

= Crash of the Titans =

Crash of the Titans is a platform game published by Sierra Entertainment and developed by Vancouver @-@ based Radical Entertainment for the PlayStation 2 , PlayStation Portable (ported by SuperVillain Studios) , Wii and Xbox 360 . The Game Boy Advance and Nintendo DS versions of the game were developed by Amaze Entertainment . The game was first released in North America on October 3 , 2007 , in Europe on October 12 , 2007 and in Australia on October 25 , 2007 . It is the first game in the Crash Bandicoot series not to have a Japanese release .

Crash of the Titans is the fourteenth installment in the Crash Bandicoot video game series and the sixth game in the main franchise , but it is the first in the Mutant series . The game 's story centers on the discovery of a substance known as " Mojo " , which the antagonist of the series , Doctor Neo Cortex , plans to use to turn the inhabitants of the Wumpa Islands into an army of loyal mutants known as " Titans " . The protagonist of the series , Crash Bandicoot , must stop Cortex by using the technique of " jacking " to take control of and destroy Cortex 's Titans while collecting the mojo .

The game received mixed reviews upon its release ; critics disparaged the game 's short length , and although the game 's variety was generally seen positively , reviewers noted little outstanding in the game . Despite this mediocre reception , the game was nominated for two awards .

= = Gameplay = =

Crash of the Titans is a platform game in which the player controls Crash Bandicoot , whose main objective is to rescue his sister , Coco , and save his home , the Wumpa Island , from being destroyed by the main antagonist 's gigantic robot . The player 's first goal is to rescue the sentient mask Aku Aku , who gives the player basic instructions , shields Crash from enemy attacks , and transforms into a skateboard to help Crash traverse slippery terrain . From there , each level (known as an " episode ") asks players to complete fights against large groups of enemies or simply progress through the episode .

Crash starts the game with four lives . The length of each of Crash 's lives is tied to his health meter , which decreases whenever Crash is damaged from enemy attacks or falls down a bottomless pit . The player can replenish Crash 's health meter by instructing Crash to eat Wumpa Fruit . Each time the health meter is fully depleted , Crash loses a life . However , the player can win an additional life for Crash by collecting 25 @,@ 000 units of the magical substance Mojo or by collecting a rare type of Golden Wumpa Fruit . After the last life is lost , the player can continue playing by restarting the current episode .

Each episode contains a portal leading to a simple mini @-@ game arena , where the player must accomplish a task in a set time . Generally the task involves collecting a specified quantity of Mojo , using an enemy animal 's attacks to snipe targets , or simply defeating a select number of enemies . At the end of each episode , the player earns a rank of a bronze , silver , or gold voodoo doll ; the rank can be improved by defeating a set number of minions , destroying three robotic toilets or inflicting a minimum number of consecutive hits in combat . All three tasks must be accomplished in an episode if a gold voodoo doll is to be obtained for that episode . Hidden voodoo dolls unlock concept art packages for each episode .

The Nintendo DS version of Crash of the Titans contains similar gameplay to that of previous Crash installments . The game takes place on four islands , each with two levels and a boss . When a boss is defeated , a new island is unlocked . Each island has its own " Pachinko board " where players can win " on @-@ demand items " ; items that can be used to restore health , provide temporary invincibility , and set off Nitro explosions among other things . Additional content can also be won at these Pachinko boards , such as gallery art , cheats and a large quantity of Mojo .

= = = Combat = = =

Whereas the previous games featured Crash spinning into or jumping on an enemy to attack , Crash of the Titans gives him more options for attack . Early in the game , Crash has a light @-@

powered attack and a heavy @-@ powered attack and can also block , dodge or break an enemy 's block . When he defeats an enemy or destroys an object , a magical substance known as Mojo is released . When Crash collects enough Mojo , he will earn either an ability upgrade or a new move , such as the Norris Roundhouse or the Triple Dragon . His classic spin attack , named " Old Skool " , is an unlockable move , along with an aerial variant that allows Crash to float over chasms .

