

For immediate release

17th May 2005

EIDOS HAS *JUST CAUSE* TO START A REVOLUTION

Eidos, one of the world's leading publishers and developers of entertainment software, announces first details on *Just Cause*[™]. Developed by Avalanche Studios, Sweden, *Just Cause* will be released on PlayStation 2, Xbox & PC.

In *Just Cause*, you take on the role of the flamboyant Rico Rodriguez – an undercover CIA operative specialising in regime change - as he tries to overthrow the corrupt government of San Esperito. This rogue South American island is suspected of stockpiling WMDs and it's your job to negate the threat to world peace. It could be to your advantage that this tropical paradise is about to implode as various factions vie for power – it just needs a gentle nudge in the right direction.

Just Cause offers the freedom to tackle your assignment however you want: play the island's factions off against one another; incite a rebellion among the masses; or build alliances with rebel forces and drug cartels. The incredibly detailed game world consists of 1,225 sq. miles of mountains, jungles, beaches, cities and villages which can be explored by land, sea and air. And you will have at your disposal one of the most varied and exciting array of vehicles, planes and watercraft ever seen in a video game.

Christofer Sundberg, director at Avalanche Studios says:

"Our overall vision for *Just Cause* is to create a realistic game world where players can unleash their creativity in order to bring down a regime using any means possible. We want to provide the player with close to endless opportunities to play missions, explore the world and perform stunts using land, sea and air transport."

About Avalanche

Avalanche Studios specializes in the creation of video games for leading and next-generation platforms. Founded in 2003 by Christofer Sundberg and Linus Blomberg, Avalanche Studios was launched with the vision of becoming one of the top independent developers in the European games industry and focuses on developing innovative intellectual properties and exceptional proprietary technology. The much experienced development team at Avalanche Studios consists of talent that has made individual achievements in the teams responsible for blockbusters such as the Battlefield[™] series, Chronicles of Riddick[™] and the Headhunter[™] series. Avalanche Studios is based in the heart of Stockholm, Sweden, and currently employs 60 people. For more information on Avalanche Studios and its projects visit www.avanchestudios.se.