

## Indie Studio CloudKid Wins Award for Upcoming iOS App

Published on 09/27/12

CloudKid LLC, took home the award for best visuals and design from the Boston Festival of Indie Games for their upcoming iOS app, Negative Nimbus. Players help guide Nimbus the curmudgeonly rain cloud through the various worlds of Sunnyland, raining down on all the flowers while trying to keep all of Sunnyland's other inhabitants dry. This award-winning, touch-based game, features quirky, original characters and simple, intuitive gameplay. The game will be released in October/November 2012.

Boston, Massachusetts - Independent interactive media studio, CloudKid, took home the award for best visuals and design from the Boston Festival of Indie Games for their upcoming iOS app, Negative Nimbus. CloudKid also recently announced the launch of the trailer and website for the award-winning app, a touch-based game featuring quirky, original characters and simple, intuitive gameplay. The app's site and trailer offer a preview of the characters and gameplay, which were developed in-house by the small, Boston-based studio. The website will also provide sneak peeks into the development and production process, including looks at character, background and game development.

### Key Features of the Game:

- \* 3 beautifully designed worlds to unlock (with 3 more to come)
- \* Tons of challenging levels
- \* Simple and intuitive tap and swipe gameplay
- \* Un-lockable achievements including comics and hats
- \* Dozens of animated characters
- \* Wonderfully original score
- \* Optimized for Retina display

In the game, players help guide Nimbus the curmudgeonly rain cloud through the various worlds of Sunnyland, raining down on all the flowers (they love it!) while trying to keep all of Sunnyland's other inhabitants dry (they hate rain!). Along the way, players unlock achievements, comics, new accessories, and meet all of the friendly folks of Sunnyland. Award winners at the Boston Festival of Indie Games were chosen by festival-goers, who were among the first to play Negative Nimbus. The app will be released on iPad/iPhone in October/November 2012.

### CloudKid:

<http://cloudkid.com>

### Negative Nimbus:

<http://negativenimbus.com>

### Vimeo Video (Trailer):

<http://vimeo.com/cloudkid/negative-nimbus>

### Screenshot:

[http://negativenimbus.com/wp-content/uploads/2012/09/NN\\_ScreenShot\\_World1\\_01.jpg](http://negativenimbus.com/wp-content/uploads/2012/09/NN_ScreenShot_World1_01.jpg)

### App Icon:

<http://negativenimbus.com/wp-content/uploads/2012/09/icon1024.png>

### Media Assets:

<http://negativenimbus.com/press/>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

An independent media studio located in Boston, MA, CloudKid thrives on pushing boundaries and discovering how to bring creativity and art into the most cutting-edge media formats. A three time Emmy nominated studio, CloudKid successfully combines character, story and game design through an innovative transmedia approach. Negative Nimbus is CloudKid's premiere original iOS title. Copyright (C) 2012 CloudKid LLC. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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