
Cloudborn Android Apk Download



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About This Game



Cloudborn is set in another world and another time. It's a place of wonder and awe but also melancholy and loneliness. What do you do when a civilization has dug too deep and taken more than its share and left you to carry the burden of responsibility?

Cloudborn is an immersive learning Virtual Reality experience of humanity's insatiable greed and our inability to learn from our mistakes . The game's world is not our own, but it's fate could still be.



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- Momentum movement system - To increase immersion we have created a revolutionary locomotion system that allow you to move freely through the world using armswinging action and where all player actions such as grabbing, climbing and throwing yourself affect your momentum.
Scale buildings, cliffs and vegetation to find your way through the remains of a broken world. The momentum-system allows skilled players to throw themselves between handholds to traverse faster and faster. Do you dare to risk it?
 - A serene, bright yet mysterious setting creates an unforgettable audio-visual experience. Using the latest research in motion sickness mitigation Cloudborn allows an intense focus and emotional immersion in the experience of climbing and exploring the game's world.
 - Masterful aesthetics - Cloudborn has a bright, colorful art-style inspired by Miyazaki movies and watercolors.

Moving out of Early Access the game has been updated with completely new art, level design, interactable objects, effects and bug fixes. Also, we've spent a lot of time perfecting the locomotion and added more customizable experience toggles.

Title: Cloudborn
Genre: Adventure, Indie
Developer:
Logtown Studios AB
Publisher:
Logtown Studios AB
Release Date: 2 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8

Processor: Intel i3-6100 / AMD Ryzen 3 1200, FX4350 or greater

Memory: 8 GB RAM

Graphics: NVIDIA GTX 1050 Ti / AMD Radeon RX 470 or greater

DirectX: Version 11

Storage: 7 GB available space

English







Interesting idea, pretty graphics, and very smooth controls.

Note that the game is very, very short (completable in under 90 minutes).. Motion sickness warning: this game is very nauseating. It has a 'cage' option that helps but for some reason it doesn't turn off or fade when you stop moving so it's quite unplayable because you can't appreciate the aesthetics and that's basically the entire game. It also has an option to constrict your view when you move but it doesn't kick in until you get up to speed and the nausea from that will add up over time, and it has no options to choose how intense the level of occlusion is.

The game is bad, too. It's way too easy to fall down slim cracks in the floor and extremely unforgiving when you try to grab a ledge to save yourself when you fall. It's painfully awkward.

Also the environment is very lackluster and the scenario is dull. I don't feel any need to explore or save this world.

There's pretty much nothing else to the game than that. Real disappointment.. The graphics are nice, and the controls are natural. Unfortunately that is about all I can say about it. Otherwise it's basically a walking/climbing simulator. The story consists of basically 2 sentences. It's too bad because I think there could have been a lot more depth if some simple puzzle elements were added and more glimpses into the story. Instead the game is basically "find path -> follow path" and I got bored after the second room. IMO not worth \$10. Played Using CV1 Oculus Rift)

Cloudborn to me was an enjoyable experience, given it was my first platforming game on VR I had nothing to go off but movement and platforming was decent, sometimes when swinging my big head would clip into an object and make me drop to my death restarting the checkpoint, movement I played mostly with the jogging style and I have to say that probably is a terrible default control scheme for this game, when you're at a ledge and need a few more inches to reach I'd much prefer locomotion with the joystick.

Other than that it isn't a long game and the levels are very pretty with decent design.

I would recommend trying it out but not at the base price of 15\$, get it on sale or G_2_A.. Cloudborn is a climbing VR game, but while most other climbing sims involve low-end graphics, the cartoonish style of Cloudborn is really appealing.

I enjoy the game and do recommend it, but be warned there's a lot of bugs and the gameplay mechanics aren't executed very well. After about 10 minutes I found myself needing to take a break due to frustration from constant respawns.. not because I kept failing a jump, but because the poor player detection kept making me fall.

