

= Goat Simulator =

Goat Simulator is a third @-@ person perspective action video game developed and published by Coffee Stain Studios . It was released for Microsoft Windows via Steam on 1 April 2014 , and ports for Mac OS X and Linux were released on 27 June 2014 . Mobile versions for iOS and Android were released on 17 September 2014 . Versions for the Xbox 360 and Xbox One were released on 17 April 2015 , and for PlayStation 3 and PlayStation 4 on 11 August 2015 ; these ports were developed by Double Eleven .

The game has been compared by the developer as akin to skateboarding games , but where the player controls a goat aimed at doing as much damage as possible around an open world map , without any other larger goals . The game , initially developed as a joke prototype from an internal game jam and shown in an early alpha state in YouTube videos , was met with excitement and attention , prompting the studio to build out the game into a releasable state while still retaining various non @-@ breaking bugs and glitches to maintain the game 's entertainment value .

The game received mixed reviews ; some reviewers praised the title for providing a humorous sandbox interface to experiment with , while others criticized the game 's reliance on social media to popularize what was otherwise a simple and buggy product .

= = Gameplay = =

Goat Simulator is an open @-@ ended third @-@ person perspective game in which the player controls a goat . The player is free to explore the game 's world , a suburban setting , as a goat , and jump , run , bash things , and lick objects . Licking objects attaches the goat 's tongue to the object and lets the player drag the object around until they let go . At any time , the player can let the goat drop into a ragdoll model , allowing the game 's physics to take over , and another control makes the game run in slow @-@ motion . A number of environmental features allow the player to manipulate the goat into stunts such as bouncing off trampolines or launching the goat into the air through large fans . The game features a scoring system similar to skateboarding games like Tony Hawk 's Pro Skater , whereby doing tricks or other actions earns points , while chaining such tricks together in sequence helps build a multiplier that applies to the total score of the tricks done in the sequence . Various in @-@ game goals , such as achieving a certain height , completing flips , or destroying certain objects , are given to the player , but the player is not required to follow these instructions .

Small gold goat statues are hidden in the game 's world . Collecting this allows the goat to restart the game with various modifiers in play , such as changing the goat model to a demon goat , a giraffe , or an ostrich , or adding a jetpack to the goat that can be activated at any time . Various easter eggs are scattered about the sandbox , such as a castle where one can become the Queen of all Goats , or where the goat character gains a move similar to Sonic the Hedgehog 's spin attack . The game 's lead developer Armin Ibrisagic noted after release that the game 's setting is a parody of the concept of Purgatory , having left references to Heaven and Hell that were later found by fans . Ibrisagic also noted the inclusion of some elements based on the 2014 Ukrainian revolution .

= = Development = =

Goat Simulator started as a joke prototype from an internal one @-@ month game jam held by Coffee Stain Studios in January 2014 , after completing work for their game Sanctum 2 . The game was described by the lead developer Armin Ibrisagic as " an old school skating game , except instead of being a skater , you 're a goat , and instead of doing tricks , you wreck stuff " . The idea followed after originally pitching the game as a variation of QWOP , where the player would control the individual limbs of the goat separately with various keyboard keys ; this concept was rejected in favor of the more Tony Hawk 's Pro Skater @-@ type of gameplay the final game presents . Ibrisagic had focused on goats after jokingly trying to convince his coworkers that goats would achieve viral attention on the Internet in much the same way that cats presently do .

The prototype used Nvidia PhysX and an Apex physics engine with ragdoll physics for the goat and

human models within the Unreal Engine 3 , a game engine they were familiar with from the Sanctum series . In @-@ game assets were purchased from third @-@ party vendors instead of developed in @-@ house , such as the original goat model which the studio acquired for use for less than \$ 20 . The prototype was meant to be a parody of various other " weirdly successful " Simulation games presently available , such as Euro Truck Simulator . Ibrisagic had no intention of this becoming a full title , instead only offering the prototype for him and other developers to learn the Unreal Engine alongside other developers that were developing prototypes in more earnest .

