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About This Game

"She's Lost Control!"

A barrage of missiles emerges from the clouds; it's cloudphobia!

In this pulse-pounding arcade style shoot 'em up, players control giant armored robots, loaded with hi-tech weaponry. Choose from two types of weapons: the PLG-90, a high-tech laser rifle or the Vibroblade NúllPunktur! Comprised of five 3-minute episodes, players must protect the mothership while slashing, shooting and boosting their way to the end of each level and defeat the boss within the time limit.

cloudphobia mixes arcade style gameplay, anime and creative robot designs, with lush backdrops that melt into the bots-and-battleship action. Get ready for a visually stunning shoot 'em up experience!

- A beautiful horizontally-scrolling shoot 'em-up
- Two different play styles: Pilot the sword-swinging "NúllPunktur," or the laser wielding mobile suit, "PLG-90"
- Save your replays
- Global Internet Ranking

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- Steam Achievements and Leaderboards

Title: cloudphobia
Genre: Action, Indie
Developer:
Marsbound
Publisher:
Rockin' Android
Release Date: 7 Dec, 2016

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Minimum:

OS: Windows® Vista, 7, 8, 10

Processor: Intel® 1 GHz Processor or comparable

Memory: 512 MB RAM

Graphics: DirectX® 9-level Graphics Card

DirectX: Version 9.0

Storage: 500 MB available space

Sound Card: DirectSound-compatible Sound Card

English,French,German,Japanese







BATTLEPLAN

AMERICAN CIVIL WAR



QUICK BATTLE



HISTORICAL
REINFORCEMENTS



RANDOM
REINFORCEMENTS



PAUSE MODE:
REGULAR GAMEPLAY

1ST BULL RUN

PITTSBURG LANDING

2ND BULL RUN

ANTIETAM

STONES RIVER

CHANCELLORSVILLE

GETTYSBURG

CHICKAMAUGA

THE WILDERNESS

SPOTSYLVANIA

FRANKLIN

GETTYSBURG - JULY 1, 1863

Arguably the turning point of the war, defeat for the Confederates here ensured they were never again able to launch a major invasion of the north.

MORE ...

MILITIA

FIGHT

One of the highest quality couch games ever, the fighting could be a little smoother but is often forgotten about when you play. The charm and music is like no other.

Has to be a top 5 couch game in the past few years. Tighten up the fighting and provide more moves and this is an easy 10/10. You can marry your mom.

11/10. Its fun and the customization is cool, but when I replaced my hdd and redownloaded the game, it had not saved my progress or my characters so I had to restart. I dont know if this is something with steam or the game itself, but it sucks.. These girls are very pretty.
great perspective!

I like these pictures! 12/10. As a person who played and enjoyed Deadly Sin II and Skyborn, I saw that this had come out and decided to give it the benefit of the doubt. The dearth of reviews here also made me figure I would contribute.

Yes, this is an RPG maker game; but like DSII and SB, it has alot of custom content, probably moreso than most of the Aldorlea games (though those are fine too). I can say this with some confidence since I used to make a RMX game myself but which never got finished due to my other projects.

Anyway; I will say that DS1 is considerably more rough around the edges than its successor, though I guess this is to be expected.

After 5 hours of play (just done the desert) my slight issues include:

>> There is somewhat less freedom to build the party; for example, I built Teresa in DS2 as my prime DPS rather than my tank (which was Carrion), because I could; but here, for example, Dory is the only real tank. Its also rather hard to pull aggro off Winchester when Dory's biggest aggro pulling move requires 50 OD. Again though, this the hazard of playing the second game after the first.

>> The plot just kinda happens to our good princess. I'm rather confused about her in general. On one hand, Lorelei seemingly has some clarity of the coup de tat that deposed her (?) since she talks about it early on. However, she later asks Winchester why he didn't tell her about the fact she was a princess. Perhaps I just missed or got confused over something there? Perhaps this will all be cleared up later on in the plot though.

However, whats good:

- + Though I moaned about customisation; thats only because I'm spoilt, its still pretty decent and way more involved than most RPG maker games. Only the other Dancing Dragon games and Doom & Destiny are comparable in the same category.
- + The character battle animations are good. They're nicely hand drawn and well implemented, and I know that can be a serious pain in RPGmaker. Most of these games don't animate their actual characters at all (they just show the weapon\attack animation; and actually, that was my one big 'meh' point on Skyborn) so I give this a massive plus.
- + Progression feels about right; I tend to be the sort to wander round and get all the treasure, but rarely did I feel like it was taking too long (except maybe a little towards the end of the desert).
- + Its dangerous carrying a massive treasury. A little thing, but all those mugging thief enemies actually became the bane of your existence. The game tells you to carry your wealth in gems at one point, and you should listen! That said; WTF happens to the gold they steal; you never get it back!?
- + Some other reviews comment on bugged maps and unbeatable bosses. Not seen any myself, though will update if I do.

Anyway; its worth it enough, at least for me. I would also check out the other games by this group and I hope that they release an excellent DS3 or something eventually!. An amazing adventure! Fully set up for use in Fantasy Grounds, Out of the Abyss is the finest module released by Wizards of the Coast to date. Getting started is very easy and everything you need to play is included.. Can't say I didn't know what was coming (\u0361\u00b0 \u035c\u0296 \u0361\u00b0). Just wow. This is a puzzle game where you try to reach the finish (and three stars to pick up on the way) without destroying the car on various obstacles. The game sports really wonky physics. If you stand on an obstacle you just ran over and try to move forward, you'll probably go sideways instead and pretty fast, probably crashing into something else. Most of the physics is broken like that. To suck out even more of any possible fun they omitted a "restart level" function.

Everybody involved in making \ publishing this game clearly hates their customers.

Avoid.

An awesome platforming game that provides a great challenge! A cool and random storyline, but really fun and enjoyable!. I spent 10 cents on this game and that was too much. Don't waste your time.. I want this game to be good, but it just isn't. It's very difficult to tell what cards do based on their description, the balance is really weird (where one "tribe" of cards will have absurd hard counters like "kill all dwarves every turn" when you start with dwarves). It is difficult, and there are no mtx, so it has that going for it. But the interface/balance/design really hold the game back..

For more puzzle game reviews, news and everything puzzle-related, follow [Puzzle Lovers and check out our Steam group](#).
[very similar to the first game. hexa turn \(my review can be found here\). down to the sad fact that you can't deselect powerups, use them or use undo, but with enough new mechanics on top of the 'now the ai's trying to stop you' switcheroo to feel fresh, and of course some levels are pretty tricky again. there's also a move counter now, ideally you'd solve levels within those limits, but as long as you or the goals don't get blocked in, you can keep trying, and if you succeed, the next level opens up. if you liked the first game, it's a no-brainer, if you like hex-based puzzle games in general, ditto.. my favorite DLC, probably because the main color isn't \u2665\u2665\u2665\u2665ING GREY. oh and the weapons and characters are pretty cool to i guess.](#)

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