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About This Game

Runers is a top-down rogue-like dungeon shooter where you explore a vast underground labyrinth and face fierce monsters and bosses. As the game advances further into the dungeon, you will gather Runes, which will be used to combine into 285 unique spells. Discovering new spells will unlock their entries in your Runedex; unlock them all! But be careful – if you die, your playthrough is finished.

We wanted to make a game that had a lot of replayability, customization, and discovery. Almost every design choice we made focused on furthering those three goals. We want the player to be able to choose the playing style that suits them: long range sniper, mid range run and gun, or an up close brawler. There are many features to facilitate this level of customization. When you earn enough experience you will level up and be able to choose from 4 random traits to make you even stronger.

Each floor is procedurally generated, so the enemies, rooms, event rooms, and bosses you face are all randomly chosen, making every playthrough different. You will not encounter everything in the game in one playthrough, or even five: there is always something new to encounter.

Key Features

- Each floor and room is completely randomized – each run will be a different experience

- Choose from 20 Races and 20 Classes to customize your runs

- Runes have unique stats that modify the spells you create with them

- Choose from 285 different spells to build your own unique spell loadouts

- Upgrade your spells to make them even stronger

- 50 different traits to choose from when leveling up

- 10 procedurally generated floors to explore and fight through

- 15+ random bosses and 100+ random enemies to fight

- Numerous Challenges, Event Rooms, and Achievements to complete

- Defeating enemies unlocks entries in your Beastiary
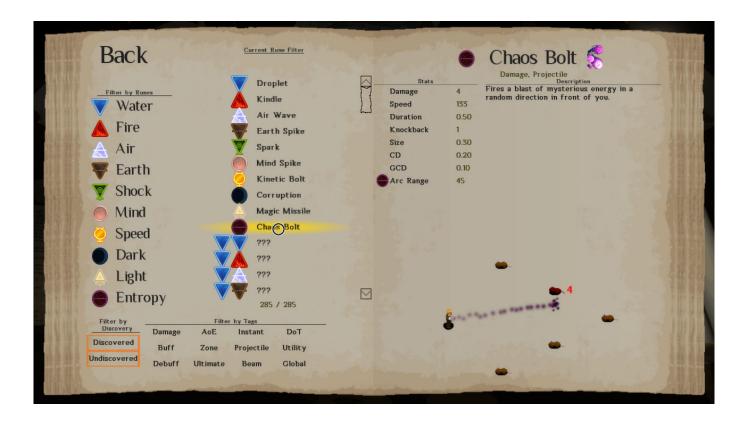
- 5 difficulties to increase the challenge

Title: Runers
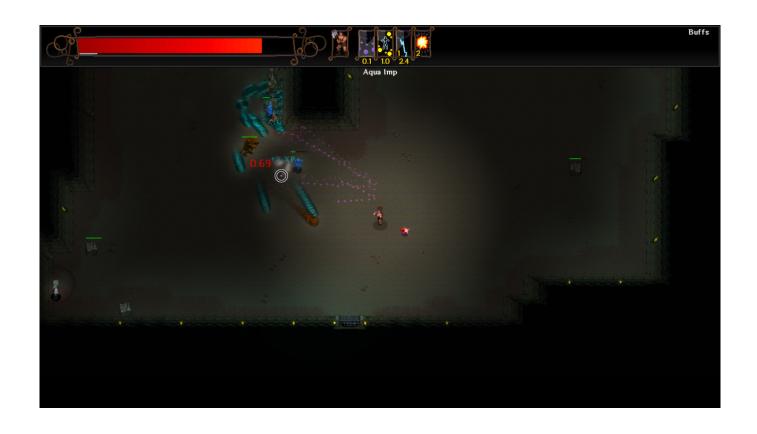Genre: Indie, RPG
Developer:
LGK Games
Publisher:
Mastertronic
Release Date: 2 Sep, 2014

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English,German,Russian,Japanese

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Filter by Runes

▼ Water
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◉ Mind
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▼	Earth Spike
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◉	Mind Spike
◉	Kinetic Bolt
●	Corruption
△	Magic Missile
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▼▼	???
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Damage	AoE	Instant	DoT
Buff	Zone	Projectile	Utility
Debuff	Ultimate	Beam	Global

Chaos Bolt

Damage, Projectile

Stats

Damage	4
Speed	133
Duration	0.50
Knockback	1
Size	0.30
CD	0.20
GCD	0.10
Arc Range	45

Description

Fires a blast of mysterious energy in a random direction in front of you.

