

## End of Year Blurb

Arguably to some as one of the worst in the Crash Bandicoot series, Wrath of Cortex has profoundly impacted my life over 20 years after its initial release in 2001.

Nostalgia has been a prevalent theme in 2022, for that reason alone this game takes the cake from any media I have consumed prior this year. Although inherently simple mechanics means the game lacks profoundness in itself, I've recently spent countless evenings with my family bonding over the game again, sharing the controller when the level got tough, reflecting on old levels and relishing in the final success of the game.

The best part? Discovering 5 additional levels after the ultimate boss level puts this game on a whole new personal pedestal. Had it not been for nostalgia, I would never have rediscovered the fun times this game brought to my life, nor discovered there was still more to this game yet.

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