



cloudphobia

Marsbound

ROCKIN'
ANDROID™

DONT FEAR THE SKIES

cloudphobia

WINDOWS GAME

INSTRUCTION BOOKLET

Thank you for buying cloudphobia.

We recommend reading this manual before playing to get the most enjoyment out of the game.

DONT FEAR THE SKIES

A barrage of missiles emerges from the clouds; it's cloudphobia. In this intense shooter, the player controls a giant armored robot, loaded with hi-tech weaponry. cloudphobia's aesthetic mixes modern anime and creative robot designs with lush backdrops that melt into the bots-and-battleships action. While primarily 2D, your view of the background will occasionally twist around, and enemies will come into your 2D plane from out in the distance, giving an impressive 3D perspective. It's one of the most visually stunning shoot-'em-ups ever made.

While engaging an experiment with their newest prototype, the "EAM-10P Englar", an inconceivable sudden strike was launched upon us by Pilot "EG-04 Mist". Now, under HER control, our future is being jeopardized as SHE is deploying automatic combat aircraft in the surroundings to attack us. Their newest prototype was developed to have a very powerful beam strong enough to destroy us all. Somehow, we managed to evade a direct hit but have lost most of our arsenal. As the enemy is replenishing their energy and reconstructing their strategy for the second strike, only 3 minutes are left for us to take action.

Your mission is to use what is left and to destroy the prototype. Finding and getting your way to the target might be a difficult task with conventional arms, but since you will be equipped with a power "boost", you should be able to complete this mission. You are our only hope. We are praying for your success.

TABLE OF CONTENTS

CHARACTERS.....	01
STARTING THE GAME	02
GAME CONFIGURATION	03
DATA MANAGEMENT	04
HEADS-UP DISPLAY	05
HOW TO PLAY	06
BONUSES	07
CREDITS	08

MINIMUM SYSTEM REQUIREMENTS

Operating system: Windows 7 (32/64-bit)/Vista/XP
Processor: 1 GHz Processor (Recommended: 2 GHz)
Memory: 256 MB RAM (Recommended: 512 MB RAM)
Hard disk space: 150 MB (for each game, total of 500 MB recommended)
Video: DirectX® 9 level Graphics Card
Sound: DirectSound-compatible Sound Card
DirectX®: DirectX 9 or above
Languages: English Game (cloudphobia_en.exe), Config (config_en.exe)
French/Français Game (cloudphobia_fr.exe), Config (config_fr.exe)
German/Deutsch Game (cloudphobia_de.exe), Config (config_de.exe)
Manual: English

CHARACTERS



EAF-06 LOFTÁRÁSA

This is the Empire's versatile main weapon, boasting high power and mobility. With back-mounted boosters, it possesses unparalleled strength. This will be your unit for this operation.



EAM-01P ENGLAR

The Empire's next-generation fighter, currently undergoing development. Its limbs can be used to control large amounts of unmanned weaponry. It achieves increased performance by accelerating its pilot's mental stress rates.



EG-04 MIST

Englar's test pilot. Raised in a military research facility since her birth in hopes of obtaining a telepathic girl with sharp reflexes and strong wits. Having spent all of her life in laboratories or cockpits, her mind is under considerable pressure.

While she merely desires freedom in the vast, open sky, the truth is, she's scared of clouds.



SOL SVEINBERG

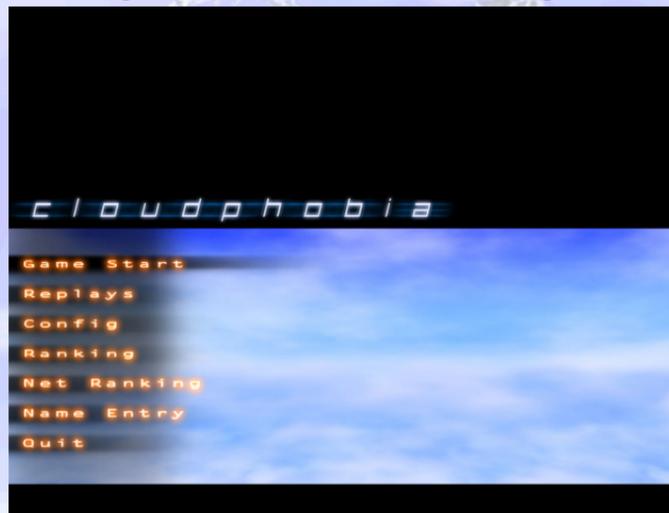
A young officer from the Mars Colony, which has been seeking independence from the Empire.

