

= Crash Bandicoot (video game) =

Crash Bandicoot is a platform video game developed by Naughty Dog and published by Sony Computer Entertainment for the PlayStation . It was originally released for the PlayStation on August 31 , 1996 , and was included in the Sony Greatest Hits line @-@ up . In 2007 , it was re @-@ released as a downloadable game on the PlayStation Network , and its remastered version is scheduled to be released for the PlayStation 4 in 2017 .

Crash Bandicoot is the first installment in the Crash Bandicoot series , chronicling the creation of the title character at the hands of the series antagonist Doctor Neo Cortex and his henchman Doctor Nitrus Brio . The game 's story follows Crash 's effort to stop Brio and Cortex 's plans for world domination , and to save his girlfriend Tawna , a female bandicoot also evolved by Brio and Cortex .

Crash Bandicoot received generally positive reviews from critics , who praised the game 's graphics and unique visual style , but noted the game 's lack of innovation as a platform game . The game would later go on to become one of the best @-@ selling PlayStation video games .

= = Gameplay = =

The player controls Crash Bandicoot , who must traverse several levels in sequence in order to progress . The player is given a certain amount of lives , which are lost when Crash is attacked by an enemy , or falls into water or a pit . If all lives are lost at any point in the game , the " Game Over " screen will appear , at which point the player may continue from the last time they saved their progress .

Crash 's primary abilities are jumping and spinning . Most enemies may be defeated by jumping on them or spinning into them . An enemy that is attacked by Crash 's spin attack can be launched into another enemy that is on @-@ screen at the same time . These same techniques can be used to open the numerous boxes found in each stage . Most boxes in the game contain Wumpa Fruit , which give the player an extra life if 100 of them are collected . Another item found inside crates is the Witch Doctor 's Mask , which shields Crash from one enemy attack . Collecting three of these masks in a row grants Crash temporary invulnerability from all minor dangers . Arrow boxes (marked with arrows pointing up) propel Crash further than his ordinary jump can , while TNT boxes explode after a three @-@ second fuse when jumped on . Boxes with an exclamation mark (!) on them cause previously intangible objects in the area to solidify . Check Point boxes allow Crash to return to the point where the first Check Point box has been opened upon losing a life . If more than one Check Point box has been opened in a stage , Crash returns to the last Check Point box that has been opened .

Special tokens can also be found inside boxes . These tokens may feature the likenesses of Tawna , Doctor Neo Cortex or Doctor Nitrus Brio . When three tokens have been collected in one stage , the on @-@ screen action freezes and Crash is immediately teleported to a " Bonus Round " . In the Bonus Round , the player must break open a large number of boxes to earn Wumpa Fruit and special items such as keys to hidden areas . If Crash falls off the screen in the Bonus Round , he is transported back to the level he came from rather than losing a life . He is also transported back to the level if the Bonus Round has been successfully traversed .

If the player can complete an entire level without losing a life after breaking open a Check Point box , a special " Stage Clear " screen appears in which the player is informed of how well they 've done and if any special items have been earned . They are also shown how many boxes (if any) have been missed in the level . If a life has been lost during the stage , the player is simply returned to the world map . If the player manages to both complete a level without losing a life after breaking open a Check Point box and break open all of the boxes in that level , they are awarded a gem . Gems allow the player to enter new areas in previously completed levels that were not accessible before .

= = Plot = =

== = Characters = = =

The playable protagonist character is Crash Bandicoot , a bandicoot who has been mutated by an invention called the Evolto @-@ Ray . The main antagonist is Doctor Neo Cortex , a mad scientist who was often ridiculed by the scientific community for his outlandish theories and is now motivated to prove his tormentors wrong by creating a mutated army of animals to conquer the world . Cortex 's henchman is Doctor Nitrus Brio , the insecure creator of the Evolto @-@ Ray . Crash 's love interest is Tawna , a female bandicoot about to undergo experimentation by the doctors . Helping Crash in his journey is an ancient witch doctor spirit by the name of Aku Aku , who has scattered masks of himself throughout the islands to grant Crash special invincibility powers .

