

EIDOS PLC

Founded:	1990
Ownership:	Public (FTSE: EID and Nasdaq: EIDSY)
Employees:	567 employees world-wide (including more than 250 developers) together with access to a further 650 developers at associated companies
Turnover:	Year ended 31 March 1999, £226.3 million (1998: £137.2 million)

Eidos' roots lay in the area of video compression technology and we still retain a small element of developing advanced video technology applications. Eidos moved into the entertainment software market in October 1995 with the acquisition of Domark (owners of the rights to Championship Manager) as well as obtaining a full listing on the London Stock Exchange. In April 1996, Eidos strengthened its position in the industry with acquisition of the Centregold Group, which included Core Design and US Gold. The distribution element, Centresoft, was sold to a management buyout as part of the decision to focus solely on developing and publishing.

Since this date, Eidos' spectacular growth into a global publisher and developer of entertainment software has been based around:

- The Tomb Raider franchise - first launched in November 1996 with over 17 million units sold to date
- Further acquisitions of stakes in proven software houses, including in November 1998, Crystal Dynamics (creator of Gex and Soul Reaver) and, in August 1999, Pyro Studios (creator of Commandos).
- The securing of long term publishing deals with companies such as John Romero's Ion Storm, Free Radical and Timeline.
- Co-publishing deals with Japanese publishers to receive titles such as Resident Evil (Capcom) and Final Fantasy (Squaresoft)
- Selective use of prestigious globally recognised licenses, such as the exclusive worldwide ones for the Olympics and UEFA Champions League, together with an Official Formula One license.