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How to play crash bandicoot 4. Crash bandicoot 4 keeps crashing. Crash bandicoot 4 tricks.

Sony is finally entering the world of mobile gaming - and it's about time! Sony has now confirmed the formation of a new company called ForwardWorks, in Japan, which will have a big focus on mobile gaming titles. Not much else is known about the new company, but a press release claims it will cater to "users with opportunity to casually enjoy full-fledged game titles in the new field of the smart device market". What isn't clear is whether the company will have the license to use existing Sony Computer Entertainment published titles. If it does, that could mean Nathan Drake, Ratchet, Clank, Sackboy, Knack, even Spike from Ape Escape could all appear on your phone in the future. But phones aren't as capable as your PlayStation 4, so how could franchises be re-imagined for your iOS or Android device? Here are a few of our own ideas.

Uncharted: Let's start with the obvious - the Uncharted series. Nathan Drake has been on three PlayStation 3 adventures as well as two on PlayStation Vita and a huge remastered collection for PlayStation 4, plus he's about to set out on one final journey in Uncharted 4. Yet still, the character hasn't been featured on mobile. Imagine an endless runner with one of the Uncharted characters main characters in the hot seat. Top-end phone graphics, temples collapsing around you, tension building as you have to speed up, a large variety of locations and that special Uncharted dialogue could combine to make the first truly good endless runner. One of the best elements of Uncharted are the set pieces, so bringing those in could put other games like Temple Run to shame by embracing the simple mechanic and still having a true flavor of character. Throw in Sully and Elena as unlockable characters too. Jak and Daxter Mobile would give Naughty Dog another excuse for more Jak & Daxter games. One of the strongest elements of the entire series was the puzzle solving, paired with the wittily written script. Creating a The Room-style puzzle adventure would work great with these characters popping up throughout. Bring back these two iconic characters with newly written dialogue and a mass of new puzzles to get through. The harder the puzzles the better, plus this would be a great way of reintroducing the characters to gamers before the inevitable PlayStation 4 reboot. Journey: Journey is one of the best gaming experiences we've ever had, and the whole thing only takes around two hours to complete. The game lets you connect up with a random player online and go on your adventure together, wandering through the beautiful landscapes, collecting items and working together to find your way. If that's not something developer That Game Company wants to do, maybe we can get a brand new journey to go through. A second game could include a series of new areas to explore and put an even bigger focus on the multiplayer elements. Phones are at the point where they can run this level of games - why would you want to play this on a console? Crash Team Racing: Crash Bandicoot made one of the best racing spin off games either, so let's get that onto mobile. With the success of mobile racing games such as Asphalt 8, it feels like a no-brainer for Sony to make a racing game you can play on your phone. Forget about the serious Gran Turismo franchise and all your "serious" racers, Crash Bandicoot is where it's at. Nintendo might be moving into mobile, but we don't expect to see a Mario Kart game on our smartphones any time soon. Crash would be a nice substitute. Buzz! / Remember Buzz! on the PlayStation 2? Despite its ridiculous main character and marketing material, it proved to be a fun party game that we can see translating well to the phone. QuizUp is doing the quiz thing right now for mobile, but the option to play as a group of friends rather than just 1-on-1 would make Buzz! an easy success on the phone. Just be sure to include a vast variety of topics and we reckon we've got a winner. Killzone: First-person shooters do not work on mobile due to touchscreens - so how do you bring a franchise like Killzone to your phone? Real-time strategy might be the way to go here. There aren't enough RTS games on mobile considering how well the touchscreen input works for it. Playing the general in Killzone and commanding your troops to head out and battle the Helghast directly - deciding what soldiers to train, where to place them, and how to make your attack - could make for an interesting take on the series. Rockstar came close to making Grand Theft Auto: Tokyo. The Crash Bandicoot series has always occupied a strange place in the pantheon of platform games. It doesn't offer the sheer joy of movement and discovery that has propelled the Super Mario games, nor the technical spectacle that drives each new Ratchet and Clank title. Even still, there's something distinct about Crash: the over-the-shoulder perspective, the bouncy movement, the oh-so-'90s vibe. It has smaller