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9. Psygnosis – Psygnosis Limited is a developer and publisher of video games based in Guildford, Surrey, England. The company was founded in 1984 by Tim Stamper, who served as CEO and they acquired the rights to develop the Crash Bandicoot series of games for Universal Interactive Studios in 1995 and developed the Crash Bandicoot and Crash Bandicoot 2: Cortex Strikes Back for PlayStation. The game was one of the first to be released on the Game Boy Advance, Crash Bandicoot, Crash Bandicoot 2, and Crash Bandicoot: Warped were released for PlayStation, Game Boy Color and Game Boy Advance. This allowed a brand new generation of players to experience the original Crash Bandicoot and Crash Bandicoot 2. In 2006, after the failure of Crash Bandicoot 2: Cortex Strikes Back, Psygnosis was bought by Vivendi Games and then Activision Blizzard, the rights to develop the Crash Bandicoot series were sold to High Moon Studios. Psygnosis launched Syclone Studios to develop new video games, amongst them are Syclone Studio 2.2, which was released in 2010 and Psygnosis Spin Out, which was released in September 2011. Since June 2012, the company was in administration and since September 2012 is being liquidated, Psygnosis did not develop any new games. Games developed by Psygnosis at Vivendi include WipEout and MotorStorm for PlayStation, amongst others. Entertainment games Developer and publisher of video games based in Guildford, Surrey, England. Founded in 1984 by Tim Stamper, who served as CEO, Psygnosis started out as an illustrator and game design company for different games such as Timestomp, Flawless Gate, and X-Fire. This eventually led to the creation of the multiplayer game Ritual Entertainment. During that time, they developed an arcade game called Tribal Wars. In 1988, Psygnosis was acquired by Eidos, where they worked on games such as Rise of the Triad, the first game to feature the character Lara Croft. In 1995, Eidos was acquired by Universal Interactive Studios, Psygnosis continued to develop video games such as PulseMan and Solaris before the acquisition of Universal. Their first project after the acquisition was PlayStation game Crash Bandicoot, which was one of the first games to be developed for the PlayStation. The game was a commercial success, selling over 3 million units and becoming one of the most successful games of all time. The following year

