

Review Guide (2026)

Title: RoboGAL: Gaga Delta Lady
Platforms: Steam
Release date: October 29th, 2026
Price: $9.99 (Available at launch for $7.99, 20% Off)
Languages: Brazilian Portuguese, English, Japanese, Traditional Chinese, Simplified Chinese, and Korean
Estimated time to beat: 3 hours (Classic Mode)
Developer: TwinkleSoft
Publisher: Nuntius Games

TwinkleSoft and publisher **Nuntius Games** would like to welcome you to Plutobell!

Thank you for your interest in creating content about RoboGAL: Gaga Delta Lady. In the following sections, you'll find guidelines and tips to help you cover the game in the best way possible.

Review and Content Creation Embargo: October 28, 2:00 PM (Pacific Time)

Note: We kindly ask you to refrain from revealing the bosses' weaknesses in your early coverage in order to preserve the experience for the broader audience.

RoboGAL: Gaga Delta Lady is a challenging game, reminiscent of the difficulty philosophy of classic NES titles built around trial-and-error gameplay. The game relies on strong level design and charm to keep players engaged until they overcome its obstacles and complete the campaign.

Players can choose from three difficulty settings: **Chill**, **Classic**, and **Lunatic**, each offering its own distinct level of challenge.

- **Chill Mode:** Recommended for beginners who prefer a more laid-back experience. Lives are unlimited, and damage taken is reduced. It's still a bit challenging, though!
- **Classic Mode**: The baseline used for overall game balance. Lives are limited, and losing them all means restarting the entire stage. Spikes cause instant death, and items scattered throughout the level can only be collected once until you leave it.
- **Lunatic Mode**: A brutal mode that demands planning and a bit of luck. Losing all lives results in total progress loss. The player takes more damage from enemies and hazards, there are fewer save points and items, and stages cannot be exited until completed.

Tips for your coverage:

- Even if you have experience with action platformers, we recommend starting on **Chill Mode**. The game's later stages are quite challenging. Once you've completed the game on the lowest difficulty, the Classic difficulty tends to be even more enjoyable.

- **It is highly recommended that you start with the HANA-SOL stage** (the plant boss). Each boss is weak to a specific weapon. When hit with that weapon, they take increased damage and become briefly stunned. To avoid spoilers, we have included the full weakness chart at the end of this document.

- The game includes accessibility options, which can be found under the Controls tab in the Options menu. Particularly useful settings include **Autocharge** (automatically charges your weapon), **Autoshoot** (continuously fires while the button is held), and **Slide = Down + Jump** (disable this option if you find yourself triggering it accidentally, sliding can also be performed using the B Button).

- It is possible to stock up on extra lives and energy tanks by collecting them and then immediately exiting the stage. **This tip does not work in Lunatic Mode**.

- Some screens can be reset, restoring enemies and objects to their original positions, simply by moving back to the previous screen. If you somehow get stuck, give this a try.

Bosses and their weaknesses (select the text to reveal the information)

- Hana-Sol: [redacted]
- Char-Wuf: [redacted]
- Echo-Miz: [redacted]
- Kepa-Gill: [redacted]
- Emi-Toche: None, but [redacted] can quickly defeat the giant bear she summons and can also serve as a decoy for the missiles and bombs she throws at the player.
- Kai-Lone: [redacted]
- [redacted]: None.

Note: All weapons are useful throughout the game, in every stage, and most of them perform well against all bosses. Experiment with them and make the most of each weapon whenever possible.

Some weapons also have special abilities:

- **Aqua Sing** (musical notes): Reflects projectiles. Holding down the fire button creates a protective shield around the protagonist, Rei-Bo.
- **Flame Claw** (claw): One of the strongest weapons in the game. Performing a slide while it is equipped changes the move into an invincible dash attack.

Other useful weapons and techniques:

- **Metal Box**: It always hits a nearby enemy, dealing a lot of damage. Useful against all bosses and enemies that are difficult to reach.
- **Twin Vision** (clone): Draws enemy fire toward the clone, giving the player some breathing room during certain stages or boss battles.
- **Garden Vine** (plant): Travels along walls, hitting enemies positioned as obstacles or traps. Especially useful against the vacuum maid enemies in Kai-Lone's stage.
- **Tripping**: Pressing Y causes Rei-Bo to trip and fall flat on her face. At first it may seem like a silly move, but it can be used to dodge certain objects. If Rei-Bo is hit while falling, the damage is reduced to just a tiny sliver of health.

Press kit: https://drive.google.com/drive/u/0/folders/1IsU9Ni_M3xmnHa6tqph0Hbe58NHZGWoZ
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Enjoy the game!

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