



Crash Bandicoot Makes His Way Four-Ward to Next-Gen Consoles, Switch, and PC in 2021!

February 9, 2021

Activision to Celebrate an Unforgettable 25th Anniversary All Year Long

SANTA MONICA, Calif.--(BUSINESS WIRE)--Feb. 9, 2021-- He's made you spin, jump and wump for 25 years, and this year, our beloved orange marsupial is celebrating in style. To kick off his silver anniversary, on March 12, the true sequel to the classic Crash Bandicoot trilogy from the '90s and the first original entry in the Crash franchise in more than 10 years, *Crash Bandicoot™ 4: It's About Time* will launch on PlayStation® 5, Xbox Series X|S and Nintendo Switch™. The game will also launch on PC via [Battle.net](https://www.battle.net) later this year. Fans are smitten with the biggest Crash game ever¹, so whether it's their first playthrough or their hundredth, there's no better time to experience massive levels, badder bosses and more gameplay. Fans should also be on the look-out for tons of furtastic festivities from Activision Blizzard, Inc. (NASDAQ: ATVI) aimed to engage Crash Bandicoot fans throughout the year.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210209005362/en/>



Run, don't walk, Crash Bandicoot™ 4: It's About Time is making its way to PlayStation® 5, Xbox Series X|S and Nintendo Switch™ on March 12, 2021. The game is also coming soon to PC via [Battle.net](https://www.battle.net). Players on next-gen platforms can enjoy N. credible 4K visuals, quicker loading times and 3D audio that will immerse them in all-new dimensions. Additionally, fans can play on the go when the time-shattering platforming adventure makes it way to Nintendo Switch™ for the first time. (Graphic: Business Wire)

clear breakdown of their progress throughout each of the game's dimensions, providing guidance to achieve objectives and more.

Adding to the fun, fans will now be able to experience *Crash Bandicoot 4: It's About Time* on the go when the time-shattering platforming adventure makes it way to Nintendo Switch™ for the first time, while Xbox Series X|S will utilize Smart Delivery to enable users to play the appropriate version depending on their console.

Crash Bandicoot 4: It's About Time will be available for PlayStation® 5 and Xbox Series X|S for \$59.99 SRP. Pre-orders for Nintendo Switch™ \$39.99 SRP) are available in select territories starting today, via the Nintendo e-shop. The game will also be coming to PC via [Battle.net](https://www.battle.net), with pre-orders available now (\$39.99 SRP). Fans can expect more information on the PC edition at a later date, along with other fun happenings in celebration of the franchise's 25th anniversary.

The game is available now for PlayStation® 4, PlayStation® 4 Pro, Xbox One and Xbox One X for \$59.99 SRP, and players will be entitled to receive next-gen upgrades at no cost (except in Japan) within the same console family³. To learn more about next-gen features, installation and other details, visit our [FAQ](#) page.

For more information on the *Crash Bandicoot* franchise, please visit www.crashbandicoot.com and follow @CrashBandicoot on [Instagram](#), [Twitter](#) and [Facebook](#).

About Activision

Headquartered in Santa Monica, Calif., Activision is a leading global producer and publisher of interactive entertainment. Activision maintains operations throughout the world and is a division of Activision Blizzard (NASDAQ: ATVI), an S&P 500 company. More information about Activision and

Developer Toys for Bob has been hard at work to bring *Crash Bandicoot 4: It's About Time* to new platforms. Fans on PlayStation® 5 and Xbox Series X|S are in for some N. credible visuals when they see the game run in 4K with 60 FPS².

Additionally, players on either next-gen platform will enjoy quicker loading times to dive into the wumpa-eating action and 3D audio that will immerse them in all-new dimensions. What's more, 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 upgrades at no cost (except in Japan) within the same console family³ (including the ability to transfer saved data).

PlayStation® 5 owners in particular will be in for an extra treat with DualSense wireless controllers bringing adaptive triggers to players' fingertips. Fans will now be able to feel the force of Neo Cortex's DNA-changing blaster and experience the grip as they grapple with Tawna's Hookshot. Additionally, PlayStation® 5's Activity Card feature will give players a

its products can be found on the company's website, www.activision.com or by following [@Activision](#).

Cautionary Note Regarding Forward-looking Statements: Information in this press release that involves Activision Publishing's expectations, plans, intentions or strategies regarding the future, including statements about the expected availability, features, functionality, gameplay and pricing for *Crash Bandicoot 4: It's About Time*, are forward-looking statements that are not facts and involve a number of risks and uncertainties. Factors that could cause Activision Publishing's actual future results to differ materially from those expressed in the forward-looking statements set forth in this release include unanticipated product delays and other factors identified in the risk factors sections of Activision Blizzard's most recent annual report on Form 10K and any subsequent quarterly reports on Form 10-Q. The forward-looking statements in this release are based upon information available to Activision Publishing and Activision Blizzard as of the date of this release, and neither Activision Publishing nor Activision Blizzard assumes any obligation to update any such forward-looking statements. Forward-looking statements believed to be true when made may ultimately prove to be incorrect. These statements are not guarantees of the future performance of Activision Publishing or Activision Blizzard and are subject to risks, uncertainties and other factors, some of which are beyond its control and may cause actual results to differ materially from current expectations.

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¹ Based on average hours of play

² 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. Requires 4K compatible device.

³ Players who have a disc version of the game must own a next gen console that has a disc drive to obtain the upgrade.

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