CRASH BANDICOOT 3

E3 - Atlanta, May 1998 -- He's back... bigger, better and even crazier than ever! Sony Computer Entertainment Europe announced the return of the loveable bandicoot, Crash in his 3rd adventure.

Having twice failed to destroy the World, Dr Neo Cortex realises that there is only one way he can possibly win - Time Travel. To defeat him, Crash must travel, unprotected, and through the hazardous space-time continuum to Ancient Egypt, Rome, Medieval England and back to before history began - when dinosaurs roamed the Earth.

Rather than simply giving the existing game engine an overhaul, Naughty Dog have created an all new environment for Crash, one that is recognisably part of the same universe, but on a world light-years apart from what has gone before.

Crash 3 is more interactive, with greater path deviation and a variety of levels, and thanks to an increased inventory of helpful gadgets, Crash can now FULLY explore realms of the planet never before dreamed of. Crash boasts a load of new moves and animations - twice as many as Crash 2! New moves include: Superpowered body slam and slides, a new double jump, a death tornado spin, laser guided apple bazooka and speed shoes.

Gasp as Crash races across the Great Wall of China on the back of a tiger! Shriek as he uses his trademark spin attack to create a deadly whirlwind. Hold your breath as Crash dives underwater in search of the lost city of Atlantis.

But it's not all good news. Crash may have more tricks up his sleeves than ever before, but so have his enemies. As N. Brio prepares for his final onslaught against the "Blunder from Down Under", Crash is going to need all the help he can get!!

Developer: Naughty Dog / Universal Interactive Studios **Genre:** 3D Platform/Adventure **No. of Players:** 1 **Peripherals:** Dual Shock Analog Controller, Memory Card

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Naughty Dog, Inc. is an independent game development house responsible for the internationally acclaimed Crash Bandicoot series. Naughty Dog develops cuttingedge technology, graphics and gameplay for titles released on next-generation game systems.

The Universal Interactive Studios, Inc. develops and promotes Universal Studio's properties for the global digital consumer market. Universal Studios is a unit of The Seagram Company Ltd., a global beverage and entertainment company.