The boss characters of the game include Papu Papu , an obese and short @-@ tempered chief of the native village ; Ripper Roo , a demented kangaroo with razor @-@ sharp toenails ; Koala Kong , a muscular but unintelligent koala ; and Pinstripe Potoroo , Doctor Cortex 's tommy gun @-@ wielding bodyguard .

== = Setting = = =

The game is set on the Wumpa Islands , a group of three fictional Australian islands owned by Doctor Neo Cortex . Levels are typically set in tribesmen 's villages , fortresses or beaches . Some levels on the second island also take place in temple ruins , bridges high above the mountains , and a volcanic mine . Levels on the third island feature much more industrial settings , including a large power plant and a castle .

== = Story = = =

With the aid of his assistant Doctor Nitrus Brio , Doctor Neo Cortex creates the Evolto @-@ Ray , which he uses to mutate the various animals living on the islands into beasts with superhuman strength . They experiment on a peaceful bandicoot named Crash , who Cortex intends to be the military leader of his growing army of animal soldiers . Despite warnings from Brio , Cortex subjects Crash to the untested Cortex Vortex in an attempt to put him under his control . The experiment proves to be a failure as the Vortex rejects Crash . After Crash escapes Cortex 's castle by leaping out a window and falling into the ocean below , Cortex prepares a female bandicoot named Tawna for experimentation .

Having grown attached to Tawna during their time in captivity , Crash resolves to rescue her and defeat Cortex . From the beach of N. Sanity Island , Crash makes his way through the nearby jungle and scales the wall of a giant wooden fortress , which is inhabited by the native tribe . Crash then enters the hut of tribe leader Papu Papu and is forced to defeat him in self @-@ defense after inadvertently waking him from his nap . Riding on the back of a wild hog , Crash escapes the pursuing villagers and climbs over the opposite fortress wall .

From there , Crash crosses to the second of Cortex 's islands . Wumpa Island , hosting a large tree , has been long abandoned and there is nothing more than a jungle , a lizard @-@ infested city , dilapidated bridges high in the mountains , and the ruins of an ancient temple . However , having discovered that Crash was making his way across the islands , Cortex dispatches the deranged Ripper Roo on the island in a temple at the start of a creek . Crash manages to cross the river and , after avoiding contact with his razor @-@ sharp toenails , knocks Ripper Roo out cold beside a waterfall , and successfully makes his way through the city and the temples . Crash also defeats another of Cortex 's mutants , Koala Kong , in a volcanic cave mine before finally crossing to the Cortex Island . Crash then navigates the Cortex Power station , a huge power plant that provides Cortex 's castle with energy while polluting the nearby area . When he reaches the factory core , Crash battles and defeats the CEO of Cortex Power , Pinstripe Potoroo , damaging the power plant .

Unable to enter Cortex 's castle after getting there via bridge , Crash climbs the tower walls , and enters the castle through the window he had previously escaped from . After making his way

through the dark hallways and the Castle 's many machines , Crash is confronted by Brio inside his laboratory . Brio uses chemicals to mutate himself into a monster . While Crash is successful in defeating Brio , the castle laboratory catches chemical fire during the struggle . Crash escapes to Cortex 's airship , where he confronts Cortex himself as the castle burns . Cortex attacks him with a plasma gun , but Crash deflects his own projectiles against him and sends Cortex falling out of the air . United with Tawna , they escape the burning castle on Cortex 's airship .

