

Crash Bandicoot has proven to be one of the biggest gaming franchises of all-time, comprising 18 games and shipping over 50 million copies worldwide. The adventures of the little orange jorts-wearing fruit-eating marsupial has conquered the hearts of millions of young players on the PlayStation family of consoles, which the franchise was originally exclusive to.

Both 2016 and 2017 marked the celebration of Crash's 20th anniversary, which included a cameo in *Uncharted 4: A Thief's End*, guest starring in *Skylanders Imaginators* and finally the grand return of the franchise with the highly-anticipated ***Crash Bandicoot: N.Sane Trilogy***, initially released in June 2017 only on PlayStation 4.

But 2018 is leading to another landmark for the bandicoot. Since early February, it has been rumored that the ***Crash Bandicoot: N.Sane Trilogy*** will be released on **Nintendo Switch** in 2018. And now, it has been officially confirmed during the Nintendo Direct from last week, at the release date of July 10th, 2018.

Although Crash Bandicoot has already appeared in several games that has been released on various Nintendo consoles like the GameCube or Wii, those entries were considered to be the table scraps of the series and didn't offer the best representation of the title's character and its colorful universe. But here, this would marked as **the first time the classic Crash Bandicoot trilogy**, which are universally regarded as all-time gaming classics, **would be released on a Nintendo system.**

With such a landmark event like this, this should call for a very special kind of celebration. The Wumpa Gem would like to introduce the "**Crash Invades Nintendo**" project.

What is Crash Invades Nintendo?

Crash Invades Nintendo will be a special collaboration project in order to celebrate the release of the ***Crash Bandicoot N.Sane Trilogy*** on Nintendo Switch. Our goal is to have both the Crash Bandicoot fanbase and the Nintendo community united for this special occasion and everyone is invited to participate.

The main theme will be Crash Bandicoot crossing over with various Nintendo universes, such as *Super Mario*, *Donkey Kong*, *Zelda*, *Pokémon*, etc.

You can submit various pieces of artwork that fits the theme, whatever it would be drawings, paintings, comics, animations, artisan crafts and even music tracks, directly on social media with the hashtag **#CrashInvadesNintendo**.

All of the submissions will be compiled into a huge collab video on YouTube, to be published during the release of the ***N.Sane Trilogy*** on Switch.

We're already approaching some of the best and well-known artists from both communities, so you don't wanna miss out!

When can I start and when is the deadline?

As of today, we're accepting submissions and the project's deadline will be June 26th, 2018.

Which are the rules and guidelines to join the project?

- The essential idea must remain in focus, which is a crossover between **Crash Bandicoot** and either of those Nintendo first-party IPs on the list below:
 - Super Mario
 - Donkey Kong
 - Yoshi
 - Wario
 - The Legend of Zelda
 - Pokémon
 - Kirby
 - Metroid
 - StarFox
 - F-Zero
 - Animal Crossing
 - Splatoon
 - Pikmin
 - Kid Icarus
 - Earthbound
 - Fire Emblem
 - Xenoblade
 - Golden Sun
 - Advance Wars
 - Sin & Punishment
 - StarTropics
 - Pilotwings
 - Punch-Out!!
 - Excitebike
 - Wave Race
 - Chibi-Robo!
 - Balloon Fight
 - 1080°
 - Custom Robo
 - Another Code
 - Endless Ocean
 - Pushmo
 - Rhythm Heaven
 - Steel Diver
 - Elite Beat Agents
 - Legendary Starfy
 - Dillon's Rolling Western
 - Game & Watch

Inclusion of any other IP owned by companies other than Nintendo are tolerated, but they must be justified with the context of the artwork and should not distract from the main idea.

- **Only one submission per participant**, whichever type of artwork.
- Any submission that depicts **nudity, intense sexuality, profanity, extreme violence/gore** or other **disturbing subject matter** will not be accepted.
- Submit your artwork by else publishing it publicly on **Twitter, Tumblr** and **deviantART** with the hashtag **#CrashInvadesNintendo**, else sending a **direct message** to the **Facebook page** of **The Wumpa Gem**.
- Any type of animation is accepted, like **hand-drawn, digital 2D, CGI, stop-motion** and even **machinimas** with Garry's Mod and Source Filmmaker. Only exception being **sprite animation** (unless the sprites themselves are custom-made).
- Animated submissions should not last any longer than **30 seconds**, and should be at the resolution of **1280x720** (or higher) and at **24 frames per seconds**.
- Musical submissions should at least be **longer than a minute**, and should be able to be looped, so they can be played properly in the background of the video while the artwork is displayed.
- What we expect from music submissions would be music themes from Nintendo games remixed with instrumentals from Crash games, and vice-versa. Mash-ups are also accepted and you can also add vocals to the music.