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By:

[Lara Croft for sale?](#)

Several bidders but no bids

The Eidos financial disaster cannot be solved, not even by Lara Croft. Eidos sunk more and more into financial losses, as the company deficit was 29 million sterling pounds as compared to the same time last year, when the profit was around 6 million. The Eidos releases during the last six months were ShellShock, Nam 67, Backyard Wrestling 2, There goes the Neighborhood, Crash & Burn and Get On Da Mic, but none of them managed to bring the company back to the floating line. Not even the announcement for a new version of Lara Croft's adventures for the Xbox 2 and PSP could boost their shares. The financial crisis is so severe that Eidos agreed to accept takeover bids, much more convenient than stock sales, in which case the company value would decrease to 75 million pounds, instead of last year's 260 million market value. The releases previously announced for this summer (Just Cause (PS2, Xbox), 25 to Life (PS2, Xbox), Hitman: Blood Money (PS2, Xbox) and Tomb Raider (PS2)) were postponed until 2006 (June 30) the latest. Eidos otherwise managed to get a short-term loan from the Bank of Scotland, due on March 25. Given the difficult situation faced by Eidos, the news published during the weekend claiming that SCi Entertainment is willing to buy has proven a true sensation; Eidos had implied that they are analyzing an offer from an undisclosed potential buyer. This made room for speculations, some whispering the names of Ubisoft, Elevation Partners LP and Francisco Partners LP, the latest being two venture capitals in the USA. Although many thought SCi was a sure buyer, when contacted by Computer Games Magazine the company representatives commented they had no information related to such a bid. This is why buyers are still wanted for Lara Croft.