***Crash Bandicoot™ 4: It’s About Time***

**FACT SHEET**

February 9, 2021

**PRODUCT DESCRIPTION:**

*Crash Bandicoot 4: It’s About Time* is making its way 4-ward to PlayStation® 5 and Xbox Series X|S consoles, Switch and PC just in time to celebrate Crash’s 25th anniversary. *Crash Bandicoot 4: It’s About Time* is the first original entry in the Crash franchise in more than 10 years and the biggest Crash game ever.\* This means massive levels, badder bosses and more gameplay for players to enjoy. Rewinding time back to the end of *Crash Bandicoot: Warped, Crash Bandicoot 4: It’s About Time* picks up after Neo Cortex, Dr. N. Tropy and Uka Uka were last stranded in an interdimensional prison. After decades of fruitless attempts, the trio finally make their escape, ripping an Evil-Scientist-sized hole in the fabric of space-time in the process. Now all that stands between them and total dominion over the multiverse are two fuzzy marsupials from N. Sanity Island.

As expected, everything that’s lovingly absurd about previous Crash Bandicoot games has been *N.* tensified in this action platformer. As the long-awaited sequel to the original trilogy, *Crash Bandicoot 4: It’s About Time* embodies the precision gameplay we all fell in love with in the ‘90s while introducing quality of life improvements, visual upgrades, new gameplay mechanics, along with Modern and Retro modes that both longtime fans and new players alike will enjoy mastering.

**KEY FEATURES:**

**New Platforms** – *Crash Bandicoot 4: It’s About Time* will launch on PlayStation® 5, Xbox Series X|S and Nintendo Switch™ on March 12, and will also launch on PC vis Battle.net soon.

**Whats’s New on Next-Gen?** – With the advanced hardware of next-gen consoles, *Crash Bandicoot 4: It’s About Time* will immerse you with N. credible visuals in 4K with 60 FPS[[1]](#footnote-1), 3D audio and N. Sane load times so you can right dive into the wumpa-eating action. The PlayStation® 5 version of the game will also take advantage of the system’s unique Activity Cards feature and the DualSense Controller’s Adaptive Triggers.

**Powerful Quantum Masks** – Throughout this time-shattering adventure, players will uncover four Quantum Masks - Ika-Ika (Gravity Mask), Kupuna-Wa (Time Mask), Lani-Loli (Phase Shift Mask) and ‘Akano (Dark Matter Mask) – the guardians of space and time, that will give them the ability to bend the rules of reality and gain advanced ways to conquer dangerous obstacles.

* **New Art Style** – The game introduces a fresh visual direction for Crash that maintains the zany spirit of the franchise while also breathing unique personality and charm into it. Fans can expect wacky new worlds, lush epic vistas and an absurd variety of enemies and hazards.
* **New Playable Characters** – Fans can play as Crash or Coco on their journey to save the multiverse, and three new playable characters, each with a unique playstyle, will emerge to provide an alternative perspective on our hero bandicoots’ quest to defeat their nefarious nemeses. Fans can try their hands as Dingodile, who uses his vacuum to give himself an extra floaty jump, the fiendish Dr. Neo Cortex, who has a speedy forward dash move, or Tawna from an alternate universe. Equipped with spin kicks and a versatile hook-shot ability that allows her to traverse levels and attack enemies, Tawna feels as powerful as her new look!
* **Larger-than-Life Boss Battles** – Fans can expect formidable bosses and monumental battles like they’ve never seen before, as Crash and Coco use Quantum Masks to their advantage.
* **Advanced Platforming Tricks –** Utilize the environment by wall running, rail grinding and rope swinging, discovering new ways to platform and progress through exciting challenges.
* **New Styles of Play –** Toys for Bob worked with friends at Beenox to create an all-new style of play called: N. Verted mode – a Bumpa-berry fueled mirror mode giving players alternate perspectives, sound effects, music and in some dimensions, additional transformations to the gameplay experience. Players can also rewind time back to the ‘90s by unlocking new playable Flashback levels! By collecting secret Flashback Tapes, players can experience Crash and Coco’s training in Neo Cortex’s Test Chambers, revealing Crash and Coco’s origins.

**Publisher:** Activision Publishing, Inc.

**Lead Developer:** Toys for Bob

**Supporting Developers:** Beenox, Hardsuit Labs

**New Platforms: March 12, 2021 -** PlayStation® 5, Xbox Series X|S, Nintendo Switch™. PC via Battle.net (forthcoming)

**Current Platforms: October 2, 2020 -** PlayStation® 4, PlayStation® 4 Pro, Xbox One, Xbox One X

**MSRP:** $59.99 SRP for PlayStation® 5, PlayStation® 4, PlayStation® 4 Pro, Xbox Series X|S, Xbox One, Xbox One X

$39.99 SRP for Nintendo Switch™ and PC

Players who purchase, or already have, *Crash Bandicoot 4: It’s About Time*on PlayStation 4 or Xbox One will be entitled to receive next-gen upgrade on March 12 at no cost (except in Japan) within the same console family.[[2]](#footnote-2)

**ESRB Rating:** E10+

**Languages**: Fully localized (VO + subtitles) in English, French, Italian, German, Spanish (Spain), Spanish (Latin America), Portuguese (Brazil), Arabic, and Japanese. Localized subtitles only in Russian and Polish.

**Assets: press.activision.com**

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\*According to Activision internal estimates, based on average estimated gameplay hours.

1. PlayStation® 5 and Xbox Series X versions of the game will run native 4K at 60FPS, while Xbox Series S versions will upscale to 4K. 4K compatible display required for 4K resolution. [↑](#footnote-ref-1)
2. Players who have a disc version of the game must own a next-gen console that has a disc drive to obtain the upgrade. For full details visit <https://support.activision.com/crash-bandicoot-4/articles/crash-bandicoot-4-upgrade-and-purchase-faq>  [↑](#footnote-ref-2)