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Cracked dice isaac

裂开的骰子（Cracked Dice）是一个胎衣中加入的饰品。效果 每当角色受到伤害时，有概率触发以下道具的效果：
D6（概率为25%）（重置房间中的道具）
D8（概率为25%）（重置角色属性）
D12（概率为25%）（重置房间中的障碍物）
D20（概率为25%）（重置房间中的掉落物）
注意&协同效应 请参阅D6、D8、D12和D20。该饰品可以与 献血袋或是献血机结合，来获取足够多的基础掉落物，但是有一定风险（触发D8会重置属性）。
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A breaking run is a community term referring to a scenario where Isaac can create an infinite number of items to get whatever combination of items he wants, making the rest of the run trivial to beat. Elements of Breaking Runs[] Breaking runs work by manipulating items to appear from regular pickups in a renewable way, whether they be rerolling pickups, duplicating chests, or endlessly restocking items. Many of the items that enable this can be found in Arcades, Shops, and Super Secret Rooms; anything that lets Isaac make better use of these items and rooms makes it easier for the circumstances required for a breaking run to come together. Shops contain hearts, Lil' Batteries and items, notably Blank Card, Piggy Bank, Mom's Box, Restock, and many other items that give extra active item charges. They can also have a Restock Machine, making rerolling through the shop item pool very easy. Arcades almost always have a Blood Donation Machine, which can give IV Bag if it hasn't already been obtained that run. They also occasionally have Fortune Telling Machines and Devil Beggars, which can give Cracked Dice or Modeling Clay, and Crane Games which can give Clear Rune, 9 Volt, The Battery, and many Dice items. They can only spawn if Isaac has at least 5 coins entering the second floor of a chapter. Super Secret Rooms have a tendency to contain chests, Blood Donation Machines, Fortune Telling Machines, Devil Beggars, trinkets, or runes. They can now also contain Battery Bums. Locked Chests can give Rune Bag, Sack of Sacks, and IV Bag. Ways to rollot items (The D6, Rune of Perthro, Restock Machines, etc.) make it easier to find the items necessary for a breaking run. Anything that gives Isaac extra coins (or bombs or gives him explosive tears) lets him use Restock Machines more frequently. Method 1: Blank Card/Clear Rune + Jera + Infinite Charges[] This can endlessly duplicate Locked Chests with items in them to create an endless amount of items. Elements: Blank Card, found in Shops, Treasure Rooms, and Secret Rooms. Clear Rune, found in Secret Rooms and Crane Games (harder to set up, since using Clear Rune on Jera will cost 12 charges, compared to 4 before Repentance). Rune of Jera, found in Super Secret Rooms, Skulls, or from Rune Bag. A Lil' Battery found in Shops or created from Grab Bags or Charged Baby, or Habit/ Sharp Plug and Scapular. A chest with an item in it. With Blank Card + Jera, Lil' Batteries can be duplicated endlessly, and if a chest on the floor has an item in it, all chests duplicated from it will also have items. From this, chests can be duplicated endlessly, creating infinite items. Note that keys will also have to be duplicated to open the chests if they're Locked/Eternal Chests, or bombs if they're Bomb Chests. Method 2: IV Bag + Restock[] One of the simplest methods of breaking a run, it allows Isaac to buy as many items as he wants from the Shop. This is not possible in Greed mode because Blood Donation Machines cannot spawn in Greed mode, and The Lost cannot use this because IV Bag ignores Holy Mantle and will kill him. This method is no longer possible, due to restock increasing the price of hearts each time they're purchased. Elements: IV Bag, obtained from Blood Donation Machines or Locked Chests. Restock, bought from the Shop. On average, IV Bag makes more cash from Red Hearts than it costs to purchase them, and with Restock he can buy endless Red Hearts to make an infinite amount of money. Restock also makes the items in the Shop restock when purchased, meaning he can also buy out every item from the shop until Chaos shows up, at which point he can empty every item pool in the game. Method 3: Pickup Generation on Hit + Damage Source + Cracked Dice[] This allows Isaac to generate endless pickups, which can then be rerolled into hearts to continue generating more pickups and chests to generate endless items. This method is unavailable to The Lost, as it requires taking damage to work. Cracked Dice has a 25% chance to reroll every pickup in the room, and