While small minions require only a single combo attack for Crash to defeat , larger enemies , known as " Titans " , require more effort to subdue . Each of the fifteen unique Titans in the game possess a star meter that indicates how close they are to being stunned . The meter rises when Crash starts attacking a Titan , and depletes when he stops . When it is full , the Titan is stunned and susceptible to " jacking " , meaning Crash can mount the creature and control it . While controlled by the player , the Titan possesses a similar moveset to Crash , although some jacked Titans can shoot projectiles . Besides a greater health , the Titans controlled by Crash have a purple Titan Meter . When this meter is full , players can make the Titan unleash a special attack , which fully drains the meter in the process .

A Titan 's durability depends on its size ; larger Titans will take more effort to defeat than others and a few are immune to Crash 's attacks . To defeat them , Crash has to jack a smaller Titan to fight them . On defeating the larger Titan , he can dismount the Titan he previously jacked and directly jack the larger Titan . The dismounted Titan will then be destroyed .

= = = Co @-@ operative play = = =

A player using a second controller can join the game at any time in the form of a white @-@ furred version of Crash known as " Carbon Crash " . The second player appears in the first player 's backpack , and can usually enter or exit the pack . However , the second player has to stay in the backpack if the first player is in mid @-@ air or climbing a wall . This method of play is useful for overpowering enemies and collecting Mojo faster . There are two modes of co @-@ op play ; in " Leapfrog Mode " , the players swap control each time the front player jumps , swings , or slides , while in " Piggyback Mode " , each player is equipped with their own backpack and can hide in the other player 's backpack if the action becomes too intense , such as when jumping over a chasm .

= = Plot = =

= = = Setting = = =

The setting of Crash of the Titans features twenty levels . Each level is referred to as an " episode " , and each has a distinctive subtitle that is usually a reference to popular culture (such as " The Blizzard of Claws ") . Like the first Crash Bandicoot game , episodes must be played in order , although the player can replay any episode that has been completed . The game moves through five major themes taking place on Crash 's homeland , the Wumpa Islands . The story starts in the jungle near Crash 's residence and leads to an ancient temple . Later in the game , Crash travels through a wood @-@ cutting and mining area and a land flowing with lava that features giant steel mosquitoes sucking minerals out of the ground . The next few episodes take place on an artillery @-@ bombarded beach , where Crash infiltrates Doctor N. Gin 's missile factory , which resembles the Statue of Liberty . The penultimate area is a gigantic tree located in the middle of the island . This tree holds up an entire house owned by Uka Uka , one of the major antagonists of the series . The final moments of the game take place in the antagonist 's Liberace @-@ style lair , and finally inside the Dominator .

= = = Characters = = =

Nine characters from previous Crash Bandicoot titles star in the home console version of Crash of the Titans , all of them given a new modern " punk " style that is distinct from other and Japanese

video game characters . The protagonist of the game , Crash Bandicoot , is a bandicoot who must defeat the main antagonist Doctor Neo Cortex and use the Titans against each other while collecting Mojo to upgrade his fighting techniques . Aiding Crash is Aku Aku , an ancient wooden mask who acts as a shield , a skateboard , and a weapon . Crash 's other two allies are his genius sister Coco Bandicoot and his muscular older brother , Crunch Bandicoot , who is absent in the Nintendo DS version .

Doctor Neo Cortex is a mad scientist who captures Coco and Aku Aku and wants to use stolen Mojo to create an army of mutants . Uka Uka , who is also absent in the Nintendo DS version , is behind Cortex 's plot for world domination ; after tiring of Cortex 's incompetence , Uka replaces him with his cyborg niece , Nina Cortex . Aiding the Cortexes are Doctor N. Gin , who is Cortex 's hysterical right @-@ hand man , and Tiny Tiger . Dingodile , another minion of Cortex , exclusively appears in the DS and Game Boy Advance versions of Crash of the Titans as a boss character . Aiding the villains are a number of small fodder enemies that attempt to hinder Crash in his journey . Each fodder is affiliated with a certain villain in the game . The first fodders encountered are Neo Cortex 's Ratnicians , which appear as bipedal , chihuahua @-@ like animals dressed as laboratory researchers . These characters appear in the first four episodes of the game , and are replaced by other enemies as the game progresses . The later enemies include Tiny Tiger 's Southern @-@ accented Koo @-@ alas , Doctor N. Gin 's monkey wrench @-@ wielding Doom Monkeys , Uka Uka 's spear @-@ chucking Voodoo Bunnies , and Nina Cortex 's Brat Girls . Radical Entertainment sought to give these minor characters personalities by giving them a large number of distinctive quotations .