So for most ledges, the game has you grip the edge, lift yourself up and put the VR controllers behind your back. It's fun at first, but 3 times within the first 10 minutes I would lift myself up a ledge, let go, and have my character either get stuck and fall back down or suddenly be thrown into the sky due to bad physics and respawn.

The game is also very unforgiving with climbing in general. As I started to throw myself from one ledge to another, I quickly discovered that the game wants you to climb a very specific way.

Hurling myself from ledge to ledge would often result in a random fade-to-black respawn while I was still flying through the air because as far as the game was concerned, I was in the air without gripping a ledge for a long enough time that it thought I died, not realizing I was still flying towards a ledge.

I still recommend Cloudborn because I love VR, and climbing is always a treat, but hopefully these bugs get resolved and aren't a part of how the game was designed. VR is all about freedom of movement, so when a game takes that freedom away, it's a lot more obvious in Virtual Reality than when using a controller.. 10/10 (but very short)

Great little climbing game. More more more.

Similar to Climby but I found it a bit easier. A little more "fun" because I like the setting. it is worth \$10-\$15 for sure in it's current state.. Another one of those sadly underrated games.

Cloudborn is genuinely wonderful, with a setting very similar to Windland : stylised but consistent ruins, canyons and floating rocks. The stylised art, beside looking great, has the added bonus of being easy on the GPU, which means that framerates are constantly good.

Gameplaywise it falls definitely in the exploratory platformer category, with most of the movement done by free climbing and hanging to vines. The mechanics and the gameplay are solid and fun. The levels have a defined start and end, but the path in itself is not predetermined (within reason:)

Highly recommended if like games like Climbey or The Climb.

. I had really high hopes for this game but sadly it falls short. I love climbing games and climbing is not bad at all. The game is well optimized and looks nice (If u like the cartoonish art style). Sadly I was hoping for more story. After I completed the game which took under 60 min I still had no clue what it was about. I actually thought the game was loading the next level but instead it was over which was a huge disappointment. The game had a lot of potential but at this point in time, I can not recommend it for the price. If you like climbing games, don't mind the short playtime and find it for 5\$ or less you should try it out.. I'm digging it.. Controls only work when they feel like it. Can't even move and turn at the same time.. I had really high hopes for this game but sadly it falls short. I love climbing games and climbing is not bad at all. The game is well optimized and looks nice (If u like the cartoonish art style). Sadly I was hoping for more story. After I completed the game which took under 60 min I still had no clue what it was about. I actually thought the game was loading the next level but instead it was over which was a huge disappointment. The game had a lot of potential but at this point in time, I can not recommend it for the price. If you like climbing games, don't mind the short playtime and find it for 5\$ or less you should try it out.. I'm enjoying climbing and exploring. Nice relaxing game. Like 'The Climb' with a purpose for the climbing besides getting to the top.. Playing on an Oculus Rift.

It is a fairly standard climbing-type game (e.g., The Climb, To The Top), but with a more fantasy-type setting for you, The climbing mechanics are pretty straightforward, but I don't understand when grabbing some vines, the game shifts my point of view without any input from me (in some cases, 180 degrees). It got annoying after a while to keep rotating myself to correct the camera (annoying as in the HMD cable getting wrapped around my ankles).

The smooth turning setting is slow enough that I started turning my body instead of using the joystick. Using the left joystick for movement seemed unreliable as it would seem to cut out at random intervals; switching to the arm swinging setting proved to be more reliable.

If you have not played a climbing-type game before, this is not a bad choice, so long as you are aware of its quirks. If you have played this type of game before, I don't think you would find anything substantially different to warrant a purchase.

I'll play a few more levels to see if I need to retract any of the above statements, but for right now, this is how I see it.. the devs seem to have left the game and i cant even play the game because of some stupid vr headset check on startup. This is a good VR experience especially because of its style and overall consistent quality.

The graphics are really well done and look really good in the current VR Headset generation.

Because the well balanced approach to graphic fidelity and style Cloudborn stays readable and pretty even though the levels are quite big.

I would not claim that it is a game because for that it is simply lacking some gameplay features. But as a exploration experience it is really well done!

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