Runes

Combiners

0   50XP

4:1

0   250XP

Combiner

Combine

Spells

1   2

Click Slots   Hotkey Slots   Storage Slots

Resume Game
Runedex
Beastiary
Options
Quit Game

Hail

Damage	8.40
Speed	115.50
Duration	0.94
Knockback	3.15
Size	0.74
CD	0.95s
GCD	0.33s

Rune Levels:

Water: 0 + (0)
Air: 0 + (0)

Launches a large piece of hail at the enemy. Hail has increased knockback.

Character

Level 1 Duelist playing on Blessing of the Human with Intimidating

Move Speed:	63	Bullet Size:	105%	
Damage Dealt:	105%	Bullet Speed:	105%	
Damage Taken:	95%	Bullet Duration:	105%	
Crit Damage:	105%	Knockback:	105%	
Crit Defense:	95%	Density:	105%	
Cooldowns:	95%	Crit Chance:	0%	

Rune Levels:

	0		0
	0		0
	0		0
	0		0

Aqua Imp

Runers is an interesting one.... easily one of the stranger games in this genre, but it comes with alot of really interesting and unique mechanics that truly set it apart from everything else.

The basic gameplay is what you'd expect out of this. Twin-stick shooting, while dodging a bazillion enemy projectiles and other things. Clear each room to continue through the labyrinth. Beat a boss every few floors. You know the drill.

Where Runers goes off the track though is.... everything else. The core of the game is it's unique spell system. Instead of having some single basic attack to shoot with as in many of these games, there are nearly 300 different spells to use against your foes. There's all sorts here... rapid-fire bullets (that most basic of shot types), debuff fields, supernovas, and all sorts of very screwy spells for you to find. The sheer variety on offer here is pretty amazing. In addition to that, before each run you'll select a character race and class, each doing something different, and there are a TON of them. All of this means that you can have an incredibly different experience each run.

The core mechanic is focused on the runes that you'll find as you wander the maze. A varitey of elements from air to force to speed or whatever. When you combine runes with each other, you get a spell that you can then place into one of your available casting slots. When combining, most of the time you'll be using two or three runes at a time... as this is how you get the really interesting stuff.... but even just dropping one rune into the combiner will give you another super-basic shot to use, and those are important too. With so many different rune types, there are boatloads of combinations to find here.

However, you cant just throw these things in and start combining right away. Not at first, anyway, and this is where we get to the permanent progression aspect of the game. At first, all spells except the one-rune ones will be locked. Try to smash together a locked combination of runes and it wont do anything at all. You need to find either a double or triple combiner, which will allow you to slap together runes into a combination you have not yet tried yet, permanently unlocking whatever the resulting spell is. Once a spell is unlocked, you can then create it whenever you want without needing combiners, and this carries over through all of your runs. This means that early on, you're going to have a very hard time getting new spells, as combiners dont drop very often. The more you play, the more spells you'll unlock, and the more spell crafting you'll be able to do. You'll really be able to dive into the spell mechanics the further you get. However, this unlock process could create some frustration for you when you're starting out, just because you'll have so few options. But, it also creates an easier learning curve... the game isnt just dumping a list of 300 spells on you and saying "GOOD LUCK!". The slow unlocking makes sure you have time to really get a handle on what each one does, and the progression is satisfying. But yeah, the difficulty will definitely be higher when you have few spells unlocked.

Speaking of difficulty, there are many to choose from, so the game can range from "hard" to 'bloody absurd". This is a tough game no matter how you put it. There are LOTS of enemies, and they fire LOTS of bullets and spells and screwy things at you. Having some 30+ monsters in a single room is definitely not a rare occurance. Fortunately, you still have lots of room to dodge, as both you and most monsters are pretty small. The game can definitely have a bit of a bullet-hell feel to it, due to the sheer lunacy that the combat can produce. And you'll have to get to know the enemies, too. Enemy attack patterns are.... fairly simple. Yet even despite this, each type stands out, and you'll have to properly learn to deal with each. Entropy mages for instance are one of the more irritating things you'll find early on; they fire bizarrely inaccurate spells that hit you more BECAUSE they're inaccurate. Or there's bats, with their wonky arcing movement that make it easy to crash into them. Or the Sucky Werewolves (that's what I call them anyway) which dash up near you, and create a vortex centered on themselves, pulling you in and making you easier for other enemies to hit. Some enemies get extra creative, like skeletons, which collapse into a heap of bones when defeated, which you must go and then stomp on to finish them off or they get back up. Or treants, which turn into trees when killed, but the trees can take damage and if they pop, they become a monster again.