= = Development = =

= = = Conception = = =

Before presenting Way of the Warrior to Mark Cerny of Universal Interactive Studios , Naughty Dog was signed on to the company for three additional games . In August 1994 , Jason Rubin and Andy Gavin began their move from Boston , Massachusetts to Los Angeles , California . Before leaving , Gavin and Rubin hired Dave Baggett , their first employee and a friend of Gavin 's from the Massachusetts Institute of Technology ; Baggett would not start working full @-@ time until January 1995 . During the trip , Gavin and Rubin studied arcade games intensely and noticed that racing , fighting and shooting games had begun making a transition into full 3D rendering . Sensing opportunity , they turned to their favorite video game genre , the character @-@ based action @-@ platform game , and asked themselves what a three @-@ dimensional version of such a game would be like . Because the player would be forced to constantly look at the character 's rear , the hypothetical game was jokingly called " Sonic 's Ass Game " . The basic technology for the game and the Crash Bandicoot series as a whole was created somewhere near Gary , Indiana . The rough game theory was designed near Colorado . Soon afterward , Gavin and Rubin threw out their previous game design for Al O. Saurus and Dinestein , a side @-@ scrolling video game based on time travel and scientists genetically merged with dinosaurs .

In August 1994 , Naughty Dog moved into the Universal Interactive Studios backlot and met with Mark Cerny . The group unanimously liked the " Sonic 's Ass Game " idea and debated on what video game system the game would be for . Deciding that the 3DO Interactive Multiplayer , Atari Jaguar , Sega 32X , and Sega Saturn were unsatisfactory options due to poor sales and " clunky " development units , the team chose to develop the game for Sony 's PlayStation due to the console 's " sexy " nature and the company 's lack of an existing competing mascot character . After signing a developer agreement with Sony , Naughty Dog paid \$ 35 @,@ 000 for a PlayStation development unit and received the unit in September 1994 . A development budget of \$ 1 @.@ 7 million was set for the game .

= = = Character and art design = = =

Before the development of Crash Bandicoot , Naughty Dog wanted to do what Sega and Warner Bros. did while designing their respective characters , Sonic the Hedgehog and the Tasmanian Devil , and incorporate an animal that was " cute , real , and no one really knew about " . The team purchased a field guide on Tasmanian mammals and selected the wombat , potoroo , and bandicoot as options . Gavin and Rubin went with " Willie the Wombat " as a temporary name for the starring character of the game . The name was never meant to be final due both to the name sounding " too dorky " and to the existence of a non @-@ video game property of the same name . The character was effectively a bandicoot by October 1994 , but was still referred to as " Willie the Wombat " as a final name had not been formulated yet . It was decided that the main character would be mute because past voices for video game characters were considered to be " lame , negative , and distracted from identification with them . " The villain of the game was created while Gavin , Rubin , Baggett , and Cerny were eating " mediocre Italian " near the Universal studios . Gavin idealized an " evil genius villain with a big head " who was " all about his attitude and his minions " . Rubin , having become fond of the animated television series Pinky and the Brain , imagined a " more

malevolent Brain " with minions resembling the weasel characters in Who Framed Roger Rabbit . After Gavin performed a " silly villain voice " depicting the attitude in mind for the character , the villain 's name , Doctor Neo Cortex , was instantly formulated .

To aid in the visual aspect of production , David Siller recruited Joe Pearson of Epoch Ink , who in turn recommended that Charles Zembillas of American Exitus be brought on board as well . Pearson and Zembillas would meet with Naughty Dog weekly to create the characters and environments of the game . Because the main character was Tasmanian , it was decided that the game would take place on a mysterious island where every possible type of environment could be found , with the added reasoning that an evil genius like Doctor Neo Cortex would require an island stronghold . On creating the levels for the game , Pearson first sketched each environment , designing and creating additional individual elements later . Pearson aimed for an organic , overgrown look to the game and worked to completely avoid straight lines and 90 @-@ degree corners . In January 1995 , Rubin became concerned about the programmer @-@ to @-@ artist ratio and hired Bob Rafei and Taylor Kurosaki as additional artists . A Naughty Dog artist sketched every single background object in the game before it was modeled . Naughty Dog 's artists were tasked with making the best use of textures and reducing the amount of geometry . Dark and light elements were juxtaposed to create visual interest and separate geometry . The artists would squint when sketching , texturing , and playing the levels to make sure they could be played by light value alone . They ensured to use color correctly by choosing mutually accentuating colors as the theme for the " Lost City " and " Sunset Vista " levels . The interior of Cortex 's castle was designed to reflect the inside of his mind .

