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Through the Game Informer, TellTale Games have unveiled the first look at their newly adapted Jurassic Park video game based on the highly-successful movie franchise. Included with a few words from executive director Kevin Boyle, check out the images cherry-picked below. “While our story is more linear than Heavy Rain, actions the player takes are reflected in the way the story is told...The choices the players make result in changes to the details of the story. Players will know we are paying attention to the decisions they make.” “As far as pacing goes, there are some things that are useful from the heritage of Telltale, but creating a new experience that pays off on both the slower-paced character building moments and high tension you expect from Jurassic Park is a new direction for Telltale, “Story and character are a really important part of it. You are going to feel drama. You are going to