can be fueled by items like Piggy Bank or IV Bag that generate pickups on hit. Once enough pickups are accumulated, the room can completely refill Isaac's health on each reroll as well as spawn many chests, creating a renewable cycle of item and health generation. Method 4: D20 + Infinite Charges[] Similar to the previous method, this can create an endless amount of chests, but relies on having active item charges to reroll pickups instead of taking damage. This was the original breaking method back in The Binding of Isaac. Wrath of the Lamb. After opening a chest, the D20 can reroll all the pickups created by the chest as well as the empty chest itself (unless it had an item) for the chance at more chests. With a way to endlessly recharge the D20, these pickups can be continually rerolled into chests and opened to eventually create an endless supply of coins to buy Lil' Batteries (if using Restock) and chests for items. Method 5: Modeling Clay + Cards/Pills[] Because Modeling Clay can cycle between item effects by leaving and re-entering rooms constantly, it can be used to constantly reroll cards, then use those cards to spawn items in Secret Rooms that constantly cycle between items due to Glitched Crown, allowing many powerful and game-breaking items to be acquired (such as Clear Rune, Rune Bag, R Key, Spindown Dice, D Infinity, Echo Chamber, and Death Certificate). Elements Modeling Clay Plenty of Cards/Pills/Runes/Soul Stones Patience To start, gather all the cards/pills on the floor and drop them outside the Shop, and then constantly leave and re-enter the Shop. When Modeling Clay mimics Little Baggy and Starter Deck, it will transform the cards/pills into new ones. This can be done indefinitely until they become cards you want, at which point you'll drop them in a Secret Room. Once you have all the cards you want in the Secret Room, leave and re-enter it until Modeling Clay mimics Echo Chamber. Once it does, use all the cards you left in the room, starting with ones that spawn stage elements that can spawn items (such as machines, beggars, and chests), then moving to ones that spawn resources, and ending with ones that have neutral effects. Finally, once you've used all the cards and all the item-spawning stage elements have been made, leave and re-enter the Secret Room until Modeling Clay mimics Glitched Crown. Once it does, you can open all the chests and play the machines/beggars, and any items they spawn will also cycle between 4 extra Secret Room items to choose from. If you're not able to get enough cards to start a breaking run on the current floor, don't worry; Echo Chamber will remember the cards you used on earlier floors, allowing you to resume where you left off on later floors. Cards you're looking for include ones that: Can give an infinite supply of cards to use (Rune of Jera, Ancient Recall) Spawn stage elements that can spawn/roll items (XIV - Temperance, XX - Judgement, VIII - Justice?, XX - Judgement?) Cards that spawn items immediately (0 - The Fool?/ VI - The Lovers?/XVII - The Stars?) can also be used, but they will have to be used with Glitched Crown instead of Echo Chamber, as they spawn the item immediately, and do not allow you to leave and re-enter to get both the effects of Echo Chamber and Glitched Crown. If you got Glitched Crown from earlier sets of items acquired, you can use the cards with Echo Chamber and still have them cycle through items. Spawn hearts, cards, and/or keys (V - The Hierophant, VI - The Lovers, VIII - Justice, V - The Hierophant?, Queen of Hearts, Soul of the Keeper) Cards that heal/give coins directly (XI - Strength, XIX - The Sun, III - The Empress?, 2 of Diamonds, 2 of Clubs, 2 of Spades, 2 of Hearts, Rune of Dagaz) can give extra initial resources to work with, but they will not let you refresh your supply while spawning items, as you'll be spending health and resources after using all your cards. If you have neutral cards, you can also drop them in the Secret Room to use with the previous cards to refresh your resource supply and get extra uses out of all the other cards Echo Chamber copies; just remember to get Modeling Clay to mimic Echo Chamber again before you use them. Unique Advantages[] Breaking runs are able to reroll through entire item pools, allowing them to get combinations of any items they want. Aside from making runs easy, this