



Wumpa Fruit for Everyone! Crash Bandicoot N. Sane Trilogy Makes Its Way to Nintendo Switch, Xbox One and Steam for the First Time!

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#1 Selling Remastered Collection in PS4™ History* Arrives to Multi-Platforms on July 10

SANTA MONICA, Calif.--(BUSINESS WIRE)--Mar. 9, 2018-- Fans asked, and Activision, a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), answered by bringing the [*Crash Bandicoot™ N. Sane Trilogy*](#) to all major gaming platforms. Already available on PlayStation® 4, Crash fans worldwide can experience the beloved '90s videogame icon like never before when everyone's favorite marsupial arrives on Nintendo Switch™, Xbox One and Steam® on July 10, 2018. The arrival of the ***Crash Bandicoot N. Sane Trilogy*** on new platforms this summer marks the first time that the original three games – *Crash Bandicoot™*, *Crash Bandicoot™2: Cortex Strikes Back*, and *Crash Bandicoot™3: Warped* – will be playable on Nintendo, Xbox and PC. The ***Crash Bandicoot N. Sane Trilogy*** is available now for pre-orders on all new platforms.

This press release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20180309005115/en/>



Announced as part of Nintendo Direct, Nintendo Switch players will make history as the first three original Crash Bandicoot games arrive on a Nintendo platform. With Nintendo Switch, fans can spin, jump, wump and repeat as they take on the epic challenges and adventures from the ***Crash Bandicoot N. Sane Trilogy*** either on the go in handheld mode or from the comfort of their living rooms in TV mode.

Giving fans more UMPH in their WUMP, July 10 also marks the first time that the original three Crash Bandicoot games will appear on the family of Xbox One devices from Microsoft, including the Xbox One X. The last Crash Bandicoot game that was available on an Xbox platform was 10 years ago. Now the Xbox community -- that has been craving to get their hands on the trilogy -- will soon be able to experience the first three Crash games on their chosen console.

Get Pumped! Crash Bandicoot N. Sane Trilogy is Jumpin' and Wumpin' to Nintendo Switch™, Xbox One, and Steam on July 10, 2018! (Graphic: Business Wire)

his debut on PC when the ***Crash Bandicoot N. Sane Trilogy*** launches on Steam. The release of the ***Crash Bandicoot N. Sane Trilogy*** on Steam ushers in a new way for gamers to play with a variety of control options including optimized Steam Controller support, as well as the ability to play with mouse and keyboard.

The ***Crash Bandicoot N. Sane Trilogy*** is available now on PlayStation 4 for the suggested retail price of \$39.99. Fans can pre-order the ***Crash Bandicoot N. Sane Trilogy*** for all new platforms now for the same suggested retail price.

Activision and Vicarious Visions are honoring the heritage of Crash throughout the trilogy in a variety of ways. With more than 100 levels to explore, the ***Crash Bandicoot N. Sane Trilogy*** fully remastered game offers brand-new lighting, animations, textures, models and recreated cinematics—all in dazzling “N. Hanced Fur-K.” The game’s soundtrack is packed with all the didgeridoos, xylophones and thumpin’ bass lines you can handle, as well as newly recorded dialogue from some of the familiar voice actors who appear in the original Crash Bandicoot games, including Jess Harnell, Lex Lang and Debi Derryberry, among others.

New features of the trilogy include playing as Coco, Crash’s smart and spirited little sister who comes complete with her own set of special attacks. Full analog stick support, a unified save system and checkpoint system makes it easier for new fans to enjoy the classic adventures, while improved bonus levels and time trials in this epic trilogy will challenge the hardest of the ‘Coot core!

For more information about the ***Crash Bandicoot N. Sane Trilogy*** follow @CrashBandicoot on Twitter, Facebook and Instagram, and watch the latest [trailer](#) on our official channel.

About Activision

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*Based on sales for remastered collections released on PS4 as reported via NPD, GFK, GSD, PSN and Activision internal estimates.

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