originally Posted by **FDC1**
> Trophy list for people interested:
>
> http://psnprofiles.com/trophies/3083...-Isaac-Rebirth
>
> Platinum trophy!

They still have the no damage trophies...

shudders

CassSept
Member
(11-03-2014, 09:13 AM)
Quote

#190

[redacted]

JESUS

Is this achievement even possible. The heck.

Palette Swap
Member
(11-03-2014, 09:14 AM)
Quote

#191

> Originally Posted by **FDC1**
> Trophy list for people interested:
>
> http://psnprofiles.com/trophies/3083...-Isaac-Rebirth
>
> Platinum trophy!

It totally deserved one seeing the wealth of achievements the original game had.
That plat is going to be time consuming but I wouldn't want it any other way.

Also, it seems we've seen every character.

Novocaine
Member
(11-03-2014, 09:19 AM)
Quote

#192

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

I am 100% confident in getting this platinum trophy if it weren't for this motherfucker. I hope The Emperor is still in the game, that will be the only way.

Dingotech
Member
(11-03-2014, 09:22 AM)
Quote

#193

> Originally Posted by **Hypron**
>
> They still have the no damage trophies...
>
> *shudders*

Yeah these will probably prevent me ever getting the platinum, but I'll certainly try and hope some random item combination assists me!

Mr. Enigma
Member
(11-03-2014, 09:24 AM)
Quote

#194

So...this game is going to unlock at 12pm EST? The fuck? Why not midnight in each zone?

JBourne
maybe tomorrow it rains
(11-03-2014, 09:27 AM)
Quote

#195

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

Pixel look

Flash Look

Binding of Isaac blog

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.

> Originally Posted by **HadesGigas**
>
> The blog post also says there's 50+ seed codes that do secret things, one of them is the arcade filter:
>
> And here's a video that shows off a fart sounds seed:
> https://www.youtube.com/watch?v=O657yvvdn2o

I think I'll be using FART SNDS almost exclusively. The arcade filter is nice, too.

Palette Swap
Member
(11-03-2014, 09:30 AM)
Quote

#196

> Originally Posted by **Novocaine**
>
> I am 100% confident in getting this platinum trophy if it weren't for this motherfucker. I hope The Emperor is still in the game, that will be the only way.

Yeah, I had somehow missed that and it looks like a motherfucker alright.

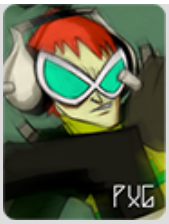
Unless I'm missing something, even the Emperor wouldn't help that much, except by giving you another shot at it from the start ?

-PXG-
Banned
(11-03-2014, 12:07 PM)
Quote

#197

I took off work for this.

Getting it in on three platforms. Playing and watching Cobalt at the same is gonna be fun.



Nethaniah
Member
(11-03-2014, 12:28 PM)
Quote

#198

This will consume all my time, so excited.

Triggerhappytel
Member
(11-03-2014, 12:31 PM)
Quote

#199

Looking forward to giving this a try later this week. Never played the original although I've seen some footage of it - it's basically a randomly generated dungeon crawler isn't it, a la the 2D Zelda games? But - y'know - a lot more grim and twisted.

JBourne
maybe tomorrow it rains
(11-03-2014, 12:54 PM)
Quote

#200

> Originally Posted by **Triggerhappytel**
> Looking forward to giving this a try later this week. Never played the original although I've seen some footage of it - it's basically a randomly generated dungeon crawler isn't it, a la the 2D Zelda games? But - y'know - a lot more grim and twisted.

I don't think dungeon crawler is the right term for it. To me, it's more like Smash TV, Zelda, Rogue, and Spelunky had a baby.