



FACTS AND FIGURES

As a leading producer, publisher and distributor of interactive entertainment products and services worldwide, Ubisoft is committed to enriching players' lives with original & memorable entertainment experiences. We create worlds that are playgrounds for the imagination offering moments of surprise, fun & adventure as well as opportunities for learning & self-discovery.

FOUNDED IN 1986

**PRESENT ON 5 CONTINENTS WITH
MORE THAN 35 DEVELOPMENT STUDIOS**

**AN INTERNATIONAL NETWORK
WITH 98 NATIONALITIES AND
55 SPOKEN LANGUAGES**

**SECOND BIGGEST CREATIVE FORCE IN THE
INDUSTRY WITH MORE THAN 80% OF OUR
TEAMS DEDICATED TO CREATION**

STOCK EXCHANGE:

EURONEXT, PARIS STOCK EXCHANGE, (UBIP: PA)

ANNUAL REVENUES (AT CONSTANT EXCHANGE RATE):

2016/2017: €1.460 billion, up 4.7% from 2015/2016

2015/2016: €1.394 billion, down 4.8% from 2014/2015

2014/2015: €1.464 billion, up 45.3% from 2013/2014

2013/2014: €1.007 billion, down 16.9% from 2012/2013

2012/2013: €1.256 billion, up 18% from 2011/2012

ACQUISITIONS:

Red Storm Entertainment (2000), Blue Byte Software (2001), The Learning Company's Entertainment Division (2001), Tiwak (2004), Reflections Interactive (2006), Sunflowers (2007), Digital Kids (2008), intellectual property rights to the Tom Clancy name for video games and related products (2008), Pune studio (2008), Hybride Technologies (2008), Southlogic Studios (2008), Massive Entertainment (2008), Action Pants (2009), Nadeo (2009), Quazal Technologies (2010), Owlent (2011), Red Lynx (2011), Related Designs (2013), Future Games of London (2013), Ivory Tower (2015), Ubisoft Halifax (2015), Leamington (2017).

FRANCHISES AND GAMES:



ASSASSIN'S CREED®

110+ million units sold
75+ million unique players
Ubisoft's first major motion pictures film



RAYMAN®

40+ different versions of Rayman
on 20+ different platforms



FAR CRY®

37+ million sessions of a Far Cry game
played since the launch of Far Cry 3



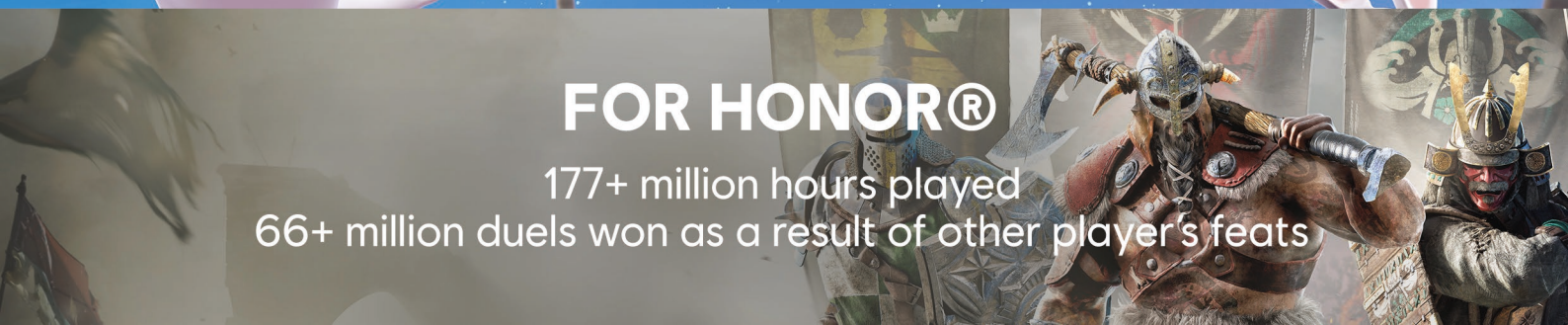
JUST DANCE®

A community of 118 million players worldwide
500+ dances created



RABBIDS®

14+ million video games sold worldwide
A TV series broadcast in 110 countries worldwide



FOR HONOR®

177+ million hours played
66+ million duels won as a result of other player's feats

A background image for the Ghost Recon section showing soldiers in tactical gear looking out over a mountainous, desert-like landscape under a clear sky.

TOM CLANCY'S GHOST RECON®

20 million players since the launch in 2011
Ghost Recon Wildlands is Ubisoft's Biggest Beta with 6,8 Million Players

A background image for The Division showing characters in tactical gear and masks moving through a city street at night, with a "NEW YORK" sign visible.

TOM CLANCY'S THE DIVISION®

100,000 years spent on the game since launch,
with an average of 3 hours a day per player

A background image for The Crew showing a white Mercedes-AMG GT sports car with police lights on its roof, driving on a road with a steep, rocky cliff in the background.

THE CREW®

A community of 12 million players

A background image for Rainbow Six Siege showing tactical operators in full combat gear, including helmets and masks, in a dark, industrial setting.

TOM CLANCY'S RAINBOW SIX® SIEGE

A community of 18 million players
with an average playtime of 82 hours

A background image for Splinter Cell showing a close-up of Sam Fisher wearing his iconic night vision goggles, which show green reticles.

TOM CLANCY'S SPLINTER CELL®

32 million units sold-in

A background image for Steep showing a skier in a blue suit carving through deep snow on a mountain slope, with a paraglider visible in the distance against a blue sky.

STEEP®

810 million km covered,
creating 1.53 billion trails

A background image for Watch Dogs showing the main character, Aiden Pearce, wearing a blue jacket and a mask with a stylized 'A' logo, standing in a city street with construction cranes and buildings in the background.

WATCH DOGS®

1.7 billion civilians hacked
3000 billion in-game dollars earned