Footage of the game in its alpha state was posted to YouTube by Coffee Stain , where it received more than a million views in two days and a large response from fans requesting a full release of the game in part due to various glitches in the prototype 's engine . The appeal of the video was also picked up by the agricultural magazine Modern Farmer . Some journalists suggested that the title be developed into a full game even knowing it was meant as a joking title ; GameSpot editor Danny O 'Dwyer supported the full release of the game arguing that " games should be dumb once in a while " .

The large positive response to the alpha footage convinced the studio to develop Goat Simulator as a full title to Steam , putting more people on the title . The team , having no plans for a full release , debated on whether to approach a large publisher to receive funding to help make the title into something like Grand Theft Auto , but decided to stay with a small , inexpensive title that would be truer to the teaser video . Recognizing that the glitching was part of the game 's appeal , Ibrisagic only sought to fix software bugs that might cause the game to crash , leaving in the other glitches and bugs associated with the physics engine as the results from these were " really hilarious " . They limited themselves to a short development time of four weeks without significant management oversight as to set an urgent but realistic goal to bring the game to a playable state . Ibrisagic felt it was important for the game to be supported on Steam , but initially feared that Valve Corporation would not accept the quirky title . He instead found Valve to be welcoming of the title , including a joking response from the company that stated " [Valve 's marketing manager DJ Powers] has started wearing a goat costume to work he ? s so excited about this game " . As part of its release , Coffee Stain added support for Steam Workshop which would let players modify the game , aware that players would likely create levels and scenarios that will glitch and crash the game for humorous results . While the physics engine allows for spectacular rendering of destruction of the game environment , which is a main feature of the game , Coffee Stain acknowledged the downside of this as " it would synchronise terribly in multiplayer " . They estimated that adding multiplayer would remove " 90 percent of the physics " and many other features , and left the game as a single player title at launch . The studio considered that it only spent a couple months to complete the Windows version , and opted to outsource versions for OS X and Linux , with Ryan Gordon handling the porting .

= = = Release and promotion = = =

Coffee Stain Studios released Goat Simulator worldwide on 1 April 2014 , aware that tying the date with April Fools ' Day may raise doubts on the validity of the game . Those that pre @-@ ordered the game through Coffee Stain 's website received early access to the title three days ahead of release . The official release trailer for Goat Simulator is a loose parody of the highly praised teaser trailer released for Dead Island , showing , among shots of the game , reversed slow @-@ motion footage of the goat crashing through a building after being launched from an exploding gas station .

The studio released a free expansion and patch to the game on 3 June 2014 , which in addition to fixing game @-@ breaking issues , added new goat models , a new map to explore based on a seaside town with a carnival , more game @-@ breaking issues , and local multiplayer for up to 4 players via split @-@ screen . Ibrisagic believes that adding multiplayer support atop Steam Workshop support will allow creative users to develop new gameplay modes that will extend the title 's playability . The patch also adds in additional controls that the player can use to make the goat perform various freestyle tricks comparable to those in Tony Hawk 's Pro Skater . The studio released a second free patch to the game on 20 November 2014 including elements that parody

massive multiplayer online games like World of Warcraft , though remains a single player or local multiplayer experience .

A paid @-@ content expansion titled " GoatZ " was released on 7 May 2015 as downloadable content for the game on personal computers and a stand @-@ alone application for mobile devices . It was developed by Coffee Stain 's partner studio Gone North Games . The expansion 's content spoofs zombie @-@ based survival games , such as DayZ , and includes a new map and gameplay aspects such as fighting off zombies and crafting . The title itself plays off DayZ as well as a play on the Internet meme goatse.cx. In a cross @-@ promotional " GoatBread " update with Bossa Studios ' I am Bread to be offered in late 2015 , a free update to Goat Simulator will allow the players to select a piece of bread as their avatar , while I am Bread will add in a " RAMpage " mode based on Goat Simulator . Another add @-@ on , the " Super Secret DLC " package part of a cross @-@ promotion with Overkill Software 's Payday 2 ; the Payday @-@ inspired content for Goat Simulator included additional playable characters including a camel , flamingo , and a dolphin in a wheelchair , while Goat Simulator content will be added to Payday 2 . These were released in January 2016 . Goat Simulator decorative content will be added to Rocket League in a mid @-@ 2016 update . Another expansion , " Waste of Space " , was again developed by Gone North Games and released on 26 May 2016 . The expansion features a new map based on a space colony , and spoofs much of the recent science fiction media genre .

