Cloudphobia Download For Pc [key]

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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

- 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

select your weapon

PLG-90
Laser Ignition Rifle

Sequence Play
Difficulty:Normal
All stages in order

pretty cool mech arcade shmup... seems to be a 2010 japanese game that rockin android got their hands on and released on steam 6 years later. not a bad thing, just an observation. simple fun straight forward shooter, yes there is a bit of strategy and skill required, but nothing too hard. feel quite a bit like japanese freeware from 10 years ago with updated graphics and controls. the game does have nice flow and control. its not ground breaking but it hasnt gotten any annoying in your face flaws either. says partial controller support, but given the fact it uses either an analog stick or Dpad and 2 buttons, i would go out on a limb to say it should work with pretty much any controller. i say this because there is nothing more annoying as an arcade fan and bringing out the fightstick and it not working properly, newer steam games should not require the use of x-padder or controller companion i'm sorry.. solid 7\/10. A Difficult but enjoyable indie shmup. Hope more people play it in the future.. A pretty nice horizontal scrolling shoot 'em up.

-Sleek,stylish artstyle,nice graphics and an overall pleasant visuals.

-2 main "characters" to chose from,one using a rifle and the other using a sword,having a weapon with very limited rang in a shmup made for a nice change of pace,also both are equipped with a limited amount of isiles that are replenished between each level along with the shields of the player and mothership.

-Good soundtrack.

-Fairly challenging.

-Will run perfectly on a broken toaster.

-Mothership mechanic:each time an enemy exits the screen it will damage the mothership's healthbar,so letting too many enemies get away will result in a game over.

-Each level has a fairly tight time limit,forcing the player to dipatch enemies and bosses with haste,time can be saved by boosting your mech,but since doing so will also accelerate the action and consequently make dodging bullets much harder the boost should be used spaingly,mostly in the interval beetween each enemy wave.

Nothing groundbreaking but it's a competent shmup with a few nice twists that fans of the genre will certainly enjoy. 7\/10. This is a great shmup with some rather unique mechanics. Needing to watch both your own health bar and that of the mothership, which takes damage from any enemies which you fail to kill before they leave the screen, forces players to take on an offensive playstyle. Every stage also has a time limit of three minutes, and you'll need to make use of the boost ability to finish before the timer reaches zero. Boosting comes with its own risks and rewards as using it constantly can lead to the screen flooding with groups of enemies, which can potentially lead to you or the mothership taking a lot of damage, but which can also be a great way to increase your score.

The weapons you can choose between, a sword and a gun, also have wildly different playstyles with the gun being a traditional weapon for the genre while the sword requires more finesse to use at close range with strong single slashes for tough enemies and a weaker whirling attack for clearing smaller enemy swarms. There are also significant changes between the difficulty settings, including not only the number of bullets in enemy attacks, but also which enemies you fight and in which quantities as well as the placement (or lack thereof) of various environmental obstacles.

If you're a fan of the shmup genre and want something a bit different from usual, you should definitely check out cloudphobia.. This game was originally released in 2003 as a single level demo. Ever since about that time I have wondered what happened to it until I found the steam page for it. Good to know it was released with another 4 levels. It's nice to have it published in English and on your steam account so you can download it whenever.

Publisher is great too because they fixed the thing I complained about in like 1 day!. cloudphobia is a game I've played since the 2003 demo and I was looking forward for the day I could play this game fully. And I'm glad it finally reached Steam.

Now allow me to say two things about this game. It's VERY SHORT and it's VERY HARD.

Why this game is hard?

While this shmup isn't a Danmaku, cloudphobia's difficulty lies in the 3 conditions to get a game over. By dying, by allowing the mothership to be destroyed or by running out of time. To beat a level you need to finish it under 3 minutes if not you'll be obliterated. Your mech have a booster that allows you to navigate throught the stage and quickly reach the boss but the main issue with this is if you let enemies escape, your mothership will be damaged and you need to reduce your speed to take care of them properly. Something to take on account is the fact the game have a hitstun if you're damaged. Something that's crucial for a game where time is a base factor of the gameplay mechanic.

As if it wasn't enough, upon finishing a level the ammount of points you made in the stage will be responsible for your mech and mothership's shield recharge and the missle stock as well. The more points you make, the more shield and missles will be recharged. And you acheive a big score by not letting yourself or your mothership to be damaged at all, how many enemies are destroyed with a salvo of missles and the bread-and-butter of the game: Kill as many normal enemies before going for the commander (the red enemies) as they'll multiply the ammount of enemies destroyed so far with a larger bonus point basically.

And why it's short?

The game have 5 stages and you can beat this game under 10 minutes if you do it well. If wasn't the fact this game don't offers a continue (so the only way to beat this game is by 1CC'ing) cloudphobia's replay value would be greatly minimized.

A part of me wished for cloudphobia to be lenghty but considering the game mechanic, I think it's great in the way it is. If you want a shmup game that offers something other the the classic old-school or your typical Danmaku shooter, cloudphobia is a nice game to consider.. A Difficult but enjoyable indie shmup. Hope more people play it in the future.. This game was originally released in 2003 as a single level demo. Ever since about that time I have wondered what happened to it until I found the steam page for it. Good to know it was released with another 4 levels. It's nice to have it published in English and on your steam account so you can download it whenever.

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