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EIDOS ANNOUNCES PSP HANDHELD ENTERTAINMENT SYSTEM TITLE: SMART BOMB

3D Puzzle Game Explodes onto Sony Computer Entertainment's Handheld Video Game System

Sydney, Australia (24 February, 2005) – Eidos, one of the world's leading publishers and developers of entertainment software, announces their first title for Sony Computer Entertainment's PSP™ handheld entertainment system, with **Smart Bomb**.

Developed by Core Design, **Smart Bomb** will be released in conjunction with the Australian and New Zealand PSP handheld hardware launch.

Smart Bomb delivers a tense gameplay experience as players are faced with a series of fast paced, challenging 3D puzzles based around diffusing sophisticated AI bombs. Gamers are faced with a series of bomb modules split into tiers and each tier must be disabled to unlock the next. As a tier is disabled the player moves closer to the detonator at the core of the bomb which must be deactivated before moving onto a new challenge. Single player action includes story, arcade and challenge modes while multiplayer mode challenges four players in a series of head to head gaming action.

The story in **Smart Bomb** begins a decade ago, an unknown aggressor held the world to ransom with a series of highly sophisticated AI bombs planted at key locations around the globe. In response, the Global Defence Network assembled an elite reaction force – the Bomb Disposal Unit (B.D.U.) to neutralise the threat and restore order.

Led by Colonel Cage and rookie Michelle Grace, the B.D.U successfully diffuse these advanced AI networks and bombs, using a cutting edge prototype Virtual Reality (VR) system. Cage then mysteriously vanishes amid speculation that the VR system has malfunctioned. At the same time the bomb threats cease. That is, until now!

The civilised world is again under threat following the discovery of a new intricate network of bombs, displaying the same 'intelligent' detonator system found on the devices deactivated by B.D.U team just before Cage's disappearance. Cage's, protégée Michelle Grace, having risen through the ranks of the B.D.U is now one of the top field operatives. She will be responsible for your VR system training and development. It is then up to you to put a stop to this new reign of terror.

Mike McGarvey, ceo of Eidos says:

"Eidos is committed to delivering exciting, challenging content to cutting edge technology. Developing on the PSP provides the opportunity be part of the next generation of handheld gaming consoles and showcase the development skills of Core Design who are among the world's most accomplished developers"

> Press Release



Clint Nembhard, producer at Core Design says:

“Smart Bomb is all about compelling, high pressure gameplay. The player’s PSP becomes a bomb with over a hundred bomb-deactivating puzzles to solve against the clock. We've worked very closely with Sony to take full advantage of the PSP hardware and controls to make the Smart Bomb experience as much fun as possible.”

Contact:

Eidos Interactive Pty Ltd SE Asia:

Maria Deevoy

+ 61 2 9966 8100

mariad@eidos.com

About Eidos

Eidos plc is one of the world’s leading publishers and developers of entertainment software with a diverse mix of titles for the PC, PlayStation®2 computer entertainment system, Nintendo GameCube™ and the Xbox™ video game system from Microsoft. For more information on Eidos and its products visit www.eidos.com

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