

Jurassic World Alive looks like Pokémon Go but with giant dinosaurs

Well over a year after *Pokémon Go* became a phenomenon, we're finally starting to see other major properties jump on the augmented reality train. There are AR games based on *The Walking Dead*, *Harry Potter*, and *Ghostbusters* in the works, and now there's one that stars something a little bigger. Later this spring, we will see the debut of *Jurassic World Alive*, which will let players interact with and collect dinosaurs hanging around in the world around them, much like *Pokémon Go*.

"Players discover dinosaurs by locating them on a map and deploying an in-game drone to collect DNA samples," developer Ludia explains. You'll also be able to snap a photo with your favorite dinosaurs, level up the beasts you capture, and, unlike in *Pokémon Go*, you'll be able to battle them with other players. The game's map screen, as shown in the debut trailer, even looks a lot like Niantic's *Pokémon* AR game. Ludia previously developed a pair of park management-style *Jurassic Park* games for mobile.

Alive is expected to come to both Android and iOS in the spring, putting its release very close to the new film *Jurassic World: Fallen Kingdom*, which debuts on June 22nd. It's not the only *Jurassic Park* game in the works, either: last year, *Planet Coaster* developer Frontier announced

Jurassic World Evolution, a theme park simulator that's due out on the PS4, Xbox One, and PC in the summer.

If you're curious about *Jurassic World Alive*, you can pre-register for the game on its official site.

<https://www.theverge.com/2018/3/7/17090294/jurassic-world-alive-pokemon-go-ar-augmented-reality-game>