



**UNIQUE SELLING POINT:**

- Crash Bandicoot® & Spyro® meet, cooperate and compete together in two inter-connectable games featuring platform and party games

**MESSAGES TO TRADE:**

- 2 multimillionaire franchises combined in two inter-connectable games
- Strong multiplayer experience: play up to 4 players with 1 cartridge or connect both games together
- Introduction of a new variety of gameplay: 3 modes in 1 game – story, party and trading

**MESSAGES TO CONSUMERS:**

- Meet your two favourite character in one game for the first time ever
- Strong multiplayer experience: play up to 4 players with 1 cartridge or connect both games together
- Introduction of a new variety of gameplay: 3 modes in 1 game – story, party and trading

**CRASH BRAND HISTORY:**

- The Crash franchise has sold more than 30 MM copies worldwide – 600,000 units in Australia since 1999
- Best selling character-based game franchise in PlayStation history
- #1 Best selling games franchise for 2003

**SPYRO BRAND HISTORY:**

- The Spyro franchise has consistently launched big sellers. Over 13,3 MM units sold worldwide - Over 270,000 units sold in Australia since 1999

# CRASH BANDICOOT® FuSion



## CRASH BANDICOOT® & SPYRO® THE DRAGON COMBINE FORCES TO SAVE THE UNIVERSE

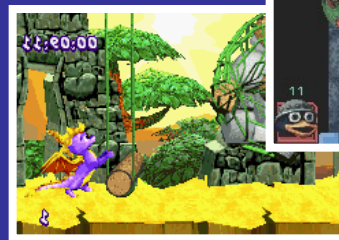


Unbeknownst to Crash, Neo Cortex and Ripto (Spyro's nemesis) have met up through underground portals and are set on taking over the entire universe. In an attempt to share resources and expand their territories, Cortex and Ripto are using portals to flood their two worlds with their evil minions. Crash must team up with Spyro, find out who this new menace is, and stop them before they take over the universe.

### KEY PRODUCT FEATURES:

- **Speed Two Gaming Giants Team Up** – Crash and Spyro join forces to save their worlds from Ripto and Dr. Cortex's evil plans of world domination
- **Multiplayer Madness** – Link up with up-to 3 friends for numerous multiplayer modes including Party Games, Wager games, and Card Trading. Connect both titles to unlock special bonus content or have a game party using only one cartridge
- **Mini-Games Galore** – Compete and win in mini-games found throughout the environments which reward trading cards
- **Collect'em All** – Trading cards act as rewards for level or mini-game completion and can be traded or wagered with friends via the multiplayer link cable. You must collect all the cards for 100% completion of the game
- **Two Sides to Every Story** – Follow the events of the entire saga by playing both games and learn how Crash and Spyro meet for the first time

# SPYRO FuSion



**Names:** Crash Bandicoot®: Fusion / Spyro®: Fusion  
**Genre:** Platformer  
**Developer:** Vicarious Visions  
**Studio:** Coktel  
**Publisher:** Vivendi Universal Games  
**Target Age:** 6-14  
**Platform:** Game Boy Advance™  
**Website:** [www.crashbandicoot.com.au](http://www.crashbandicoot.com.au)

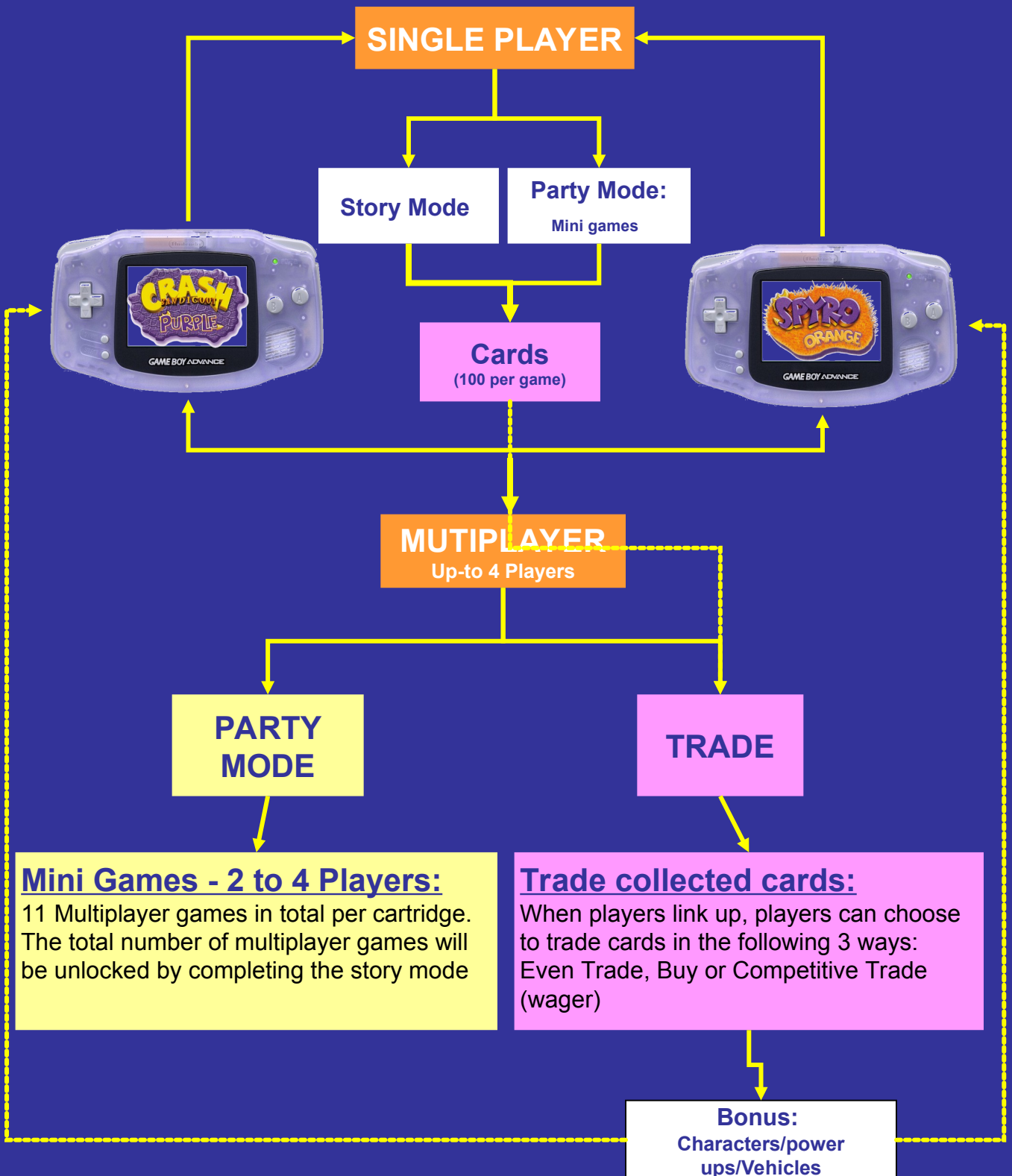
**Release Date:** 1<sup>st</sup> July 2004  
**Retail Price:** \$79.95



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# FUNCTIONALITIES



# MULTIPLAYER CAPABILITIES



- You can play Crash alone (single player)
- You can play Spyro alone (single player)
- You can play Crash up-to 4 players with one cartridge only
- You can play Spyro up-to 4 players using one cartridge only
- You can connect Crash and Spyro together (trading mode)