

**“LAST CLOUDIA” the first self-publishing title presented by AIDIS has been released!
Official Release Commemorative Campaign is now open!**

AIDIS Inc. (Head Office : Shibuya, Tokyo, CEO : Hisatoshi Hayakashi) announced today the official release of its first self-publishing mobile RPG "LAST CLOUDIA". In addition, the "Official Release Commemorative Gift Pack" is on sale now, and the Start Dash Login Bonus Campaign which players can win a "Character Gacha Ticket" is now open.



LAST CLOUDIA

On the adventure journey of Kyle and Ray, they strengthen the bond of friendship with their friends along the way and weaves the epic story of a mobile RPG game “LAST CLOUDIA”. In addition to scenario and battle system, “LAST CLOUDIA” must-have features, highly flexible character growth and customization, BGM, high quality CGI movies, etc., so packed with various elements that cannot be describe in just a few words. In the real time battle system, situation of the dynamic battle made possible by pixel art characters and 3D background, changes in a fraction of a second. Each of the characters has its own skills and deathblow, not only built with stunning visual effects but also the ability to get out of a pinch maximizing the exhilarating experience.

“Ark”, a special item that can be equipped to your character, not only can it boost up the parameters of the character, but the character equipped with the “Ark” can learn the skills inside!

Let your unique characters learn the skills you like, build your own battle style.

Letter from the Producer

“LAST CLOUDIA” is so packed with RPG elements that we find “funny”. Scenario, presentation, BGM, battle, pixel art, character growth, Easter eggs – we have built every single one of these elements with no compromise. However, we think these elements are only for enjoying the world of “LAST CLOUDIA”. If we can let you enjoy, even just a little bit, the primitive attraction of RPG - “keep going and the world ahead becomes bigger and bigger”, that is our greatest pleasure and happiness.

As the game is just released, there is lots of room for improvement. Not only on the things we want to do, but also on the things we should do. Like Kyle and Ray growing up during their adventure journey, “LAST CLOUDIA” will also keep growing up along the way. We hope you will join us on this journey to witness and enjoy the growth together.

“LAST CLOUDIA” Producer Hiroshi Sasako
April 15th, 2019

Start Dash Login Bonus!

Receive the “Character Gacha Ticket” reward of the Start Dash Login Bonus on Day 7 of consecutive daily login.

Make sure to login every day and take the Start Dash Login Bonus reward with you.

「Start Dash Login Bonus」

Day 1 : Crystal x100

Day 2 : Crystal Fragment x10

Day 3 : Gold Piece x1

Day 4 : Gacha Ticket x1

Day 5 : Crystal Fragment x10

Day 6 : Crystal x100

Day 7 : Character Gacha Ticket x1



Official Release Commemorative Gift Pack

To celebrate the Official Release, the limited-time special offer of Crystal Pack is now on sale.

「Official Release Commemorative Gift Pack」

Contents : Crystal x7840 + Free Crystal x4160

Price : 9,800 JPY(incl. sales tax)



Pre-Registration Campaign Reward Giveaway!

To celebrate the Pre-Registration for “LAST CLOUDIA” has broken the 200,000 mark, all users will receive Crystal x3000 (worth 10 Gacha rolls) and “Pickle Pokkle” Soul x50 as a token of our thanks.

Receive the reward from the Present Box UI

※”Pickle Pokkle” Souls can be used to redeem “Pickle Pokkle” on the Unit UI





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App Store : <https://itunes.apple.com/app/id1439772862>

Google Play : <https://play.google.com/store/apps/details?id=com.aidis.lastcloudiajpn>

*ONLY available in Japanese at the moment

< Overview >

Title : LAST CLOUDIA
Platform : iOS / Android
Genre : RPG
Price : Free to Play (contains In-App Purchase items)
Launch Date : April 15th, 2019
Official Website : <https://www.lastcloudia.com/>
Official Twitter : <https://twitter.com/lastcloudia>

Official Supporter Program

<https://supporter.lastcloudia.com/>

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Company Profile

AIDIS Inc.

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- Nature of Business Game Planning, Development, Publishing