ambitions, but is much more focused as a result. And it turns out none of that has changed in the latest entry. Crash Bandicoot 4: It's About Time is the first mainline Crash game since 1998, back when the series was a PlayStation exclusive developed by Naughty Dog, a studio now best known for Uncharted and The Last of Us. Not much has changed in the intervening years. While contemporaries like Super Mario 64 focused on exploring large, open spaces, the original Crash trilogy was much more straightforward; players essentially ran down a hallway, jumping on bad guys and collecting items. Occasionally the perspective shifted to a side-scrolling perspective, with the odd boss battle to mix things up. It was simple, but it felt right. This structure remains largely intact in It's About Time. Instead of changing the formula, the developers have attempted to build on it with some new ideas. You still spend most of your time bouncing on bad guys, and smashing boxes to collect pieces of fruit. There are also some great set-pieces, including some especially tense scenes where a big bad enemy is chasing you, and one wrong move means starting over. I particularly loved some of the inventive boss battles, including one against a giant squid that you attack with a bunch of floating rats. Most of the new features build on the core of Crash. The most notable is the inclusion of masks that grant temporary powers. One lets you "phase" objects in and out of existence, while another turns you into a powerful tornado that can jump across huge gaps. These lead to plenty of interesting platforming scenarios; the phase mask, in particular, creates moments when you have to jump across areas while also managing the existence of the platforms you're landing on. It takes a lot of focus. What's great about these masks is that they add to the Crash experience without making it feel bloated; they're new dynamics that don't fundamentally alter the game. Not all of the additions are great - there's a new character with a grappling hook that feels a touch out of place - but none are bad, either. Another thing that hasn't changed is the difficulty. It's About Time can be a hard game, but its straightforward structure means that the pain points are particularly painful. In almost all cases there's only one way to solve a puzzle. So if you get stuck, it's a lot of repeating the same annoying sequence of jumps over and over until you get it right. It can really kill the game's momentum, which is disappointing considering how fun it can be. Similarly, despite it being the year 2020, the vibe of It's About Time is purposely stuck in the '90s, a time when video game mascots had to have an attitude and bad jokes were plentiful. It's certainly an acquired taste. This doesn't impact the game itself much, but I definitely found myself skipping cut scenes to avoid all of the terrible dialogue. If nothing else, It's About Time is admirable because it steadfastly holds on to what it is. At a time when Mario's adventures are getting even wilder, and Ratchet continues to be a showcase for new technologies, the latest Crash is refreshing. It's not a bold reinvention of a classic. It's the game you know, with a few tweaks. Crash Bandicoot 4: It's About Time is out now on the PS4 and Xbox One. As much as we entrust computers with the details of our lives, it only takes one mechanical hiccup to curse them to damnation. Yet when things go wrong, it's our lives that fill with pandemonium. Of course, just as in Dante's Inferno, there are many degrees of computer-enabled suffering. In fact, although computer "crashes" first described the errors that came from a hard drive read/write head literally crashing against the hard disk's platters, the term today extends to any unexpected computer arrest, whether from software application failures, operating system crashes, or coffee spills over a new laptop. Unexpected program seizures are occasional annoyances that can often be settled by a simple reboot. A system crash or hard drive meltdown, however, can render programs inoperable and destroy files for good - a particularly painful punishment made worse thanks to high-capacity hard drives that permit huge collections of music, video and photos. In other words, when you've got everything, you've got more to lose. It's all too easy for users to continue computing with abandon, only to turn apoplectic when things eventually go wrong, but even in the face of such a computer disaster, there are still ways to fix problems and recover data, as long as you understand what might be happening and plan for the inevitable. SOFTWARE AND OS PROBLEMS Software and operating system crashes come about for many reasons. Newly installed programs can conflict with existing ones. Memory-hogging programs can force computers to steal resources from each other until the whole system grinds to a halt. Bad systems-file updates can corrupt the underlying instructions in the computer's operations core - the kernel - spinning the computer into never-ending loops and fatal errors. When Windows