= = = Graphics = = =

The PlayStation had a 512 x 240 video mode and used up video memory that would normally be used for textures , but was effective in rendering shaded (if untextured) polygons . Rubin pointed out that since the polygons on the characters were just a few pixels in size , shaded characters would look better than textured ones . Thus , polygons were emphasized over textures ; this was advantageous in that it allowed the programmers more polygons to work with and allowed them to work around the PlayStation 's lack of texture correction or polygon clipping . To give the game more of a resemblance to an animated cartoon , vertex animation was implemented rather than the standard skeletal animation with " one @-@ joint " weighting ; this allowed the programmers to use the more sophisticated three @-@ to @-@ four @-@ joint weighting available in PowerAnimator . Because the PlayStation was unable to match this at runtime , the location of every vertex was stored in every frame at 30 frames a second . Gavin , Baggett , and Cerny attempted to invent assembly language vertex compressors for this manner of animation ; Cerny 's version was the most successful and the most complicated .

To obtain the graphic details seen in the game , Rubin , Gavin , and Baggett researched visibility calculation in video games that followed Doom and concluded that extensive pre @-@ calculation of visibility would allow the game to render a larger number of polygons . Following experimentation in free @-@ roaming camera control , the team settled with a branching rail camera that would follow along next to , behind , or in front of the character , generally looking at him , moving on a " track " through the world . Because only 800 polygons could be visible on the screen at a time , parts of the game 's landscape would be hidden from view using trees , cliffs , walls , and twists and turns in the environment . Because the production used an entirely Silicon Graphics and IRIX @-@ based tool pipeline , the programmers used \$ 100 @,@ 000 Silicon Graphics workstations instead of the \$ 3 @,@ 000 personal computers that were the standard at the time . Gavin created an algorithmic texture packer that would deal with the fact that the 512 x 240 video mode left too little texture memory . Meanwhile , Baggett created bidirectional 10x compressors that would reduce the 128 @-@ megabyte levels down to 12 megabytes and allow them to be compatible with the PlayStation 's 2 @-@ megabyte random access memory . The levels proved to be so large that the first test level created could not be loaded into Alias PowerAnimator and had to be cut up into 16 chunks . Each chunk took about 10 minutes to load even on a 256 @-@ megabyte machine . To remedy the situation , Baggett created the DLE , a level design tool where component parts of a level were

entered into a text file , with a series of Adobe Photoshop layers indicating how the parts were combined . To code the characters and gameplay of the game , Andy Gavin and Dave Baggett created the programming language " Game @-@ Oriented Object LISP " (GOOL) using LISP syntax .

== = Level design == =

The first two test levels created for the game did not ship in the final version for being too open and featuring too many polygons . During the summer of 1995 , the team focused on creating levels that were functional as well as fun and used the Cortex factory levels to experiment on this goal ; the mechanical setting allowed the team to forego the complex and organic forest designs and distill the two @-@ axis gameplay in an attempt to make it fun . Their first two successful levels (" Heavy Machinery " and " Generator Room ") utilized 2.5D gameplay and featured basic techniques previously used in Donkey Kong Country , such as steam vents , drop platforms , bouncy pads , heated pipes and enemy characters that would move back and forth , all of which would be arranged in progressively more difficult combinations as the level went on . " Willie " ' s jumping , spinning and bonking mechanisms were refined in these two levels . The level " Cortex Power " incorporates the original " Sonic 's ass " point of view (behind the character and over his shoulder) featured in the two test levels . After working on those three levels , the first successful jungle @-@ themed level (later titled " Jungle Rollers ") was created from pieces of the failed first test level arranged into a corridor between trees . From that point forward , two to three levels would be created for each level theme featured , with the first level featuring an introductory set of challenges and later levels adding new obstacles (such as dropping and moving platforms in the second jungle @-@ themed level) to increase the difficulty .