The bosses are creative too, which is a nice thing to see. For the most part these fights are well done, and stand out quite a bit from the rest of the gameplay. Minibosses though are the foes that can be a bit of an issue. These guys are rare, and encountered in unexpected places, and while they'll be the only monster in the room, they'll cause so much utter chaos that there may as well be 50 mages in the room. These guys are BRUTAL, perhaps a bit too much, and that could be cause for some major frustration. Some tweaks could have fixed these, but those wont be coming.

And the game definitely has some screwy balance issues like that. I dont mean the spells. I mean other things. For instance, bonuses that you can choose from upon levelling up range from "Wow that's great" to "it's like I'm not even getting anything".

This is one of those games where the developer doesnt seem to have grasped the art of handling percentages when dealing with stat changes. Getting something like a levelup bonus that gives you a whopping 2% movement speed increase isnt uncommon here... and a number like that means that the effect isnt even going to be noticable. Wheras other bonuses might almost be too good. The same goes for races, classes, and other things. And there's some types of event rooms that are a little broken as well (you'll learn which ones these are really fast). Fortunately THOSE are optional, you dont have to start the event if you dont want to.

Actual spell balance is better. Alot of that is going to be up to you and your own personal playstyle. A spell that one player thinks is good, might be one that you just hate. Yeah, it's that sort of game. Experimentation is key here, and there are plenty of spells that will be situational, so choosing the right ones for your current setup is very important. On top of that, there is a mechanic in place where you can stick runes into spells you already have to power them up, which is even more decision-making for you to do, and even more ways for your build to be customized as you play. It's an excellent mechanic that works well, and gives you ever more things to do with all of those runes you'll be filling your inventory with.

Balance issues aside, one other thing I need to mention is the graphics. I personally dont really give a fart about graphics, but if you're the sort of player that does, this game absolutely is not for you. And the final negative thing is actually the controller support. It is... a little borked. There are two problems with it: 1, there's this bizarre tendency for your aim to "snap" to the 4 cardinal directions... it's very hard to explain, but you'll see what I mean the moment you start the game. And 2, there are some spells that target the cursor, and while that's absolutely fine with a mouse, trying to control their placement with a controller is like trying to herd cats. You can get used to these things, but one way or another, a mouse\/keyboard is the way to go here.

Overall, Runers is a criminally overlooked game with tons of fun and depth to offer you. It's one of those ones that I'm going to keep constantly coming back to, and honestly.... it's just alot of fun. Really though those entropy mages are jerks. So are the bats.. A fantastic game which hides under a quite ugly tile based surface. If you're a person which doesn't need to have great looking graphics and you're just a bit into dual stick roguelikes, please have a look at this game. You combine different spells up to three times which each other to create new and more powerful spells. From buffs, debuffs, damage over time, bolts and flares, everything is there for you to explore. The game is hard as balls but that just makes it that more satisfying when you finally beat the boss you prior always lost to. If you don't look up the spells online, the whole process of discovering them is quite exciting. You have something new to do on every run and the classes with the several masteries just add to that. The only point which could turn you down are the graphics which are really dated. I saw better looking tiles in other games but if you can get over it the game will surprise you with it's mechanics. To me fully worth the price but if you don't want to pay as much, on sale it's a must buy.. Runers has a lot of potential. The runes and spell combining system is really cool! I liked discovering new spells and trying them out. Level up bonuses are....weird, but not in a bad way. There are some great ideas, but this game is broken by major, major flaws that never should have made it out of alpha testing.

1) The sound effects. Dear God. When you fire two bullets every 0.7 seconds, they should not each be ear-splitting "ZWOOOOOP"s. If you're killing fifty enemies every room, don't make every one ♥♥♥♥ing scream in agony. The sound design in this game is so bad that it's funny, until you're actually playing it and actually have to turn off the audio because it's hurting your ears.

2) Tedium. Why are there half a dozen destructables in every room that serve absolutely no purpose at all except to make you stand in front of them, mindlessly firing into them as they slowly run out of health? If you want upgrades, you have to destroy them all, every time. Devs, did you actually play this? Did you find this fun? Or was it boring as hell?

