

Crash[™] Twinsanity[™] Fact Sheet

PublisherVivendi Universal GamesDeveloperTraveller's TalesCategoryAction/Adventure PlatformerPlatformPlayStation®2 and Xbox®ESRB Rating E for Everyone

Pricing MSRP \$49.99

Availability Q3 2004

Overview A new evil has invaded the island paradise of Crash Bandicoot® with plans of destruction. In a strange twist, Crash reluctantly pairs with his archenemy, Dr. Neo Cortex, in order to save the world. Through the unorthodox partnership, Cortex is abused as Crash's favorite weapon when Crash and Cortex are controlled as one in this all-new gameplay mechanic. Gamers will encounter reactive enemies, fully immersive environments and a wacky cast of all-new characters in Crash Bandicoot's craziest and funniest adventure ever.

Game Features

- *Crash and Cortex Join Forces For Hilarious Team Gameplay* Crash teams up with Cortex in entertaining ways, using or abusing him to create a range of new game mechanics and vehicles.
- *New Twisted Humor* From award-winning animation filmmaker/writer Jordan Reichek (Ren & Stimpy), a fully fleshed out and hilarious storyline makes Twinsanity the deepest and funniest Crash experience ever.
- *Four Playable Characters* Gamers can play as Crash, Cortex, Nina Cortex (Cortex's niece) and the brand-new pairing of Crash and Cortex.
- *Highly Reactive Enemies* Complex, reactive and proactive enemies with behaviors and personalities of their own will hunt Crash, run away when outgunned and interact with other foes to form alliances.
- *Completely Immersive Environment* The environment responds as the player interacts with it platforms tilt and sway under Crash's weight and objects react realistically when encountered by characters.
- *Streaming Worlds* Gamers can play through entire levels of gameplay with no load times.
- **Franchise** Crash is the wacky orange bandicoot that took the entire videogame world by storm in 1996. With more than 30MM units sold worldwide since then, Crash has proven to be a globally beloved character with wide-ranging appeal.

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