



June 13, 2017

Coco Comes to Crash the Party in Crash Bandicoot N. Sane Trilogy

For the First Time, Fans will be Able to Play as Crash's Sassy Sister in All Three Games

Fans can Take Coco for a Spin in E3 South Hall Lobby, June 13-15

SANTA MONICA, Calif.--(BUSINESS WIRE)-- It's going to be an epic blast from the past, as both your favorite marsupials from Crash Bandicoot™ are back! Activision Publishing, Inc., a wholly owned subsidiary of Activision Blizzard, Inc. (NASDAQ: ATVI), announced today that for the first time Crash's smart and spirited little sister, Coco, will be playable throughout the [Crash Bandicoot™ N. Sane Trilogy](#). In [Crash Bandicoot N. Sane Trilogy](#), players can take a visually stunning, nostalgic ride as Crash or Coco in all three Crash games that started it all: *Crash Bandicoot™*, *Crash Bandicoot™ 2: Cortex Strikes Back* and *Crash Bandicoot™ 3: Warped*. E3 attendees can take the famous duo for a whirl by visiting the **N. Sane Crash Experience** in the lobby of the South Hall, where Activision is rolling out the orange carpet with hands-on demo stations and daily giveaways to welcome *Crash Bandicoot* fans and new players alike.

This Smart News Release features multimedia. View the full release here:

<http://www.businesswire.com/news/home/20170613005960/en/>



"We are so excited to give players the ability to play as Coco in all three games in the **Crash Bandicoot N. Sane Trilogy**," said Jennifer Oneal, studio head for Vicarious Visions. "She's not just Crash's little sister, she is a force to be reckoned with. Our vision was to create a modern Coco for Crash fans and newcomers, and we think they're going to love playing as her."

In the remastered **Crash Bandicoot N. Sane Trilogy**, Coco has decided to hack into the Time Twister to travel back in time to help Crash in his previous adventures. Now as a fully playable (and a bit sassy) character across all three games, fans can switch between playing as Crash or Coco. Both characters have an N. Sane set of special attacks - each with their own style!

For the first time, Crash's smart and spirited little sister, Coco, will be playable throughout Crash Bandicoot™ N. Sane Trilogy. (Graphic: Business Wire)

Where Crash body slams enemies, Coco takes them out with the impact of a double leg drop! Fans will love to see all her new moves and animations, including idle moves like dancing with Crash.

"Activision recently left a nearly complete build of the remastered Crash trilogy at Naughty Dog, and I've played all three games," said Evan Wells, President, Naughty Dog. "Vicarious Visions took amazing care in maintaining the feel and soul of the originals but brought the visuals up to modern day standards and added a number of new features that's made them even more fun to play than remembered."

Fans will enjoy seeing their beloved '90s video game icons like never before in this fully remastered game collection. Developed by Vicarious Visions, **Crash Bandicoot N. Sane Trilogy** takes advantage of PlayStation 4 features and offers brand-new lighting, animations, textures, models and recreated cinematics—all in dazzling "**N. Hanced Fur-K**" and **PS4 Pro HD**.

Full analog stick support and a unified save system and checkpoint system will make it easier for new fans to enjoy the classic adventures. And improved bonus levels and time trials in this epic trilogy will challenge the hardest of the 'Coot core! Fans will enjoy seeing how they stack up against their friends and other players around the world via the online leaderboards.

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, Lex Lang and Debi Derryberry, among others.

Crash Bandicoot N. Sane Trilogy is slated to spin, jump and wump onto store shelves on June 30, 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 or follow @CrashBandicoot on Twitter, Facebook and Instagram.

About Activision Publishing, Inc.

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](https://twitter.com/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 with respect to E3 and about the expected release dates, pricing, gameplay, 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.

© 2017 Activision Publishing, Inc. ACTIVISION, CRASH and CRASH BANDICOOT are trademarks of Activision Publishing, Inc. All other trademarks and trade names are the property of their respective owners.

View source version on businesswire.com: <http://www.businesswire.com/news/home/20170613005960/en/>

Activision
Kerstine Johnson
Kerstine.Johnson@activision.com
or
Step-3
Wiebke Vallentin
Wiebke@step-3.com

Source: Activision Publishing, Inc.

News Provided by Acquire Media