Space Giraffe Pack

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About This Game

Space Giraffe is an abstract action arcade style game that takes place in a succession of beautiful environments generated by an advanced graphics synthesizer. It presents itself as a shooter but the more you play the more you discover the hidden depths and strategies that make the gameplay satisfyingly rich and rewarding. This is the boldest evolution of the trance-shooter, created by the company that helped to define the genre with the groundbreaking ⬚Tempest 2000⬚.

- 200 levels of trancetastic action.
- Beautiful abstract graphics that respond to audio input.
- Deep gameplay that rewards strategic and thoughtful play.
- Accessible enough to entertain a novice player, but deep enough to satisfy the arcade expert.
- Intense, satisfying, synaesthesiac shooting action that you'll return to again and again in search of ever higher scores.

Title: Space Giraffe
Genre: Indie
Developer:
Llamasoft LTD
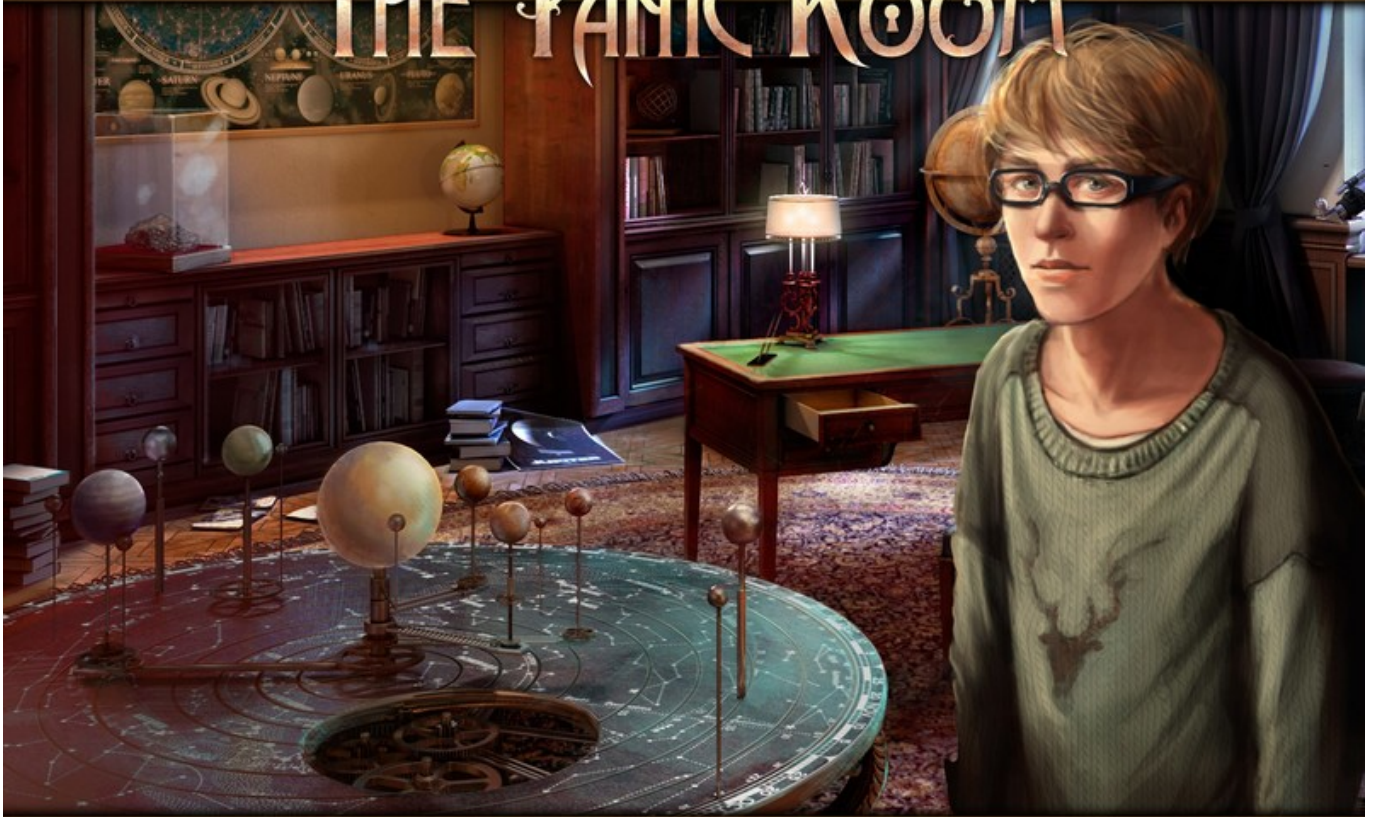Publisher:
Llamasoft LTD
Release Date: 19 Mar, 2009

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English,French,German,Italian,Portuguese,Japanese

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how to ruin a good game in a few steps. LET'S GET RIDICULOUS! (8/10). For how short this game is I have a decent amount of time clocked into it from trying route and speedrun it. I've also got all the achievements so far.

