

= Crash Bandicoot : The Huge Adventure =

Crash Bandicoot : The Huge Adventure , released in Europe as Crash Bandicoot XS and in Japan as Crash Bandicoot Advance , is a platform game published by Universal Interactive Studios ( along with Konami in the Japanese release ) and developed by Vicarious Visions for the Game Boy Advance . It was released in North America on February 25 , 2002 , in Europe on March 15 , 2002 and in Japan on July 18 , 2002 .

Crash Bandicoot : The Huge Adventure is the seventh installment in the Crash Bandicoot video game series and the first Crash Bandicoot game to be released on a handheld console . The game acts as alternate sequel to the first four games , along with N @-@ Tranced for the same platform . The game 's story centers on a plot to shrink the Earth by the main antagonist , Doctor Neo Cortex , through the use of a gigantic weapon named the " Planetary Minimizer " . The protagonist of the story , Crash Bandicoot , must gather Crystals in order to power a device that will return the Earth to its proper size , defeating Doctor Cortex and his minions along the way .

The game stemmed from an agreement between Universal Interactive Studios and Konami that enabled them to produce and publish ( respectively ) a Crash Bandicoot game for next @-@ generation handheld game systems , ending the franchise 's exclusivity to Sony @-@ produced consoles . Crash Bandicoot : The Huge Adventure received generally favorable reviews from critics . The game was praised for its graphics and overall design , but critics noted the game 's lack of innovation .

= = Gameplay = =

Crash Bandicoot : The Huge Adventure is a platform game in which the player controls Crash Bandicoot , who must gather 20 Crystals and reverse the shrinkage of the Earth at the hands of Doctor Neo Cortex , the main antagonist of the story . Much of the game takes place in a series of hubs , from which Crash can teleport to various areas of the Earth . Initially , only the first of four hubs is available for play . Each hub features five levels and a boss level . The goal in each level is to find and obtain a hidden Crystal . After completing all five levels in a hub , the boss level must be completed , in which Crash must defeat the boss character guarding the area . By defeating the boss , a new hub will be accessible for play . When all 20 Crystals are collected and the Earth has been enlarged to its proper size , the game is won .

Besides Crystals , Gems and Colored Gems can be collected for extra accomplishment . Gems are rewarded to the player if all of the crates in a level are broken open or if a secret area is completed . Colored Gems are found in special levels and lead to hidden areas . " Relics " can be won by re @-@ entering a level where the Crystal has already been retrieved . To obtain a Relic , the player must initiate the " Time Trial " mode and race through a level in the pre @-@ designated time displayed before entering a level . To begin a Time Trial run , the player must enter a level and activate the floating stopwatch near the beginning of the level to activate the timer ; if the stopwatch is not touched , the level is played regularly . The player must then race through the level as quickly as possible . Scattered throughout the level are yellow crates with the numbers 1 , 2 or 3 on them . When these crates are broken , the timer is frozen for the number of seconds designated by the box . Sapphire , Gold and Platinum Relics can be won depending on the player 's final time .

At the beginning of the game , Crash has the ability to jump to navigate ledges , spin in a tornado @-@ like fashion to break open crates and defeat enemies , deliver a body slam to break open tough objects and can either slide across the ground or crouch and crawl to get past low areas . Crash can expand on these abilities by defeating boss characters , often resulting in more powerful attacks or increased jumping and running prowess . Crash starts the game with six lives . Crash loses a life when he is struck by an enemy attack or suffers any other type of damage . More lives can be earned by instructing Crash to collect 100 " Wumpa Fruits " or break open a special crate to collect a life . Crash can be shielded from enemy attack by collecting an Aku Aku mask . Collecting three of these masks allows temporary invulnerability from all minor dangers .

== Plot ==

=== Characters ===

Eight returning characters from previous Crash titles star in Crash Bandicoot : The Huge Adventure . The protagonist of the game , Crash Bandicoot , is an anthropomorphic bandicoot who must reverse the shrinkage of the Earth caused by the main antagonist Doctor Neo Cortex . Crash 's genius sister , Coco Bandicoot , is the creator of the machine necessary to reverse the effects of Cortex 's " Planetary Minimizer " . Aiding Crash is Aku Aku , an ancient wooden mask who can temporarily protect Crash from harm . The main antagonist of the series , Doctor Neo Cortex , is a mad scientist who shrinks the Earth down to the size of a grapefruit with his new " Planetary Minimizer " . Overseeing Cortex 's plot is Uka Uka , the evil twin brother of Aku Aku . Cortex 's minions consist of Tiny Tiger , a hulking muscle @-@ bound beast , Dingodile , a flamethrower @-@ wielding dingo @-@ crocodile hybrid and Doctor N. Gin , Cortex 's cyborg right @-@ hand man .