3) Cooldowns. You have a 60-second "big" cooldown in addition to your fast spells. The optimal play is to use it every room, then simply wait for the cooldown to elapse before venturing into the next room. Pro tip for devs: don't ever make the best play the least interesting (see point 2). Have all cooldowns reset when you clear a room. Basic♥♥♥♥♥♥

I cannot recommend Runers in good conscience. Reinstall Binding of Isacc and play that instead. It's better-designed in every way, and a heck of a lot more fun.. I'm a huge fan of top-down roguelikes, and this is one of the best I've seen yet (Although The Binding will always hold a special place in my heart). The customization options are huge (285 unique spells to be discovered? Best get started) with the ability to select not only your race, but your class. All of which are varied and interesting (And so far, fairly balanced which is surprising) That, alongside talents you can pick every time you clear a floor, or level up (with enemys getting random bonuses as well) hell, you even get to pick your own starting spell, which is always nice (So far, much love to shock!)

The difficulty curve is what you can expect from this genre, brutal at the start, but fair. You'll die. A lot. But it's never the game tricking you. Every death is a learning experience.

Back to this specific game, the replayability factor is huge, due to the previously mentioned customization options, as well as the leaderboards. Come on, who doesn't like to see their name up in lights? Ok, so you might not be able to rank it in the global top 10, but there's always personal bests\/friends high scores. The challenge system also adds further layers of depth, which is great.

The soundtrack, I'm a fan of personally, and the graphics, while basic...serve the purpose. Considering the pricetag on this game, I'd strongly suggest picking it up.

All in all, I could sum it up in just a few words; If you even have the slightest interest in this style of game, even if this is your first...try the Demo. Right there, on this page. Up a bit...no, bit more up...to the right...right a bit...there it is!

You'll thank me later.. *Runers is very interesting roguelite that does a lot right. Essentially, you attack by using spells and the main novelty of the game is that you hand-craft spells by using various combinations of runes that you collect. You carry several spells at once. This makes for some really wild spells\/attack combinations that actually feel and look and act drastically different. Yeah, you have your run-of-the-mill fireball spell, which is simple to make, but further down the line you may craft a wave of fire that moves in a DNA-strand-like pattern across the screen. It gets crazy. But, there are rough edges.*

The Great:
+This has spell creation like no other game I've played. You really do feel like the crafting is endless, and they do really act and feel different.
+Definately an addictive factor here.
+Meta-game upgrades also keep you coming back for 'just one more run'.
+Controller support is solid.

The Bad:
-Enemy AI is boringgggggggg. While different enemies have different patterns technically, they generally don't feel different enough.
-Artwork is nice, but overall I feel its too small.
-Level layout is fairly 'meh'. Yeah, it's random, but its also boringgggggg.

The Ugly:
--Music and sounds are really rough. Sound effects range from cringe-worthy to find-the-mute-button.

Definatley worth the money for my roguelite friends. They got enough right here to overlook the bad parts.. Spell combining + twin stick shooter is a REALLY AWESOME formula. Unfortunately it's dragged down by poor balance, non-existent level design, and boring enemy AI. It really needs another round of solid mechanic improvements before I can reccomend it.. To briefly review the game as a whole:

Runers is a rogue-like 2D dungeon based game (similar to Binding Of Isaac, but more fast paced). Your attacks are created through runes you find and combine, which have single, double, and triple spells. There are also various combinations of passive and active abilities that you can choose from at the beginning. Fight through 10 rooms, 4 bosses and hordes of enemies.

Pros:

Hundreds of spells that can be made provide tons of incentive to play and experiment. A solid tagging system for spells allows you too create spells in a create category, even if you don't know exactly what it does.

High replayabilty and challenge. Many challenge modes and secrets to unlock, probably hundred of hours to unlock everything.

Fun, fast and interesting spells that enemies can use (which can always be discovered by you) which create unique challenges every room.

Local Multiplayer makes for great games with friends.

Cons:

Can be tedious to unlock tier 3 spells

Boss difficulty not well scaled. Some bosses massively more difficult than other of the same tier.

Many spells are realistically non-viable, though may be better with specific builds

RNG can easily kill you (many of your death may come as a complete surprise)

No online play

Overall, a very fun game if you like rogue-likes with high diversity and replayability

7/10. Definitely a fun, neat twist on the Rogue-like genre. Lots of variety in characters and customability, and the whole rune crafting system for your spells is a nifty idea. What's more, the fact you save your Runedex progress even after your perma-deaths let you know what spells were worth it and which ones weren't. It's hard, but still definitely fair, and I highly recommend this due to its unique play flavor.. This game seems simple but you can put an incredible amount of time and get an incredible amount of fun out of it. The creative method of making spells that this game uses makes it fun to discover new spells every time you play and encourages you to think out what spells you'll use each playthrough. This game I would recommend to anyone.