From a horror game stand point if you get your kicks out of jump scares this is decent for the amount of money, especially if you can grab it on a sale. It didn't really have that much of a psychological level of horror for me.

There is quite a bit of back tracking which can be annoying since the walk speed is slightly slow however it's not THAT bad. I'll agree that the game, atleast for me, was difficult to understand where you are supposed to go, but always eventually figured it out.

I haven't read any of the notes so I cannot comment on how the story is, however there does seem to be a lot of it.

At a speedrunning standpoint this game has a lot to offer in side of speed tech such as walking through walls and figuring where trigger events are, I managed to get the true ending down to a minute and a bit.

As I stated before, for me it was well worth the money and I got a good amount of gameplay out of it and plan on returning to it to write guides on the achievements when I get a bit of time.
. It's an interesting piece of software but that's really all it is, a piece of software it doesn't have much content but it's fun to just throw the particles around for a bit. Especially to music.. Pixel Art: 5/5 (Very creative and artistic)
Immersion: 4/5 (I just love this world)
Gameplay: 5/5 (Every moment of frustration is so enjoyable!)
Controls: 4/5 (Precise and complex)
Value: 5/5 (Lots of game play for the price)
Difficulty: 5/5 (Can be really tough, especially 100%)

Overall 4.6 (Difficulty is always excluded)

Please follow my Pixel Art Curation for other great games...

WOW!

I love saying that, but don't too often...This game is a must have for pixel and platformer lovers alike!

I am still trying to wrap my head around this game and all the while I am just sucked right in!

The pixel art is so simple, yet has so much creativity and depth! Very imaginative!

At first I thought this was going to be a really cheap, cheesy and crap game...Boy, was I so very wrong!

It is simplistic in the truest form of graphic design, yet its aesthetic is remarkably beautiful.

The game concept is simple, move from A to B in a small game field while jumping, sliding, dashing, morphing, etc. The game play is therefore, so very complex because of the various controls and obsticles!

If you are a platformer, you should play this game!

ACHIEVEMENTS: Lots and lots...Tough game, so 100% will be an investment of time and frustration.. I personally purchased

this game. I reviewed it for my 99 Cent Gaming series.

When I logged into Steam today looking for another game to review for my series, I never thought I'd be hit in the face with a game like CropDuster Supreme. Unphased, I let the gust of insipration take me through the entire game in one video to see if it was worth the dollar or if it was just full of hot musky air...

CropDuster Supreme is a game that is very very simple in it's execution. Every level has the player tasked with clearing out rooms by using your powers of flatulence on demand, aiming to hit as many people as possible with your clouds of stench. On top of the number of people you need to clear is a timer that counts down to 0 making you restart the level if the room isn't cleared in time. You also have a limited number of on demand toots you can use before running out of those as well.

There are two power ups to help which are the clock (which adds time) and the burrito (which adds more ammo). These seem to pop up at random but definitely help out when you really need them the most. I've found myself at the tail end of a level with a couple of people to go screaming "where is a clock?!" and having it pop up just in time. Pun intented.

There were a few couple of things that caused me to get a little frustrated which I want to point out before getting to the verdict. First was the combo system. Now it may have been because I went into the game blind and bought it right as I saw the release, but I had no idea how the combos worked. Every so often I would see the word COMBO and sometimes with a x2 or x3 but I couldn't figure out how I was getting them. At one point in the game it tells you getting a x10 combo refills your bar. I managed to complete the entire game without once reaching that amount, so it's not necessary to beating it...but I do wish that there was some way of knowing how it could have happened.

The other thing that caused frustration was losing myself in the crowds. There were a few levels that had a ton of people you had to clear out, and once the chaos began it was too easy to get lost in the shuffle. I evenually found myself after stopping to really look, but I think having some sort of identifier or indication of where your character is at all time would bring down the frustration level.

Outside of those two things, I have to say the game brought me pretty decent entertainment for what I purchased. Now granted the game was very short (it took me about 30 minutes to complete) but it was fully featured, bug free (from what I played), grammar was on point and I want to support developers who manage to do that. I've also not played the higher difficulties yet and can only imagine the insanity that it will bring.