=== Story ===

In a space station orbiting the Earth , Uka Uka is upset with Doctor Neo Cortex for failing him once again , but Cortex promises a plan that will bring the Earth 's inhabitants down to size . Cortex then introduces his Planetary Minimizer , which he immediately uses to shrink the Earth down to the size of a grapefruit . The situation is brought to Aku Aku 's attention when Cortex taunts the now @-@ microscopic people of Earth . When Aku Aku informs Crash of the Earth 's predicament , Coco assumes that Cortex is using the Crystals to power his shrinking machine , and requests that Crash find the same kind of Crystals in various locations around the world , which she will use to build a device that will reverse the effects of Cortex 's Minimizer .

After Crash fends off Dingodile , Doctor N. Gin and Tiny Tiger , Cortex decides to deal with Crash himself by firing the Planetary Minimizer at him . Unfortunately for him , Crash tricks him into shrinking the colored Gems that stabilize the Minimizer , causing it to malfunction . The unrestrained effects of the Minimizer fuse Cortex and the previous bosses together , creating a monster known as Mega @-@ Mix , who chases Crash down the space station 's hallway in an attempt to kill him . Fortunately , Crash escapes back to the Earth just in time for Coco to use the Crystals that he has gathered to return the Earth back to normal again . The Earth is returned to its original size , while the space station above Earth explodes and Cortex and the others escape in an escape pod .

== Development ==

On September 21 , 2000 , Konami and Universal Studios announced that they had entered an agreement that would enable Konami to publish a Crash Bandicoot game for next @-@ generation game systems , with Universal Interactive handling the production of the games . The Game Boy Color was originally included alongside the Game Boy Advance in the deal . The agreement served to break the Crash Bandicoot franchise 's exclusivity to Sony @-@ produced consoles and effectively made Crash Bandicoot a mascot character for Universal rather than Sony . That December , Vicarious Visions approached Universal and showed off some of their technology on the Game Boy Advance . Fairly impressed with their work , Universal asked Vicarious Visions to submit a concept . Liking the submitted concept , Universal commissioned a prototype ; the prototype resembled a handheld version of the PlayStation Crash Bandicoot games . Vicarious Visions was then given developmental duties for the Game Boy Advance Crash Bandicoot game .

The game was tentatively titled Crash Bandicoot Advance and went through the titles Crash Bandicoot X / S and Crash Bandicoot : The Big Adventure before arriving at its final name . The game was developed over the course of nine months from conception to completion . The team working on the game expanded to as much as seven programmers at the height of the game 's

development . The graphics and animation for the game were created in Maya . Some of the original animation and textures from Crash Bandicoot 3 : Warped were repurposed and used as a basis for the Game Boy Advance game . The sprite for the Crash Bandicoot character features between 1000 and 1500 frames of animation . The audio for the game was supplied by Shin 'en Multimedia , with Manfred Linzner creating the sound effects and Todd Masten composing the music . Shin 'en Multimedia was assisted by Universal Sound Studios while creating the game 's audio . The game uses a static random access memory battery , allowing the player to save their progress . The game was designed with battery saving in mind from the beginning of production , as keeping track of all the data would prove extremely cumbersome with a password system .

= = Reception = =

Crash Bandicoot : The Huge Adventure received generally favorable reviews from critics . Louis Bedigian of GameZone , praising many of the game 's elements , concluded that the game was not overshadowed by the series ' previous successful titles and offered a new experience . IGN 's Craig Harris commented positively on the " solid controls and level design " and said that the game 's overall design on the Game Boy Advance was " amazingly tight " . Andrew Reiner of Game Informer , while critical of the short levels , praised the game for its graphical prowess . Four @-@ Eyed Dragon of GamePro commended the game as " a superb @-@ looking , straightforward platformer that no interested GBA gamer should miss . " Scott Alan Marriott of Allgame ( " All Game Guide " at the time ) and Scott Osborne of GameSpy , while acknowledging the game 's lack of innovation , stated that the translation of the graphics , gameplay and feel of the PlayStation Crash games onto the Game Boy Advance was executed well . However , Giancarlo Varanini of GameSpot cited the game 's lack of innovation in a more negative manner . A Nintendo Power reviewer noted that the game 's challenges were generally more difficult and sometimes more frustrating than those of the Mario games . Play Magazine 's reviewer criticized the " straight @-@ ahead " nature of the side @-@ scrolling , but called it " a great , little game " otherwise . Electronic Gaming Monthly remarked that " Crash for the GBA is what the PS2 game wanted to be . "