One of the best rogue-likes i've played in recent history. It's a nice combination of bullet hell, dungeon crawler, rogue-like, perma death. The basic idea is that you pick a race and special ability. Then you crawl the dungeon as you gain perks and runes. Runes can be combined with other runes to form spells.

Highly recommend to anyone who likes Rogue Legacy, Binding of Isaac, Mojo, Rogue, etc.. Below you'll find a very **in-deph, analytical video review** of Runers, and below that a review in written form, should you prefer text over video.
https://www.youtube.com/watch?v=i0b1yF0mgHs

Asthetics: Decent pixel art style that seems rather generic due to low variety. Especially the floor, the walls and the spelly icons look particularly bad. The spell effects themselves are rather pretty though. Very simple, no doubt about it, however this simplicity also allows for easier recognition (as enemies use the same spells).

Sound design: Overall average. The sound effects are again generic, but what you would expect. Water drops create satisfying splash sounds, lightning sparks like broken electricity and fire spews crackling sounds of a train running on charcoal. A gripe worth mentioning here is the forgetable music, which ranges from alien space tunes while fighting in old ruins (huh?) to base heavy tunes in the depths of hell. Luckily the game does have a seperate music switch to turn off the music and play a choice of your own music in the background. I highly recommend playing heavy rock or metal, as I found it most fun to slaughter monsters alongside.

Gameplay: The heart of Runers and by far the strongest component that carries the game. Before starting a new run (due to the permadeath mechanic of roguelikes), you create a character based on one out of 20 classes and one out of 20 races, which influence how you try to develop your character. Afterwards you are dropped into a procedurally generated dungeon, where you face hordes of monsters with distinct abilities and strategies to defeat them. There are also several special rooms you can find. Certain rooms have an aura attached to them that randomly affects your (and the monsters!) stats, either by lowering them or by increasing them. There are challenge rooms that completely change the objective, for example protecting a portal or dodging fireballs. On some floors a boss awaits you. These fights are particularly interesting as most bosses require a special strategy to defeat. For a great example, please watch the video and the fight against the Air boss Nimbirrus.

While defeating enemies, you will find an array of drops. Among them Runers, Double and Triple Combiners. The Runes can either be used on their own to upgrade an existing spell or in conjuction with a combiner to create an entirely new spell from a pool of 285 spells! After unlocking all double and a reasonable amount of triple spells, I can honestly say that a lot of spells play very differently and this whole spell crafting system adds a really fun layer of exploration ontop of the game. There are some weaker points in terms of gameplay too however. Completing a floor or reaching a level up rewards you with a choice of four possible upgrades, which can be runes, rune level, combiners or passive upgrades (the latter for level ups). As the passive upgrades are mere stat upgrades, completing a floor does not feel rewarding enough on itself.

TL;DR: Overall, Runers is an honestly brilliant action roguelike with an incredibly in-depth spell crafting system and a huge variety. The small gripes I have in terms of asthetics, sound design and unrewarding level ups do not diminish my very positive opinion of Runers. HIGHLY RECOMMENDED if you are into roguelikes like Binding of Isaac, Our Darker Purpose or A Wizard's Lizard.. Runers is a great game for folks who want a challenge and a multitude of strategies to defeat it. My recommendation to first-timers is to do the tutorials once before you start, then again after a few hours of gameplay. You'll be grateful you did since coming up with your own winning build requires a good understanding of the mechanics, the more advanced of which are best learned once you have a good understanding of the basics. The game is challenging, both in gameplay and in build-creation.

Here's a quick example of the diversity of the game. There are 285 possible spells, of which I have discovered just under 100, and already I have 3 or 4 high-powered builds that are capable of winning (at least on the easier difficulties). Throughout the game, you will complement these skill-builds with a set of unique abilities you acquire from accomplishing various in-game feats (e.g. completing a floor, defeating a boss, succeeding at an "event room", leveling up). You can base the abilities your spells or your spells off your abilities, but certainly you will want to think about how they will pair with each other to make your character perform best.

