= Off @-@ Road Velociraptor Safari =

Off @-@ Road Velociraptor Safari is a free downloadable vehicle combat video game released on January 29 , 2008 by Flashbang Studios . The game requires the Unity plug @-@ in to run , and can be downloaded from the developers ' website . Players assume the role of a Velociraptor wearing a pith helmet and monocle , driving a jeep with a spiked flail attached , and must accrue as many points as possible in a four @-@ minute period by performing stunts and running down other Velociraptor . Each time a Velociraptor is struck , the game 's speed is reduced to slow motion and its catapulted body becomes the focus of the in @-@ game camera . The game operates a global highscore , after each game the player is given a rank for that day and a separate rank compared to the highest ever scores , along with a breakdown of the bonuses they were awarded during play .

The game was developed over a period of eight weeks by a small team of developers , using the Unity game engine . The idea was originally drawn onto a whiteboard , after the drawing remained in the developer 's office for a few days it was decided that it would be the next project undertaken by the team . Off @-@ Road Velociraptor Safari received positive reviews from gaming websites for its macabre humor and gameplay , though it was noted that the game had not been fully optimized on release , causing the game to run slowly on less modern machines .

A sequel (working title " Off @-@ Road Velociraptor Safari HD ") was in development , but the project was put to rest in 2010 .

= = Gameplay = =

Players control a monocle- and pith helmet ? wearing Velociraptor driving a jeep . The aim of the game is to attain a high score by performing stunts , damaging the jeep during collisions , collecting orbs , and killing the other Velociraptor which run around the area . The vehicle is equipped with a spiked ball and chain which can be deployed from the tailgate as many times as the player wishes . Deploying the spiked ball increases the difficulty of maneuvering the vehicle . The ball can be released from the chain at any time , if done so during a turn the weapon is launched forward . Players kill other Velociraptor by ramming them with the jeep or crushing them with the spiked ball which is dragged behind the vehicle . Slain dinosaurs can be dragged to exporters by the spiked ball and chain to gain extra points . Exporters are teleporting devices which transport the slain dinosaurs to the future .

Bonuses can be earned by achieving specific goals . If stunts or actions are repeated within a time limit , a score multiplier is earned and repeated actions boost the player 's score further . Gameplay takes place in a single tropical jungle area , at the beginning of a game the jeep appears in a random location within the jungle . Stunt ramps are set up throughout the game area , along with the hills and valleys these facilitate long @-@ distance jumps and other stunts . Each game takes four minutes , after the timer counts down to zero , the total score and any bonuses earned are shown . The player 's ranking compared to other games played that day and the all @-@ time highscores are also shown . Specific achievements can be gained by players , which are saved to their online profile , though the game can be played as a ' guest ' , which doesn 't require a game profile to be created .

= = Development = =

Flashbang Studios had planned to earn money from creating casual games so that they could create a quirky game without having to worry about sales and sustaining the studio . Although the company failed to create a financially successful casual game , by creating software for other companies they managed to acquire enough money to undertake an unusual project of their own choosing .

The original concept was drawn on a white board , after the image had been left on the board for several days , the developers decided that it " pretty much had to be the next game . " Initially the studio had intended to incorporate weapons into the game , but first developed the tow chain which

would be used to transport slain Velociraptor . The use of a chain was inspired by the controversial game Carmageddon . The chain was designed to be a place @-@ holder , to be replaced by a skinned rope . However , it was decided that the chain itself was acceptable without further modification . Plans to include additional weapons were dropped ; the flail alone proved to be effective enough .

When development began in December 2007 , the studio had employed five full @-@ time team members . Development took eight weeks , though creation of the Velociraptor and jeep models had already been started before development began . Other staff were working on the title before then , but two key members were involved in the Independent Games Festival . A teaser trailer was released on January 18 , 2008 ; quickly garnering interest from gaming blogs such as Kotaku and Destructoid . In an interview the developers hinted that a non @-@ free downloadable version with extra content may be produced , or that advertisements may be introduced to the site . The company also revealed plans to continue developing free games with a development time of four to eight weeks . The most popular of these games will be further developed and released on platforms such as WiiWare , PlayStation Network or Xbox Live Arcade .

= = Reception = =

Off @-@ Road Velociraptor Safari received a positive reception , reviewers praised the game as fun to play and addictive , particularly in relation to the short development time . Reviewers found issues with slowdown and variable frame rates , though the game was updated after reviewers highlighted the problems . Atomic Gamer 's Brian Beck awarded the game a score of 90 % , calling it " a fun , rewarding game " and citing the lack of restraints with the exception of the time limit . Games journalist John Walker , writing for Rock Paper Shotgun , described the game as " a stupid amount of fun " and found himself " ... fairly stunned it can be played in a browser window . " Reviewers noted some technical problems , John Bardinelli described the game 's controls as " a bit clunky " and noted that even after installing the Unity plug @-@ in the game has " a long load time " regardless of internet connection speed . Brian Beck stated that the game was not " fully optimized " , resulting in players using less modern computers being unable to run the game smoothly .

Jay Is Games ' John Bardinelli found the game 's unusual premise to be the source of its playability , " The raw dose of driving , destruction and dinosaurs is enough to get just about any gamer 's blood pumping " . Despite this , he found the game 's premise of crushing Velociraptor slightly disturbing , but added " there 's just enough fiction to the setting to keep realism at bay . " Bit @-@ tech 's Joe Martin suggested that though longevity could be an issue for serious players , Off @-@ Road Velociraptor Safari is " unmatched " as a game which can be played for short periods of time . Channel 4 described the game as " a real laugh " and " one of our favourite coffee @-@ break games of the moment . " Destructoid 's Hamza Aziz enjoyed the game , " it 's hard not to love it " , but found the slow motion " gets old and frustrating after a while . "

= = Planned sequel = =

A sequel called " Off @-@ Road Velociraptor HD " was planned with a Q4 , 2010 release date . It was available to pre @-@ order off the official site and anyone who purchased the downloadable version of the original received an automatic free pre @-@ order . Later Blurst announced " Off @-@ Road Velociraptor HD " had been canceled due to financial problems and will most likely not see the light of the day .