carries with it some unique advantages. Mama Mega! lets Isaac open the doors to Boss Rush or ??? without having to meet their time limits. It can be obtained from Shops or Bomb Bums (which can be spawned by using XX - Judgement continuously), meaning breaking runs can complete Boss Rush, Hush, and/or Delirium with a run that's as powerful as they want it to be. Picking up multiple copies of Eden's Blessing makes it so Isaac starts with that many random items at the start of the next run, up to a maximum of ten; if ten or more Eden's Blessings were picked up, all leftover items to be given will instead go to the next run, and so on and so forth until there are no more random items to be given. With the use of Glowing Hour Glass, Crooked Penny, Schoolbag, and an endless supply of Little Batteries, an indefinite amount of Eden's Blessings can be picked up, and Isaac can start every run thersoon with ten more items. R Key lets Isaac go back to the start of a new run while retaining all his items and unlocks. Breaking runs create R Keys in a Secret Room, hold them in a Moving Box, and use them at the end of a path to go after achievements on multiple paths with the same build. Clicker transforms Isaac into another unlocked character, and completion marks earned will be for the character transformed into. This means once a breaking run has Clicker, it can earn completion marks for any character. Note that normal characters cannot transform into tainted characters, or vice versa. The prevention from transforming between tainted and normal characters can be circumvented if you are playing as a tainted character. If you are doing, for example, the Tainted Cain method, if you craft Ankh, Lazarus' Rags, or Judas' Shadow, if you die and revive, you will be resurrected as a non tainted character, and using the clicker will swap between non tainted characters. Note that there is no item to turn you into a tainted character as a non tainted one. Notes[] All breaking runs will eventually lead into the Treasure Room item pool when their original item pools are emptied, then eventually create only Breakfast once the Treasure Room is emptied of items. Breakfast is a sign that a breaking run has become as powerful as it can be (unless Chaos is involved). 9 Volt should be avoided if Sharp Plug is being used to endlessly recharge an active item; 9 Volt prevents an active item from reaching 0 charges, which is required for Sharp Plug to be used. Open the large version of Mom's Box in Home Cracked Key is a consumable item added in The Binding of Isaac: Repentance. Effects[] Acts as a single-use Red Key, allowing Isaac to create new rooms by using the key next to a wall where there would be no conditions that could prevent a (secret) room from spawning there. This is indicated by walls that have red door outlines on them. Notes[] The Cracked Key's main purpose is to allow unlocking Tainted characters in Home without having to rely on finding the Red Key. To create a Cracked Key (once unlocked), drop any trinket in a Boss Room or a Treasure Room on any floor before acquiring Dad's Note, including the room Dad's Note is in. After starting the Ascent by collecting Dad's Note, the trinket left behind will have become a Cracked Key in the corresponding room. While trinkets are fairly common, there is always a chance one doesn't appear naturally. This chance can be avoided by clearing three consecutive floors without taking damage, which is guaranteed to cause Perfection to spawn. Mom's Box can be helpful for creating Cracked Keys, providing extra trinkets to leave in Boss rooms or Treasure rooms for later use. Cracked Keys can also spawn in the same condition as any Card. This item cannot be mimicked by Wild Card, Blank Card or Clear Rune, and Tarot Cloth has no effect on it. Little Baggy will turn all Cracked Keys into pills instead, rendering them unavailable, even during the Ascent. This does not happen with Starter Deck though, as a Cracked Key is considered a card. Using the Cracked Key in Home as a Tainted character will spawn the item Inner Child in the closet where the Tainted character would normally be found, as long as Inner Child is unlocked. If found before the Ascent, the Cracked Key can serve as a secret room finder, as secret room entrances do not have red door outlines.

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