

CRASH BASH – Q&A

Game developed by Eurocom in collaboration with Cerny Games.

Interview with Hugh Binns – Eurocom and Mark Cerny – Cerny Games

- Q. How does it feel to be the new Developer for the Crash series?
- A. Fantastic ! It was a great honour when Universal and Sony approached us to develop Crash Bash. We are big fans of Naughty Dog's previous Crash titles. Fortunately for us, Universal had already signed up Cerny Games as well. Mark Cerny worked closely with ND on Crash 1-3 and has helped us immensely, both in the development of Crash Bash and in ensuring it is consistent with the previous games.
- Q. Will Crash still maintain all his charisma?
- A. Of course !
- Q. Will we also see all the familiar faces? Any new characters?
- A. Many of the cast of characters from will make an appearance, and there is also a new playable character 'Rilla Roo'
- Q. Tell us a little about the different play modes
- A. There are two main play modes ; Battle Mode and Adventure Mode. Battle Mode is played either as a head to head game between up to 4 human and/or CPU players or between two teams of 2 players. Adventure mode is single player or team mode where the players earn trophies, gems, crystals and relics There's also a tournament mode where players play four levels in a row to see who gets most cups.
- Q. Will we find any bonus levels?
- A. Yes !
- Q. Are there weapons or powerups available?
- A. You will find a wealth of weapons and powerups as you progress through the games.
- Q. Will the characters be racing or riding, how do they get about?
- A. Every game is different ; a few examples are riding a Polar Bear, driving a Tank, and jumping around on a pogo stick.
- Q. What has been the most difficult aspect of developing Crash Bash?
- A. Displaying four characters simultaneously on one playfield and still retaining the detail that makes Crash look like Crash !

- Q. Of which part of the game are you most proud?
- A. That the games are great fun.
- Q. What is the style of the soundtrack and who wrote the music?
- A. There is a mix of styles, with several rearranged tunes from previous Crash games and new pieces created by our audio team.
- Q. Can you reveal anything special about the Crash Bash?
- A. There is a big secret hidden in the game somewhere...

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Developer: Universal Interactive/Eurocom Genre: 3D Arena-based battle No of Players: Multi-player; 1-4 Peripheral: DUALSHOCK™ analog controller, Standard Digital Controller, Memory Card, Multi-tap