users do experience a fatal error, they are treated to the aptly named Blue Screen of Death, that blue-backed diagnostic screen that announces system failures with error messages, hexadecimal codes and recommendations for further action. Macintosh machines have their own version, the Spinning Beach Ball of Death - a wait cursor like the PC's hourglass which can mean anything from "a program is loading" to "the computer is hung up and must be rebooted." Older Macs, more descriptively, used a pop-up box displaying a bomb with a lit fuse. Fortunately, there are some basic steps to reviving systems after a crash, as well as utility programs and, if necessary, third-party services to help return operations to normal. Sometimes, a simple reboot is enough to reset the machine and get it working again, while in a worst-case scenario, drives must be wiped clean and programs reinstalled from scratch. HARDWARE AND HARD DRIVE PROBLEMS Problems with the actual machinery of a computer can present a more challenging problem. The innards of a computer can clog, wear down or fry up. Replacing parts and reinstalling drivers can usually extend the life of a failing machine, but when the problem originates from a hard drive, it's not the machinery but the potentially irreplaceable data inside that's most at risk. Hard drives aren't as hearty as their names might imply. They operate essentially like little record players: Disk platters encased in the drive shell spin around at about 150 miles per hour, while delicate read/write heads run back and forth over the surface, held aloft by a cushion of air. A speck of dust or grain of sand on the surface can break the arm's cushion, causing the head to "crash" into the platter, scratching the surface and ruining the data. Drive motor bearings can also give out over time, turning that happy whir of an operating hard drive into a grinding squeal. Most hard drives are rated for hundreds of thousands of hours of trouble-free operation, but there are obvious exceptions. Hard drive failures abound and grow more likely the longer the drives are in use. Hard drives in mobile computers and take-along gadgets like music and game players, because of their very portability, have an even greater likelihood of taking a drive-destroying tumble. PROFESSIONAL HELP Fixing hardware problems is usually beyond the abilities of the average home user - especially after a drive has sustained physical damage. To save what remains of computer data after a real hardware disaster, you may need to turn to professional help. Fortunately, there are many data recovery services that specialize in salvaging information from damaged hard drives and pride themselves on their ability to rescue data from computers that have been shot at, swamped and otherwise rendered useless. Companies like Ontrack Data Recovery, DriveSavers and Data Recovery Group can carefully clean, read and reconstruct information from damaged drives' remains, often making them readable again for a fee of as much as \$2,000 for an entire drive's worth of data. GONE FOR GOOD? When hard drive contents have become so corrupted that even professionals cannot help, users must accept that their data is gone - but only gone for good if there's no other copy. The lesson to be learned is to back up data frequently. Making copies of important files should be a regular affair, made easier by keeping personal files organized, knowing which files are most important and arranging for them to be backed up at least once a week. There are many ways to back up data. Look to programs like Argentum Backup for a simple backup solution. The \$25 program will root through personal programs, folders and mail applications to save information and settings. A more comprehensive solution for recovering from a data crash is to use an imaging program like Norton Ghost, which takes a snapshot of a computer's entire hard disk and saves it as a single file. Users on household networks might have more machines to organize, but there are options for automating backups across widespread computers as well, including using a dedicated external drive for backups and special network software like the Mirra Personal Server. Will things improve? The upcoming Windows Vista operating system is reputedly more stable, and will lessen the number of crashes occurring with XP and previous versions. By separating software and hardware drivers from the Vista system's core, designers hope to prevent total computer shutdowns when one piece finally fails. Internet-based services might also come to provide more reliable off-site backup for important files. Web-based e-mail and online storage for photos and files on portal and community sites already are of some use, but navigating Internet folders can be slow, space can be limited and there's no guarantee information will be kept forever, making it ultimately the responsibility of users to keep watch over their own information. Tim Gnatsek is a regular contributor to the New York Times.

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