

# CRASH BASH

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Crash Bash is developed by Eurocom and Cerny Games.

Cerny Games is a one of a kind company offering design, technical and production services to the video game development community. The company is comprised of Mark Cerny, best known as longtime producer of the Crash Bandicoot series, and Michael John, best known as longtime producer of the Spyro the Dragon series.

Cerny Games uses a structured design methodology. Projects begin with a framework for the overall game called the Macro Design, and a rigorous check to ensure the ultimate success of the product in the disparate markets of North America, Europe, and Japan. During the development process, great care is taken to ensure the quality of the minute to minute gameplay. Once the game is substantially completed, extensive focus testing is conducted to confirm that the gameplay is enjoyable by a broad range of consumers.

Cerny Games also has significant technological expertise, in particular with regards to the development of 3-D graphics engines and other high speed low level code.

Current projects include Crash Bash and Spyro Year of the Dragon, as well as Naughty Dog and Insomniac's next generation titles.

## **Mark Cerny**

Mark Cerny began in video games in 1982 as a coin-operated game programmer at Atari Games, during the Golden Age of arcade games. Mark was co-programmer of Major Havoc, now a cult classic, and was the creator of the 1985 hit Marble Madness.

After completing Marble Madness, Mark left Atari Games and began a seven year stint at Sega in consumer games, first at the headquarters in Japan and then at the American subsidiary. At the headquarters office, Mark worked on the cutting edge of 8-bit and 16-bit technology, first convincing Sega to develop 3-D games for their 8-bit system and glasses with liquid crystal shutters to view them, and then creating a game network using the 16-bit system's modem. Through this time in Tokyo, Mark gained both fluent Japanese and a certain understanding of Japanese style of development, which has enabled him to subsequently work closely with Japanese companies. In 1990, Mark returned to the states and founded the Sega Technical Institute, the development branch of Sega that created Sonic 2, Sonic 3, and Sonic and Knuckles as well as other Genesis titles.

In 1994, Mark joined Universal Studios, where he was responsible for all creative aspects of the studio's brand new Interactive division. Mark worked with developer Naughty Dog as Producer and Executive Producer to create the Crash Bandicoot series, and introduced developer Insomniac to the world of video game development on Disruptor and the Spyro the Dragon series.

In 1998, Mark resigned as President of Universal Interactive Studios and founded Cerny Games. Cerny Games first two projects have been production and game design services for Spyro 2, and the creation of a display engine for the Playstation 2.

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<p><b>Genre:</b> 3D Arena-based Battle    <b>Players:</b> 1 - 4 players    <b>Peripherals:</b> Multi Tap, DUALSHOCK™ analog controller, Memory Card    <b>Developer:</b> Eurocom/Cerny Games</p>
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