



UBISOFT

MAJOR MILESTONES

1986

- The five Guillemot brothers create **Ubisoft Entertainment S.A.**, an educational software and video game publishing and distribution company.

1990

- Release of **Zombi** for the Atari ST, first game developed internally by Ubisoft.

1994

- Opening of the **Montpellier Studio, France.**

1996

- Opening of a new studio and a business office in **Shanghai, China.**
- **Ubisoft Entertainment S.A.** is listed on the **Second Market of the Paris Stock Exchange.**
- Opening of a studio in **Annecy, France.**

1998

- **Ubisoft** opens new studios in **Spain** and **Italy.**

1988

- **Vves Guillemot** is appointed **CEO** of the quickly growing company.

1992

- Creation of an internal studio in **Paris, France**
- Creation of the first international studio in **Bucharest, Romania.**

1995

- **Ubisoft's** internal development studio creates **Rayman®** for the Atari Jaguar.

1997

- Opening of the **Montreal Studio** in **Quebec, Canada.**

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2000

- Ubisoft shares transferred to **First Market of the Paris Stock Exchange**.
- Acquisition of **Red Storm Entertainment** in Morrisville, North Carolina, USA.
- Launch of the **ubi.com** online video game portal.

2003

- **Ubisoft** celebrates its **100 millionth game sold**.

2005

- The **first Ubisoft Campus** is created in **Montreal** to encourage video game training programs in Canada.

2006

- **Ubisoft** acquires the world renowned **Driver®** franchise and integrates the team of **Reflections Interactive**.
- Opening of the **Sofia Studio, Bulgaria**.
- Tom Clancy's **Ghost Recon Advanced Warfighter®** for the **Xbox 360™** sets the **Ubisoft record for selling more games in its first week** than any previous release and wins **Best Game of the Year at the BAFTA** (British Academy of Film and Television Arts) Awards ceremony.

2007

- In less than four weeks **Assassin's Creed®** recorded **more than two and a half million units in sell-through sales worldwide**, and is the fastest-selling new video game intellectual property in the US and the UK ever.
- Opening of the **Chengdu Studio** in the Sichuan province, **China**.

2008

- **Ubisoft** acquires **Hybride Technologies**, a **Montreal**-based studio renowned for its expertise in the creation of visual effects for cinema, television and advertising. The studio's many projects include such innovative films as 300, Frank Miller's Sin City and the Spy Kids series.
- **Ubisoft** acquires **Gameloft's video game development studio** in **Pune** in the Maharashtra state, India.

- **Ubisoft** acquires all **intellectual property rights to the Tom Clancy** name for video games and related products.
- Opening of the **Singapore Studio**.
- **Ubisoft** acquires **Digital Kids** (Nagoya, Japan) developer of several successful titles for Ubisoft's Petz® line of games.

- Opening of the **Kiev studio, Ukraine**.
- **Ubisoft** acquires **Massive Entertainment®**, a Sweden-based studio renowned for its expertise in the RTS genre and for the quality of its innovative proprietary technologies, as well as the real time strategy brand World In Conflict®.

2009

- **Ubisoft** announces the opening of a **new studio in Toronto, Canada**.



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2010

- **Ubisoft** acquires **Nadeo**, a Paris-based studio, creator of **TrackMania®**, the cult multiplayer car racing video game.

2013

- **Ubisoft** continues to establish itself in the mobile space with the acquisition of **Future Games of London** and **Digital Chocolate Barcelona**.

2015

- The Futuroscope Rabbids® Ride receives the **Thea Award for Outstanding Achievement** at the Themed Entertainment Association (TEA) Summit in March 2015.
- Hungry Shark® mobile game hits **100M** downloads.

2017

- Revenue for FY16-17 reaches €1.460 billion, an increase of 4.7% compare to FY15-16.
- In Q1 of calendar 2017, Ubisoft was #1 in sales thanks to the success of **For Honor®** and **Tom Clancy's Ghost Recon® Wildlands**.

2011

- Ubisoft acquires **Owlent**, a Paris-based studio renowned for its expertise in creating free-to-play games.
- Ubisoft acquires **RedLynx**, the famous developer of the **Trials** game series, based in Helsinki, Finland.
- Ubisoft creates its own film division, **Ubisoft Motion Pictures**, in charge of adapting in-house franchises into movies and TV series.

2014

- **Watch Dogs®** becomes Ubisoft's fastest selling game ever in its first week, selling more than **4 million** copies, and breaking industry records for week one sales of a new IP. To date the game has sold more than 10 million copies.

2016

- Tom Clancy's **The Division®**, **Far Cry® Primal** and **Tom Clancy's Rainbow Six® Siege** ranked in the top five of sales during the first semester of 2016. **Hungry Shark® World** as the second best mobile game launch in 2016 with 10 million downloads making it Ubisoft's best mobile game launch. The **Hungry Shark®** series hits 250 million downloads worldwide.
- Tom Clancy's **The Division®** records the biggest first week ever for a new video game franchise, grossing more than \$330 million worldwide in its first five days.
- **Assassin's Creed®** becomes one of the most popular video game franchises of all time, with more than 110 million copies sold to date.