While playing the game during development , Rubin realized that there were many empty areas in the game due to the PlayStation 's inability to process numerous on @-@ screen enemy characters at the same time . Additionally , test players were solving the game 's puzzles too fast . In an attempt to remedy this , the " Wumpa Fruit " pickup was created (the fruits themselves were rendered in 3D into a series of textures) , but was not exciting enough on its own . On a Saturday in January 1996 , Gavin coded the " crates " while Rubin modeled a few basic crates and an exploding TNT crate and drew quick textures . The first few crates were placed in the game six hours later , and many more would be placed during the following days .

== = Post @-@ production == =

In September 1995 , Andy Gavin and Taylor Kurosaki took footage from the game and spent two days editing it into a two @-@ minute " preview tape " , which would be deliberately leaked to a friend at Sony Computer Entertainment so that the company may view it . Due to management issues at Sony , it wouldn 't be until March 1996 that Sony would agree to publish the game , which went into the alpha stage in April 1996 . While preparing for the game 's demonstration at the Electronic Entertainment Expo , the team decided to finally rename the title character " Crash Bandicoot " (the particular name being credited to Dave Baggett and Taylor Kurosaki) , with his surname being based on his canonical species and his first name stemming from the visceral reaction to the character 's destruction of boxes (" Dash " , " Smash " , and " Bash " were other potential names) . The marketing director of Universal Interactive Studios insisted that the game and character be named " Wuzzle / Wez / Wezzy the Wombat " or " Ozzie the Ottsel " . The name Crash Bandicoot prevailed after Naughty Dog threatened to leave the production . The same director also objected to the character of Crash 's love interest Tawna on " basic sexist principles " .

The music of Crash Bandicoot was a last @-@ minute aspect added to the game before its showing at the Electronic Entertainment Expo . The producer of Universal Interactive proposed that rather than conventional music , an " urban chaotic symphony " would be created by Andy Gavin causing random sound effects (such as bird vocalizations , vehicle horns , grunts , and flatulence) to be randomly selected and combined . When this proposal was rejected , David Siller introduced

the team to the music production company Mutato Muzika and its founder Mark Mothersbaugh . Following this introduction , Mothersbaugh selected Josh Mancell to compose the music for the game based on his previous work on Johnny Mnemonic : The Interactive Movie . Mothersbaugh advised Mancell throughout the soundtrack 's demo stages , after which all composition duties of Crash Bandicoot and Naughty Dog 's subsequent six titles were delegated to Mancell . Mouse on Mars , A Guy Called Gerald , Aphex Twin and Juan Atkins served as influences on Mancell 's " simple but kind of off @-@ kilter " melodies . Dave Baggett served as the soundtrack 's producer . The sound effects were created by Mike Gollom , Ron Horwitz and Kevin Spears of Universal Sound Studios . The voices in the game were provided by Brendan O'Brien .

In a continuing attempt by Universal Interactive to take credit for Crash Bandicoot , Naughty Dog was told that it was not " allowed " to go to the first Electronic Entertainment Expo . In addition , there were leaked copies of the temporary box cover and press materials for the Electronic Entertainment Expo , upon which the Naughty Dog logo , in violation of the contract between Naughty Dog and Universal Interactive , was omitted . In response , Jason Rubin drafted and printed 1 @, @ 000 copies of a document entitled " Naughty Dog , creator and developer of Crash Bandicoot " to hand out in front of the Crash Bandicoot display at the Electronic Entertainment Expo . Beforehand , Rubin passed out the flyers " for review " to Universal Interactive , angering its president . Crash Bandicoot was first shown at the Electronic Entertainment Expo on May 1996 and was met with enthusiastic reactions .