== = Story = = =

In the beginning of the game , Crash Bandicoot aids Coco with a butter @-@ recycling device . Doctor Neo Cortex arrives , captures Aku Aku and Coco and encases Crunch in ice . Crash throws Coco 's machine at Cortex 's airship , severing the chain holding Aku Aku 's cage , which causes the cage to fall into the nearby forest . After Crash rescues Aku Aku , they discover that Cortex and Uka Uka are stealing Mojo from a nearby temple and decide to stop them . On reaching the temple , Cortex reveals his plot to use the stolen Mojo to create an army of loyal mutants , which will be used to build a robot known as the Dominator , that will crush the Wumpa Islands and take over the world . After failing to defeat Crash with his Yuktopus cyborg , Cortex boasts that Crash will never find his base and flies off , leaving Crash and Aku Aku to follow him .

At Cortex 's base , Uka Uka derides Cortex for failing to destroy Crash and replaces Cortex with his niece , Nina Cortex , despite protests from Neo , N. Gin and Tiny Tiger . Nina has Coco brainwashed and makes her participate in the construction of the Dominator . Throughout the course of the game , Crash and Aku Aku interrogate Tiny Tiger , Doctor N. Gin and Uka Uka on the whereabouts of Coco . When they confront Nina Cortex inside the Dominator robot , Nina summons her Arachnina cyborg and fights Crash . Crash eventually destroys the robot , liberating Coco and disabling the Dominator . The Dominator collapses and barely misses the Bandicoot home (and Crunch) , sparing much of Wumpa Island . Escaping from the collapsed Dominator , Cortex praises Nina for betraying him , and promises to be more evil in the near future . The Bandicoots decide that it is time for celebration , leading Crash to shout his first word in the series and the object of their celebration : pancakes .

The DS version of the game largely follows the story of the home console versions , but with minor alterations such as Nina Cortex having a greater role and the inclusion of Dingodile . Near the end of the game , Nina teams up with Crash to stop Doctor Cortex and his dancing " CortexBot " . The Game Boy Advance version also includes Dingodile , some plot differences , such as the Arachnina (referred to by its old name , " Spiderbot ") not being the last boss , and Cortex being reinstated after Nina 's defeat in the N. Trapment Island .

== = Development = =

Development on Crash of the Titans began after the completion of Crash Tag Team Racing . The graphics of the Wii version of the game was one of Radical Entertainment 's main focuses in the game 's development , with Radical stating that the Wii has " a lot of horsepower under the hood " and expressing their desire to make full use of it . They also considered implementing a feature to connect the Wii to DS during gameplay , but stopped due to technical issues and time . The Xbox 360 version got a few extra months of development time to improve its graphics before setting a final release date .

While the game was being developed , the title 's main character , Crash Bandicoot , became the new mascot of the Leukemia & Lymphoma Society 's " School and Youth " programs in an effort to promote the battle against blood cancer . In a bid to further promote the game , a Hummer (with a Wii inside) was painted with imagery from the game and displayed at the Annual Balloon Fiesta in Bristol , United Kingdom . A " Monster Edition " of the game was released exclusively in Europe on October 12 , 2007 for the PlayStation 2 . This special edition of the game features " Making @-@ of " videos , water @-@ on tattoos , game hints , a cheat code list , and the game 's E3 and theatrical trailers in multiple languages . Due to its " mild cartoon violence and language " , the game received a PG rating from the BBFC .

