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Activision Puts Some "Umph in Your Wump" with the Crash Bandicoot® N. Sane Trilogy, Coming in 2017!

Fans Can Pre-Order the Fully Remastered Iconic Game Collection Now

SANTA MONICA, Calif.--(BUSINESS WIRE)-- Your favorite marsupial Crash Bandicoot® is back! He's enhanced, entranced and ready-to-dance in the **Crash Bandicoot® N. Sane Trilogy**, slated for release in 2017 and available for pre-order now from Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI). Revealed at PlayStation Experience (PSX) in Anaheim, Calif., the **Crash Bandicoot® N. Sane Trilogy** lets players spin, jump and wump as they take on the epic challenges and adventures from the three Crash games that started it all: *Crash Bandicoot®*, *Crash Bandicoot® 2: Cortex Strikes Back* and *Crash Bandicoot®: Warped*.

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"Crash Bandicoot is one of the most iconic videogame characters ever made. He's back and better than ever in the **Crash Bandicoot® N. Sane Trilogy**," said Jennifer Oneal, Studio Head for Vicarious Visions. "We're huge fans and are excited to finally share what the Crash team at Vicarious Visions has been doing to bring Crash back to life in these three remastered games."

Developed by Vicarious Visions, **Crash Bandicoot® N. Sane Trilogy** is being built from the ground up for the PlayStation 4 with brand-new lighting, animations, environments and recreated cinematics—all in stunning "N. Hanced Fur-K" and **PS4 Pro HD**. Fans new and old alike will enjoy seeing the beloved '90s video game icon like never before in this fully-remastered game [collection](#).

Crash Bandicoot® N. Sane Trilogy, available in 2017, features all-new lighting, animations, environments and recreated cinematics. Fans new and old alike will enjoy seeing the beloved '90s video game icon like never before in this fully-remastered game collection. (Photo: Business Wire)

analog stick support, a unified save system and unified checkpoint system, making it easier than ever for new fans to enjoy the classic adventures. Additionally, improved bonus levels and time trials throughout the games will make this an epic trilogy for the hardest of the 'Coot core!

What's more, the trilogy will feature full

Activision and Vicarious Visions are honoring the heritage of Crash throughout the trilogy in a variety of ways, including a fully-remastered game soundtrack, 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 and Lex Lang, among others.

For players who can't wait until next year to get their hands on the **Crash Bandicoot® N. Sane Trilogy**, they can play right now as Crash Bandicoot in **Skylanders® Imaginators** and enjoy TNT boxes, crabs, temple ruins and Wumpa Fruit in the all-new dedicated level Thumpin' Wumpa Islands. Crash also appears in two episodes of the new **Skylanders™ Academy** television series, streaming now on Netflix. Crash and Skylanders® fans alike have shown a huge amount of enthusiasm for both the new game and series!

Crash Bandicoot® N. Sane Trilogy is slated to launch in 2017 and is available now worldwide for pre-order on PS4 and PS4 PRO for the suggested retail price of \$39.99. For more information about **Crash Bandicoot® N. Sane Trilogy** please visit www.crashbandicoot.com.

About Activision Publishing

Headquartered in Santa Monica, California, Activision Publishing, Inc. is a leading global producer and publisher of interactive entertainment. Activision maintains operations throughout the world and is a division of Activision Blizzard (NASDAQ: ATVI), an S&P 500 company. More information about Activision and its products can be found on the company's website, www.activision.com or by following [@Activision](#).

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future, including statements about the expected release dates, features, and functionality of *Crash Bandicoot N. Sane Trilogy* are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10-K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

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