= = = Japanese distribution = = =

In preparation for presenting Crash Bandicoot to Sony 's Japanese division , Gavin spent a month studying anime and manga , reading English @-@ language books on the subject , watching Japanese films and observing competitive characters in video games . Upon Naughty Dog 's first meeting with the executives of Sony Computer Entertainment Japan , the executives handed Naughty Dog a document that compared Crash with Mario and Nights into Dreams Although Crash was rated favorably in the graphics department , the main character and the game 's non @-@ Japanese " heritage " were seen as weak points . The renderings of the character made specifically for the meeting also proved unimpressive . During a break following the initial meeting , Gavin approached Charlotte Francis , the artist responsible for the renderings , and gave her fifteen minutes to adjust Crash 's facial structures . Sony Japan bought Crash for Japanese distribution after being shown the modified printout . Pop @-@ up text instructions given by Aku Aku were added for the Japanese version of the game .

= = Reception = =

Crash Bandicoot received generally favorable reviews from critics , with much of the positive comments going to the graphics . Dave Halverson of GameFan referred to the visuals as " the best graphics that exist in a game " and the design and animations of the title character as " 100 % perfection " . John Scalzo of Gaming Target described the environments as " colorful and detailed " and mentioned the snowy bridge and temple levels as his favorites . However , he noted that the boss characters appeared to be noticeably polygonal compared to the other characters due to their large size . Nevertheless , he added that this flaw was excusable because of the game 's age and that the game 's graphics were near perfect otherwise . A reviewer for Game Revolution singled out the scaling technology for praise and declared it to be " the new standard for Playstation action games the same way SGI did for 16 @-@ bitters after Donkey Kong Country . " Additionally , he described the texture @-@ mapping precision as " awesome " , the shading as " almost too well done " (the reviewer claimed it made the game more difficult by making the pits appear to be shadows and vice versa) , the polygon movements as " very smooth and fluid " , the " quirky mannerisms " of the title character as " always refreshing " and the backgrounds as " breathtakingly beautiful (especially the waterfall stages) " . However , the reviewer said that the ability to adjust the camera angle even slightly " would have been a definite plus (at times the ground itself is at 75

degree angle while Crash constantly moves at 90 degrees , putting a slight strain on the eyes) . " A reviewer for IGN noted that " gorgeous backgrounds and silky smooth animation make this one of the best @-@ looking titles available for the PlayStation .

The gameplay received mixed responses . Both John Scalzo and the Game Revolution reviewer compared the gameplay to Donkey Kong Country , with Scalzo describing the game as having a " familiar , yet unique " quality that he attributed to Naughty Dog 's design , while the Game Revolution reviewer concluded that the game " fails to achieve anything really new or revolutionary " as a platform game . The IGN reviewer said that the game " isn 't a revolution in platform game design . It 's pretty much your standard platform game " . However , he noted the game 's " surprisingly deep " depth of field and use of different perspectives as exceptions to the platforming formula . Jim Sterling of Destructoid.com stated that the game has aged poorly since its initial release and cited the lack of DualShock thumbsticks , a poor camera as well as substandard jumping and spinning controls .

As of November 2003 , Crash Bandicoot has sold over 6 @. @ 8 million units worldwide , making it one of the best selling PlayStation video games of all time . The game 's success lead to its inclusion for the Sony Greatest Hits . Crash Bandicoot was the first non @-@ Japanese game to receive a " Gold Prize " in Japan for sales of over 500 @, @ 000 units . The game spent nearly two years on the NPD TRSTS top 20 PlayStation sales charts before finally dropping off on September 1998 .

= = Sequels = =

Crash Bandicoot was followed by two direct sequels , Crash Bandicoot 2 : Cortex Strikes Back and Crash Bandicoot : Warped , as well as a kart racing game , Crash Team Racing , all for the PlayStation and all developed by Naughty Dog , with Crash Team Racing the final Crash Bandicoot game developed by the company before moving onto the Jak and Daxter series . After Crash Team Racing , Eurocom developed the final Crash Bandicoot game for the PlayStation , the party game Crash Bash .