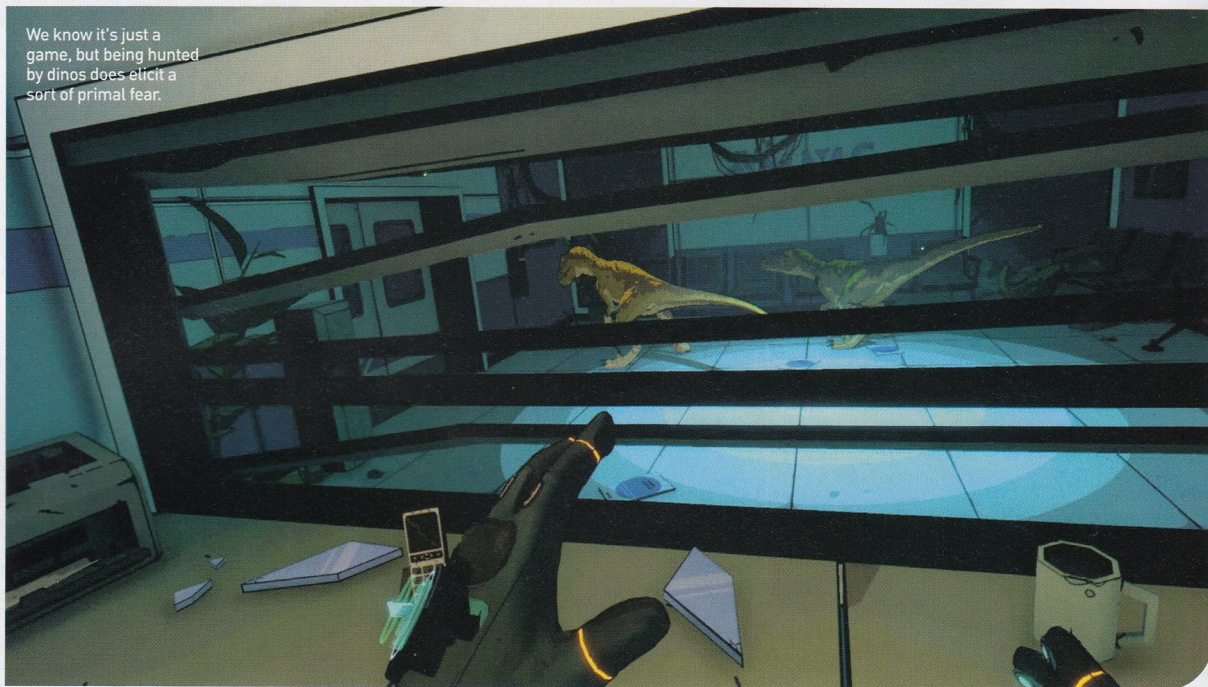


We know it's just a game, but being hunted by dinos does elicit a sort of primal fear.



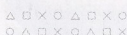
Jurassic World Aftermath: Collection

Man creates (distractions for) dinosaurs



INFO

FORMAT PSVR2
PRICE £24.99
ETA Out now
PUB Coatsink, Thunderful
DEV Coatsink
PLAYERS 1
LENGTH 4-5 hrs
ACCESSIBILITY
 Subtitles; colourblind mode; seated/standing and multiple directional movement modes; dominant hand toggle, customisable orientation, strafing and acceleration toggle; visual vignette and turning options



Life, uh, finds a way... to make unwise individuals return to dinosaur-filled theme park islands. Set between Jurassic World and its sequel, through VR you inhabit a silent security expert sent to aid former researcher Mia in recovering data from Isla Nublar. When your plane crashes as a result of a pteranodon attack, she guides you over comms – because she's injured elsewhere.

Your mission to grab data and then escape the island alive sends you through most of the central institution's many wings and buildings as you activate computer systems, process research, and detour around crumbled, overgrown ruins aplenty.

The graphics are cel-shaded, forgoing the realism of the special-effects-driven movies, but you still get an incredible sense of immersion, the use of colour ensuring the dinos you encounter really pop. It also allows for clarity in environmental design, and makes some neat flourishes possible – for example, when you're hidden, everything has a darker hue, and so you'll be aware when you can be spotted.

CLEVER GIRL

Don't let the bright colours fool you, though: Aftermath is a tense, often genuinely frightening horror-stealth game. Throughout nearly all of it, velociraptors lay in wait, looking for a human-sized

meal. While genetically modified to behave more like videogame stealth enemies (as you'll learn from a note found in-game), they're no less deadly than you'd expect, and if they spot you it almost always results in a squeal-worthy death. You need to hide, either under desks or in lockers, listening to work out where they're stomping around thanks to 3D audio, and possibly zapping distant electronics with your glove to create distractions.

As well as going from A to B through levels, you often have to search patrolled areas for objects or computer notes, which usually involve fairly rote and repetitive minigames to access them (for example, Simon-Says-style pattern recognition). Direct interaction is quite limited, so

don't expect to be doing anything like chucking empty bottles around.

While thrilling, the game leans on one set of mechanics a bit too much, with basic new wrinkles doing little to spice things up as you spend hours avoiding velociraptors. Other dinos are all too briefly encountered – at one point there's a T-Rex and to get past it you have to alternate moving carefully with staying completely still, while at another acid-spitting dilophosauruses try to ambush you in dark tunnels so you have to scare them off with light from your torch to avoid getting gunked in the face. Aftermath does a lot with little and has some brilliant moments, but struggles to keep the momentum going throughout.



Raptor-based stealth horror is terrifying, but starts to become stale with only slight variation. But when it works, it'll really make you squeal. **Oscar Taylor-Kent**



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34

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