I have more to say and reactions to give in my video below, but overall...is the game worth .99? Absolutely! It's a fun distraction, and with the game being in Early Access I hope the developers take notice with the two points of frustration I encountered and work in things like a combo explination tutorial and a player identifier. I'd love to revisit this as updates are made.

https://www.youtube.com/watch?v=F7dCikAdMcU. I felt like physics were inconsistent in some levels which makes you frustrate.
Art is nice, the puzzles itselves are challenging, music is pretty much same all levels, mostly environment sounds.
I would say give it a shot.

Great bomberman game. Should be known by everyone.. Didn't play too much yet, but my first impressions were pretty decent.

You start off with pretty much nothing and have to stop ongoing crimes or investigate crime scenes. There is also an ongoing story as you play. As you do this your Officers will gain XP and you can level them to be more suited for certain situations (like Investigating, Tactical Thinking etc...). You will also get money for every crime you solve, which you can invest in better equipment, more officers, more cars and so on.

I think the playstyle can be bit compared to SimCity and similar games, but instead of building you have to focus on keeping all your officers busy an try to make you cities population feel safe. I think if you like managment-simulation games you will definitly like this game.

TLDR: Feels a bit like SimCity where you accidentally build Detroit.. Although minimalistic, this game has a nice atmosphere and the feeling of achievement you get once you pass a difficult level is great! Most of the levels can be completed in different ways which means each person can have a different strategy that still works.

100% worth the 0.99 I paid for it.

https://www.youtube.com/watch?v=p-EiPZ6QJG0. Finally some Classicvania love.
The games are stiff, old, and sometimes really hard, but I wouldn't want it any other way.
If you're looking for Symphony of the Night, or games similar, this isn't the collection you'll want. If you want some darn good action\/platforming, this is the place.. Not bad.
But the control is not so fluent.
Not recommend if no discount.. I would Recommend to give this game a go but maybe wait for a sale. However be wary the ending is slightly abrupt less cliff hanger more oh its over, to be continued in the next game.

What I Liked:

The Story, It was interesting and kept me intriged even if it did get a little left feild at the end.
The Puzzels, nice mix.
The graphics, all though I would of liked it to use more of the film noir style it take from with the heavy shadows.

What I didn't

The controls, I felt when using the mouse during the puzzels it was very on or off. The hand cursor made some of the puzzels fiddley the arrow cursor would have been fine. The abilty to run would have great, double click to run, after walking round the secne you've visited before can really slow down the gameplay. keyboard controls would of been a god send, trying to stealth with point and clicking can be quite infuriating.

. Gravilon is yet another indy 2D platformer in a saturated market.

Graphics are ultra primitive, although it looks like they at least hired an artist (to make the rectangles the right mix of pastels and grey colours). It runs quite smoothly (because a PC from 1990 could run this game smoothly).

Gameplay is tedious platforming, as you roll a square around a terrain constructed of rectangles. The big gameplay twist? You run into little white squares that change the direction in which you fall. Negotiating levels is a matter of rolling your square to the right coloured rectangle.

Adding esoteric atmosphere to a low effort 2D platformer is not re-inventing the gaming industry. If you want abstract art, go to an art gallery and get some fresh air. If you're a gamer, there's nothing here for you.. Vostok Inc. is the combination of a mediocre SHMUP and a mediocre idle\/incremental game.

Edit to add detail:

A lot of my play time was spent idling to gain cash since you don't gain cash when the game is off and it would take a lot of

grinding to advance. If the grind is fun, then I'm OK with grinding. It is not fun in this game.

Travelling is tedious, and you have to do it constantly to upgrade buildings on different planets. I'd like for either a) travelling to be more fun or b) to be able to upgrade without travelling.

The camera is awful. Most of the time my ship would be at the leading edge of the screen while travelling so I couldn't see what was coming. Often times I'd be surprised by colliding with an enemy and dying instantly.

So many times my view would be obscured by text or a results window (after a challenge) while enemies are attacking. If you're going to force an unskipable results window in front of the view then at least make it so enemies don't spawn while it's being shown.

The weapon variety was good, but I found most of them to be useless. If there's a variety of weapons to choose from then I'd prefer to be able to pick the weapon that fits any given situation rather than just select the most powerful (which is a gun that fires unicorns in this game).

There are a lot of upgrades for buildings that are expensive yet completely useless because if you can afford them then you can afford better buildings\/upgrades that produce way more. So I think that the idle portion of the game needs to be re-balanced.. Really good game for the price. Great stress relief/time burner to have at hand. I'd give this a go based on fun factor , short load times and improvements over last version , Note - I had to turn off vsync to get stable framerates on this build using core i5 / 1080ti .

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