The aforementioned OS X and Linux ports were released on 27 June 2014 . Following the game 's digital release , Koch Media agreed to distribute the game in UK and EU retail stores starting in May 2014 . Similarly , Deep Silver approached Coffee Stain Studios to work out a deal to publish the title in North American retail markets starting in July 2014 . At Microsoft 's presentation at the 2014 Gamescom convention in August , Goat Simulator was announced as one of several titles to be coming to the Xbox One platform with the help of Double Eleven studios , and later confirmed to be also arriving for the Xbox 360 , with both versions released on 17 April 2015 . Koch Media also distributed a retail version of the Xbox One version , including all additional downloadable content , across Europe for release on 4 March 2016 . Coffee Stain Studios also released ports for iOS and Android in September 2014 . PlayStation 3 and PlayStation 4 versions , also ported by Double Eleven , were released on 11 August 2015 .

= = Reception = =

Goat Simulator received " mixed " reviews upon release , according to video game review aggregator Metacritic . Goat Simulator was named as an honorable mention for Excellence in Audio for the 2015 Independent Games Festival .

Eurogamer 's Dan Whitehead complimented Coffee Stain Studios on building in enough content Goat Simulator and potential expansion through Steam to prove it more than a simple joke title , and instead a brief diversion " in which the player is a willing participant " . Dan Stapleton of IGN considered the title a " clever interactive spoof of all the broken game physics we ? ve seen in open worlds " and despite being short , was a " hell of a good time " . Tim Turi of Game Informer stated that the first hour with the game would be amusing , but due to the lack of more expansive features , he " [does not] recommend it to anyone looking for more than disposable entertainment " . Steve Tilley of the Toronto Sun described the game as one where " most players will have a few hours of fun and then file [it] away as an occasional novelty to pull out when they ? re especially bored " .

Rich Stanton of The Guardian was very critical of Goat Simulator , noting how the title is self @-@ aware of its poor quality , and stated that the game 's creation and promotion " demonstrates how social media and the internet amplify our supine tendencies " . Andy Kelly of PC Gamer was also critical of the title , calling it a " bad , amateurish and boring game " , and considered its popularity was only due to word @-@ of @-@ mouth and YouTube videos that enticed players to buy the game themselves .

Ibrisagic stated that Coffee Stain Studios made their money back on the development costs within a few minutes of the game being offered on Steam . As of August 2014 , the studio has reported that nearly a million copies of Goat Simulator have been sold , outperforming their other games over the

previous four years . The mobile release for iOS and Android systems reached 100 @, @ 000 downloads within 6 days of launch . By mid @-@ January 2015 , over 2 @. @ 5 million copies of the game were sold across all platforms . During a presentation at the 2016 Game Developers Conference , Ibrisagic revealed that Goat Simulator has made more than \$ 12 million in revenue , compared to both Sanctum and Sanctum 2 which made under \$ 2 million each . With the success of the game , Coffee Stain Studios has worked to license out Goat Simulator @-@ themed properties with third @-@ party vendors .

In an industry roundtable the CEO of Paradox name checked Goat Simulator specifically stating " You have to have an edge in there , and that 's why I say ' more Goat Simulator and less Call of Duty ' for Paradox , because we need the edge . It 's easier to get out and market , it 's easier to show what you 're doing " adding that " People are tired of explosions and dubstep music . We 've seen it a million times now "