He recently came to Earth for information about the Englar. We believe he seeks to capture its pilot.

You will likely come into conflict with him and his unit, the "Starálfur," frequently.

STARTING THE GAME

MAIN MENU [DEFAULT: PRESS Z ON THE KEYBOARD OR 1 ON GAMEPAD].



GAME START

Select this to begin the game.

REPLAYS

Watch previous saved gameplay.

CONFIG

Change the game's settings.

RANKING

Check your offline rank.

NET RANKING

Check your online rank.

NAME ENTRY

Name your game profile.

QUIT

Quit application.

CONFIGURATION MENU



CONTROL SETTINGS

Configure gamepad.

GRAPHICS SETTINGS

Change various graphics settings.

SOUND SETTINGS

Adjust volume settings.

NETWORK SETTINGS

Online access settings.

EXIT

Back to the main menu.

GAME CONFIGURATION



CONTROL SETTINGS

Gamepad Configuration: Allows you to change the gamepad buttons used to control the EAF-06 Loftárása. (The keyboard configuration cannot be changed.)

Put the cursor on Shot, Missile, Boost, or Pause and press the button you wish to assign.

Select Boost Control Type: Allows you to change how Boost is activated. When it is set to "toggle", you can toggle your Boost on/off by pressing the Boost button. When it is set to "hold", you must continue to hold Boost for it to stay in effect.

Exit: Returns you to the top Game Config menu.



GRAPHICS SETTINGS

Effect Level: Allows you to change the level of graphical effects. High will show the most effects. Low will reduce effects to improve performance.

Color Mode: Allows you to change the screen color depth. 32-bit looks better but may be slower. 16-bit is the opposite. However, when running in a window, the game will use your desktop setting.

Screen Mode: Allows you to choose between full-screen or windowed display modes.

Smoothing: Allows you to toggle smoothing of rough edges. When enabled, the game may run a bit slower but will look much more smooth.

Resolution: Allows you to choose the size of the game screen. Please note that you may only change to resolutions that your system currently supports.

Extra Effects: Allows you to toggle extra effects like heat waves or glare. When disabled, the game may perform better.

Exit: Returns you to the top Game Config menu.



SOUND SETTINGS

SE Volume: Allows you to adjust sound effect volume.

BGM Volume: Allows you to adjust background music volume.

Exit: Returns you to the top Game Config menu.



NETWORK SETTINGS

Auto-Upload: Allows you to toggle automatic score uploading.

Exit: Returns you to the top Game Config menu.

DATA MANAGEMENT



REPLAYS

Replay data is saved in the "replay" folder with the extension ".cpr". You can keep as many as you want, but only the first 100 will be read. We suggest moving files to temporary folders if you wish to save more. You can also rename these files, but the ".cpr" extension must remain. To view another player's replays, simply copy them to the "replay" folder. You can hold Shoot to slow down replays or Missile to fast-forward.



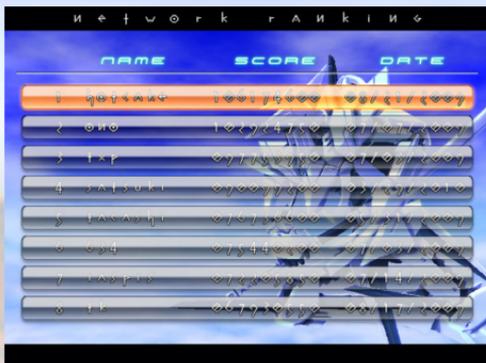
RANKING [OFFLINE]

Records fastest times and highest local scores, ordered by score or time in both normal and easy difficulty.



NAME ENTRY

Create a game profile by entering your name. This profile will keep track of your data, including replays and rankings (both offline and online).



NETWORK RANKING

Compare sequence play scores and times with other online players, ordered by difficulty, score and time.

HEADS-UP DISPLAY

HEADS UP DISPLAY



1. CHARACTER [PLAYER]

You can either move the character with your keyboard or a gamepad.

2. ENEMIES [NORMAL]

Destroy them. If an enemy escapes (leaves the screen), damage will be inflicted to your mother ship.

3. COMMANDER

Destroying this unit will grant a Commander Down! bonus.

See the "Bonuses" section for more details.

4. WARNING GAUGE

Indicates approaching enemies.

When the surrounding dots are red and complete a full circle, enemies will appear near the indicator.

5. TIME LEFT

If this reaches 0, it's Game Over.

6. SHIELD / MOTHERSHIP / MISSILES

If your Shield or the Mothership's integrity reaches 0, it's Game Over.