== Music ==

Unlike Crash Tag Team Racing , Radical did not hire the composer of the music in the previous Crash games , the a cappella band Spiralmouth whose members Rebecca Kneubuhl and Gabriel Mann left to compose musical pieces to The Legend of Spyro : The Eternal Night and The Legend of Spyro : Dawn of the Dragon from Crash 's companion franchise Spyro the Dragon , to write the music for Crash of the Titans . Instead , they assigned the job to their in @-@ house composer Marc Baril , who took Spiralmouth 's work on the previous games as references for Crash of the Titans . Radical Entertainment has expressed its pride with some of the music featured in the game , such as Doctor N. Gin 's polka theme . A 32 @-@ track soundtrack was made available on the iTunes Music Store on December 18 , 2007 . The music in the Nintendo DS version of the game was created by Nathaniel Papadakis .

== Voice cast ==

To avoid repetitive audio , Crash of the Titans features more than 7 @, @ 000 lines of dialogue , many of which contain references to popular culture , such as the film Brokeback Mountain . To achieve a natural feel for their dialogue , the voice actors performed all their lines three times . Many of the voice actors from Crash Tag Team Racing reprised their roles , including Jess Harnell as Crash Bandicoot and Lex Lang as Doctor Neo Cortex . Characters who were regulars in the series but did not appear in Crash Tag Team Racing were given new voice actors for Crash of the Titans . These replacements include Greg Eagles as Aku Aku , Chris Williams as Tiny Tiger , and John DiMaggio as Uka Uka . The DS version features full voice acting for cutscenes and in @-@ game elements by some of the same voice actors from the home console version of the game , though some of the voice actors were substituted , such as Debi Derryberry in the role of Coco Bandicoot , and Nolan North in the role of N. Gin . Dingodile , who appears only in the DS and GBA versions , is voiced by Nolan North .

To make enemies memorable on their own ; Radical Entertainment scripted conversations between the enemy characters that can be overheard as the player approaches . Several voice actors provide the audio for the small enemies , including Tom Kenny from Nickelodeon 's SpongeBob SquarePants . Adding to the game 's numerous pop @-@ culture references , the voices and mannerisms of some of the characters are based upon those of real people , including Mike Tyson , Mr. T , Jerry Lewis , and Peter Lorre .

== Reception ==

Crash of the Titans received mixed reviews upon its release . GameSpot credited it as a " fairly sturdy , combat @-@ heavy platformer with a good hook " , but concluded that it lacked the distinctive style of past Crash Bandicoot games . The DS version of the game was reviewed positively , with IGN naming it " one of the better handheld Crash games to hit the market " . Nintendo World Report gave the DS version a higher score than the home console version by half a point , but dismissed it as " a short game that has very little gameplay variety " . GameSpot proclaimed that " there 's plenty to do , and controlling the enemy is a neat twist " , but criticized the game 's small length of only six to eight hours .

The more negative reviews include those from Nintendo Power , who criticized the game for its " fixed and unforgiving " camera , which they felt made the platforming experience " frustrating " . GameSpy also criticized the game for its camera along with its unsteady framerate , but praised the game 's attractive graphics and offline co @-@ op mode . IGN described the game as " a good idea wrapped in a mediocre game " , dismissing the game 's music as " forgettable " , and hoping that the jacking concept would be refined for a possible sequel . Eurogamer was also critical of Crash of the Titans , deriding its graphics as " designed primarily with the PS2 and Wii in mind , with a fairly lazy high @-@ def makeover late in development " . The PSP version received less praise than its console counterparts , with IGN remarking that it " loses out to the consoles in a number of areas ; especially when it comes to multiplayer " .

Crash of the Titans was a nominee in the Writers Guild of America 's inaugural video game writing awards , competing against Dead Head Fred , The Simpsons Game , The Witcher and World in Conflict ; Dead Head Fred won the award . Crash of the Titans was also selected as a nominee in the " Best Sound Design " and " Best Character " categories of the Second Annual Elan Awards . It lost both awards to Skate and Mass Effect 's Commander Shepard respectively .

In Australia , Crash of the Titans was the second highest @-@ selling game in its first week below Halo 3 . The game was not as successful in the United Kingdom , where the PS2 version of the game debuted at # 32 in the sales charts . The game made £ 3 @.@ 35 million in the UK , by the end of 2007 . Despite the poor sales in the UK , the game was re @-@ released on Platinum for the PlayStation 2 and for the Xbox 360 Classics .