As far as the enemies, I haven't counted, but I would say there are well over a hundred unique types. Developing a strategy on how to approach each enemy type is another critical part of succeeding. The game is not easy to win, even on the "easy" difficulties, so be prepared for a challenge. Once you get to know the majority of the mob types, you will find yourself laughing in the face of enemies that you used to curse for their ridiculous difficulty! Except for bosses... Boss fights are just as diverse as the "normal" room fights, with what seems to be at least a few dozen different bosses that you can encounter. These will range from "Oh, I can easily beat this guy when he does such-and-such" to "I'll never beat this guy!" (don't worry, you can definitely beat him, the question is are you resourceful enough). All of them are distinctly different experiences which is what kept me

coming back to replay it again and again.

As far as the different difficulties, well, I haven't beaten it above the first two difficulty levels, but that is mostly because I've only tried the harder ones a couple of times at this point (the game is pretty new, after all). As I said before, even the "Wimpy" mode presents a challenge and I would recommend sticking to this mode until you've honed your skills and developed several effective combos that you can be prepared to deploy. You have to be ready to be effective regardless of what rune types start dropping from the enemies you dispatch.

All in all, this is a pretty stellar game. I quickly grow weary of a game that either feeds me an easy win or sits me in a rail-car and doesn't let me deviate or forge my own chosen path to victory. Runers does neither of these things, and is winnable with literally thousands of different builds\/strategies. And just when you think you're a master, you realize you're playing on "Wimpy" and it's time to up the ante and break into the higher difficulties.

Runers has been fun so far and hopefully some of the remaining spells I discover will give me the edge I need to beat it on Apocalypse. Rune ho!. Great game, and easily recommended. To me, Runers feels somewhat like a mix of the overall gameplay of the original Gauntlet games, running through dungeons attacking swarms of enemies with a top-down view, and a twist of the combining spell system of Magicka, with lots of variable spells created by the unique rune system in this game, blended into one package.

Add to this the customization options when choosing your character, randomized trait features to choose from on leveling up, the capability for spell upgrading with additional runes you find, and the variety of spell types - from ranged projectiles to "melee" style sword spells, to different buffs\/debuffs - and you can have a very different experience with each run of the game, if you choose. These features combined with a decent learning curve and amount of difficulty provide a great amount of replayability, and makes the rogue-like permadeath feature not as frustrating as I thought it would be.

Summary: Runers is a great dungeon crawling, rogue-like shooter with plenty of features to keep you coming back for more. The higher difficulties do seem pretty difficult, but I highly recommend it!. quite the fun game! still could use some tune ups here and there but for someone looking for a fast paced run and gun-ish experience its solid! the powers combination is what got me hooked (im hoping they make "combiners" a more frequent drop, only because it has felt like i crawl from floor to floor just hoping to find one) as of right now expect a solid gameplay but a barebones experience, this experience will be a nice addition to your rogue style games. Runers is a roguelike very much reminiscient of The Binding of Isaac. You slowly power up as you venture, through rooms, deeper into the meat of the game.

Runers is challenging. Heck, it is downright brutal. After three hours I finally beat the first boss (and mostly because I fought one of the easier bosses) only to die right away in the next area because it introduced stuff I'd not yet seen. That's what makes these games great, when they can hit you with a curveball just as you begin to think you can hit a homerun.

The rune system of developing spells is pretty intriguing, albeit very tricky just starting out. I am noticing that entire runs can be dedicated to trying different combinations of runes hoping to find that one spell that really accents my playstyle. The rune system is interesting, furthermore, because it challenges you to decide between upgrading your current spell and building a new one altogether which, if you're a newbie, is kind of like playing a slot machine.

There are definitely flaws with the game, however. It doesn't have that level of polish that the Binding of Isaac has, nor does it really feel flushed out and well balanced. The art is consistent and classic-style, which is great, but it gets lost in the level design. The maps are pretty much all the same, on the levels I played. Rooms are slightly different looking but there are only a handful of room types and things that might happen in those rooms. You've got the boss room, normal rooms, and challenge rooms. All of which might spawn as an aura room, but for the most part you're looking at only three room variants. Hopefully in a future patch we'll see this expanded upon, as it is certainly one of the major lowpoints for the game right now.

The music is solid, and the controls feel well thought out. There is currently no controller support which is a bummer, but it plays just fine without. I do have one complaint, however, with the keybinds for hotkey spells. With all the frantic action it is incredibly frustrating to stop what you're doing to hit a hotkey. If you're using your mouse buttons to fire your primary spells then the hotkeys will not (at least not for me) activate properly. You've got to stop moving or stop firing to shoot off the hotkey spells which makes them near-useless.

Great game and I'm sure we'll see my concerns addressed in future patches.. Fun game, but frequent issues with game crashes and corrupted save data.