

CREATING “NEWSTALGIA”
IN

CRASH BANDICOOT™ IT'S ABOUT TIME 4

A NEW SPIN FOR A CLASSIC IP



90/100

-ATTACK OF THE FANBOY

100/100

-GAMEREVOLUTION

90/100

-COGCONNECTED

5 out of 5

-GAMESBEAT

95/100

-GAMING TREND

4.5/5

-GAMESRADAR

90/100

-DESTRUCTOID

5/5

-DAILY STAR



TOYS FOR BOB

PAUL YAN
CO-STUDIO HEAD









2017



2019

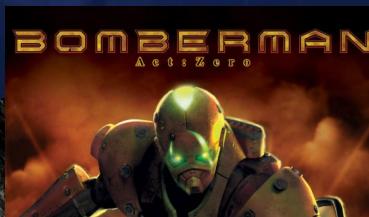


2020

SEQUEL
EVOLUTION
EXISTING FANS



REBOO
REINVENTION
NEW FANS





ORIGINAL TRILOGY



REVIEW

SALES

SEQUEL TO ORIGINAL TRILOGY FOR CORE CRASH AUDIENCE





GAME IS

GAME ISN'T

Jump,
Spin, Slide,
Slam

Collect-
athon

Time
Travel

New
Abilities

3D to 2D
Perspective
Shifts

New
Bosses &
Chases

New
Vehicles

HARD
but fair

For
25-40 yo

Lots of
Replay
Drivers

Cartoony
Animation

New
Playable
Heroes

New
Obstacles

Warp
Rooms

Skins

Branching
Paths

Camera
Control

Wump
League

Limited
Lives

Difficulty
Selection

Coop

Beat 'Em
Up

Open
World

Plumber
Boy

Crash
Dialogue

Uncharted
Storytelling

Remaster
sequel

MTX

GAMEPLA

TONE



JACKASS MEETS
LOONEY TUNES



TENSE, PRECISE
EXECUTION

WORLD



COLORFUL,
DANGEROUS
UNIVERSE

DNA +
BILLARS



ISN'T
Remaster
sequel





WIL
D



CUT



DIM



HEROI
C



EDGY







IS
Cartoony
Animation



JACKASS MEETS LOONEY TUNES



IS
For
25-40 yo







LANI-LOLI

HOW MANY TIMES HAVE YOU BEATEN THIS CLOWN ANYWAY?

COCO

THREE.

LANI-LOLI

REALLY?! ONLY THREE? FUNNY, SEEMED LIKE MORE.

GAMEPLA

TONE



JACKASS MEETS
LOONEY TUNES



TENSE, PRECISE
EXECUTION

WORLD



COLORFUL,
DANGEROUS
UNIVERSE



Jump,
Spin, Slide,
Slam

HARD
but fair

Precision Aid





TENSE, PRECISE EXECUTION



THE 11TH DIMENSION, 1954

ISN'T

Warp
Room

HARD
but fair

Linear
Story

TENSE, PRECISE EXECUTION

A screenshot from the game Ratchet & Clank: Rift Apart showing the loading screen. On the left, Ratchet, the orange-clad raccoon, is shown in a dynamic pose, looking towards the right. On the right, there's a "SELECT A PLAYSTYLE" menu with two options: "MODERN" (highlighted in orange) and "RETRO" (highlighted in blue). Below the menu, a text box states: "When you die, you always continue from the last checkpoint. (Recommended)". At the bottom, a note says: "Playstyle does not affect the game difficulty or reward progress, and can be changed in the Gameplay Options Screen at any time." Three callout boxes on the left provide information: "HARD but fair", "Limited Lives", and "Difficulty Selection".

SELECT A PLAYSTYLE

MODERN

RETRO

When you die, you always continue
from the last checkpoint.
(Recommended)

Playstyle does not affect the game difficulty or reward
progress, and can be changed in the **Gameplay Options**
Screen at any time.

HARD
but fair

Limited
Lives

Difficulty
Selection

GAMEPLA

TONE



JACKASS MEETS
LOONEY TUNES



TENSE, PRECISE
EXECUTION

WORLD



COLORFUL,
DANGEROUS
UNIVERSE



Lush,
Detailed
Levels

SWEET VISTA
GOES HERE!!!





COLORFUL, DANGEROUS WORLD

35



COLORFUL, DANGEROUS WORLD

36



COLORFUL, DANGEROUS WORLD 37







New
Bosses &
Chases









COLORFUL, DANGEROUS WORLD 44







COLORFUL, DANGEROUS WORLD 47

TONE



JACKASS MEETS
LOONEY TUNES

GAMEPLA



TENSE, PRECISE
EXECUTION

WORLD



COLORFUL,
DANGEROUS
UNIVERSE

LISTEN TO
FANS!

WE'RE HIRING!

TOYS FOR BOB



[HTTPS://CAREERS.TOYSFORBOB.COM](https://careers.toysforbob.com)



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