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## Space Giraffe Download For Windows



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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 transcetastic 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, synaesthiac shooting action that you'll return to again and again in search of ever higher scores.

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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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SPACE LEVEL 3  
Memories of Basingstoke



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I loved playing this game on XBox and, before the latest Windows 10 updates, my PC. Game no longer works properly on a clean Windows 10 system with current updates.. After completing 63 levels I would not recommend it. It's very chaotic and serves better as a learning experience for game developers. Main mechanics are explained in the help menu and provide you with the most basic information. Other things you have to figure out by yourself through many deaths. At first you won't even understand what's killing you. Some bullets can be avoided, some bullet-like bursts serve as powerups, some shapes can kill you even when bullying, but other can't - it's not clear at all why. Rules are just rules, you have to figure them out and try to follow them. Complexity curve is not consistent - some levels are hard and take 10-20 tries, while others are first try easy mode. Some level names seem meaningful while others are just for fun. Some angles and geometry introduce interesting behaviour which is never developed into consistent whole.

Never understood why people praise this game. Because it's funny? It gets old very fast. Because it's original? Yeah I've never seen anything quite like it, I've never played Tempest or any other tube-shooter. Is this a good introduction to the genre? No.. The did-slightly♥♥♥♥♥♥of Space Giraffe is one of the biggest crimes against videogames known to man.

Reaching way higher than it has any right to and, give or take the odd OH MY, pretty much getting there, this is the sort of videogame I could only dream of for many years.

Just about everything about it is absolute compressed videogame brilliance. The bastard stepchild of Theurer's Tempest jettisoned into the Doctor Who title sequence. Which Doctor Who title sequence? All of them. At once. At the same time. Except it's not Tempest. Don't play it like Tempest. I mean, you can play it like Tempest but you'll end up with a really, tremendously rubbish score and look a bit silly missing out the clench-everything-hope-for-massive-score of a bullrun, throwing enemies off the web en masse for all the points, all the lives, all the things, the bullet juggling, the flower containment and on.

Progressive, smart, incredible to look at when all manner of hells shuffle forth onto the screen. Webs spin, explosions explode, things scream at you. Your giraffe sneezes into space. How many games feature a flying abstract giraffe that sneezes into space? Just this one? Thought so.

Don't touch the NUXX, take it raw as nature intended and it's a beautiful piece of futurism made game. I Adore My 64 is the stuff of legend and rightly so. You know you've nailed it when you can just shut your eyes and listen, knowing that the game gives you everything you need to survive in sound alone.

Just get it. It's incredible. Minter's masterwork and the sort of vision of videogames that so few have the technical ability to pull off, never mind the sheer gloriousness of the arcade-of-the-future design. Such a thing. Such a beautiful thing.. Very good game for the first 20 or so levels but eventually overloads you with so much that you don't know what's going on, much like the original Tempest 2000. Maybe there's something I'm missing, IDK. I would very much like to be good at this game but it tests my patience a bit with how suddenly you can die from a stray bullet - a quicker death screen would've helped alleviate this somewhat.

Still worth a go anyways, it's blast once you get the hang of it and maybe you'll get to be good at this, I mean to be fair I was never very good at Tempest 2000.. great psychedelic retro arcade action. if you are waiting for it to go on sale, don't hold your breath because i have owned this game on steam for six years and not once in that time do i ever recall seeing this game sold at a discounted price.

also i think they ditched the leaderboards like five years ago so don't expect that part of the game to work if you buy it today.. Total Dig-Dug rip off.. Obnoxious and not very fun.. Another good game for people with good taste. If you don't own a PS Vita and can't enjoy the glory of Jeff Minter's TxK, then this is as close as you'll get on PC. It's a great time.. Pros:

- Classic Tempest Gameplay
- Many levels with names
- Psychedelic Gameplay
- Low requirements

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-Low price

Cons:

-Stupid tutorial

-No TxK on PC

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Just friggin awesome!

Have been playing for years on the 360 but bought the PC version recently as my ancient Xbox is having issues. The PC version is way better (and I love the 360 version) playing in 1080p makes everything so much clearer.

As for the actual game, well it's one of the greatest twitch games of all time.

At first it can be really daunting with all the effects and deliberate obstructions but when it all starts to flow there's nothing like it.

It's all about the sound effects! In most games SFX are there as punctuation to the gameplay to just have something to accompany the explosions. With Space Giraffe the effects blend with the gameplay to really immerse you. The ping as a flower leaves its stork can fill you with dread.

Also once it all starts to come together and you get into 'Bulling' there's nothing like it, probably the single most satisfying gameplay mechanic I have come across.

Basically it's just wonderful, give it a fair crack and you'll find something really special!

. Can. not. find. words.. I like to pretend this game is Polybius.. What is there to tell about Space Giraffe? Well you'll be controlling a weird thing, i guess it should be a Space Giraffe... you will be shooting all kinds of other weird things who also shoot back at you. You don't even have to press a button to shoot because the Space Giraffe shoots out of its own and the only thing you'll be doing is moving left and right.

To be fair this isn't my kind of game and I knew it wasn't before I even started the game. I'm sure there are some people who enjoy shooting things in a trippy space kind of environment with spacey trance music on the background but I'm not one of them.

Also, the current Steam price is 9,- Euro which is way too much for a game like this.. I do like Tempest. And it has to be weird when the first thing I read opening this is THIS IS NOT TEMPEST.

Darn right, cuz in Tempest you could actually see what you were doing.

Too much neon too much particules, too much EVERYTHING. But the game area takes a relatively small part of the screen, increasing the problem or not seeing crap.

Pass.. This game is incredibly misunderstood. It is perfect at what it tries to be, an abstract visual experience. The gameplay is fun, but the graphics along with the sound/music is what makes this game an absolutely surreal experience..

<https://youtu.be/opeF3RwCmkI>

The over the top visuals, effects, and audio come at the cost of obfuscating the already abstract gameplay. This makes this experience at best a curiosity as player struggle to understand.. The best Tempest styled tube-shooter ever made. Even better that Tempest 2000 and the later released TxK (all made by Jeff Minter). Also arguably the most tragically misunderstood videogame in all of human history, and the easiest way of simulating the experience of an LSD overdose.. You can't handle the awesome. Get it and prove me wrong.. Space Giraffe has been on my radar for ages. Tempest 2000 is among my favourite games of all time and I was thrilled to discover this one existed, which is not to say my expectations for Space Giraffe were sky high -- Jeff Minter makes thoroughly interesting and idiosyncratic games and I knew I was going to like this one, but the reading up I'd done on Space Giraffe had me a little cautious. Optimistic, but cautious.

I've only just begun to get into the game, but the tube shooty gameplay definitely delivers the smooth meltiness I was hoping for. UI and configuration is kinda lo-fi but performance is superb. Further thoughts to come as more time goes in! Really looking forward to getting to know this thing :)

If you're on the fence but you've played and enjoyed something Llamasoft in the past, you should probably play this.

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