7. FPS

Indicates how many times the screen is being refreshed each second. The game is meant to be played at a rate of exactly 60 FPS. Less means the game is running too slowly.

HOW TO PLAY

BASIC RULES

You should fight your way to the boss and defeat it within 3 minutes. For any enemy that you let get away from the screen, your mother ship will get damaged and eventually be destroyed. If you or the mothership is destroyed, the game will end. Additionally, if you fail to bring down the boss within 3 minutes, the game will end.

BASIC CONTROLS [RECONFIGURABLE]

Direction pad / Arrow keys = Movement
Button 1 / Z key = Rifle / Blade (Shoot)
Button 2 / X key = Missile
Button 3 / C key = Boost
Button 4 / A key = Pause

OTHER CONTROLS

F key = Toggle smooth filter
P key = In-game screenshot
Esc key = Ends the game

For keyboards on which keys cannot function when pressed at the same time, the D key will simultaneously engage a Boost and a Shot.



RIFLE: The rifle will not inflict a lot of damage, but will still be useful, especially since you have unlimited rounds.



As you use your rifle, a special ability can be utilized. This special attack, called the Muzzle Flash, will freeze and confuse the enemy. Thereafter, bigger damage can be dealt to the enemy.



BLADE: The blade may seem less efficient than the rifle, but it deals more damage, and the range of attack is wider. If you continuously tap on the button, you will be able to perform a 3-hit combination. If you continue to tap the button after the combo, you will spin the blade.



MISSILE: Missiles have high attack power and will lock onto enemies and track them. You can fire up to 8 missiles at once, but you should prioritize strong enemy units. You start with only 8 missiles, so conserve them for use in tough situations. Missiles also give you 1.5 seconds of invincibility. During this time, your EAF-06 Loftárása will flash blue.



BOOST: The Boost is one of the EAF-06 Loftárása's main features. Boosting increases the screen's scrolling speed. If you boost frequently, you can reach the stage's boss quickly. Without the Boost, you won't be able to clear stages in time. As you use the boost, you will approach the enemies at a greater speed, so take care that they don't escape.

When you encounter many enemies in a zone, avoid boosting, and carefully bring down the enemies. On the other hand, in a zone with no apparent danger, you should use the boost and quickly move forward.

BONUSES



COMMANDER DOWN! BONUS

After defeating an enemy, you will see a Hit mark for each one you bring down.

Of the enemies you will encounter, you will sometimes see an enemy with a red tint. That is the commander. Whenever you defeat a commander, a special Commander Down! bonus will appear on the screen. This bonus will be multiplied by the number of Hit marks you have

In other words, the more Hit marks you get, the higher the Commander Down! bonus will be. That is why you should eliminate the enemies as they appear on screen.

Moreover, the order and way you destroy the enemies will be essential. For example, there is a formation of 5 enemies, and one of them is a commander. At that moment, if you decide to bring the commander down first, your bonus will be totaled as follows: 1 Hits x Commander Down! bonus.

However, if you decide to take down the 4 normal enemies first and the commander last, your bonus will be summed as follows: 5 Hits x Commander Down! bonus.

The difference in points should be large, as you decide the way and order in which you defeat the enemy. Bringing them down is one thing, but if you are aiming for a better score, you must consider your tactics carefully.

MISSILE BONUS

After using your first and second missiles to destroy down enemies, your basic score will be x2. After that, for every 2 missiles you use to defeat enemies, your basic score will go from x2 to x4, x8 and even x16. You will also be able to obtain points from bosses.

Moreover, if you bring down a commander with a missile, regardless of the series of hits, your "Commander Down!" bonus will be x2.



In this case, the basic score is 50,000 points. Since 8 missiles were used to destroy enemies, the score is 16x, and the displayed score should be 800,000 instead. The basic score after getting the Commander Down! bonus with a missile kill should change from 305,000 points to 610,000 with the x2 bonus previously mentioned.

NEAR-MISS BONUS:

If you are able to closely evade an enemy's attack or an enemy's direct charging attack, sparks should appear from the EAF-06 Loftárása. The Near-Miss bonus will give you 500 points.

CREDITS

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Marsbound

PRESENTED BY

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Adam Milecki
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PACKAGING / MANUAL DESIGN

Jody Mahler
Ian Wilson

AVAILABLE ON

[CLICK HERE TO VISIT OFFICIAL WEBSITE](#)

SUPPORT

We would like to offer support for problems (bugs) as much as possible.

When contacting us, please offer as much information on your PC environment as you can where the problem(s) occurred. Also when contacting us for support, please confirm in your message that your software is up-to-date and that a system reboot has been performed.

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Marsbound

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