



UBISOFT

CREATIVITY AT THE CORE  
**UBISOFT STUDIOS**

With the **second largest in-house development staff in the world**, Ubisoft gathers more than **12 000 team members in more than 35 studios** around the world. Ubisoft attracts the best and brightest from all continents because talent, creativity & innovation are at its core.



# UBISOFT ABU DHABI

Celebrating its 5th anniversary this year, Ubisoft Abu Dhabi is one of the first major video game studios based in the UAE capital and is focusing on developing and bringing to market successful mobile games for a worldwide audience. The studio counts more than 60 talented team members and plans to grow to 100 within the next 3-5 years. Since 2014, Ubisoft Abu Dhabi successfully released two hidden-object / investigation free-to-play mobile titles: CSI: Hidden Crimes™ and NCIS: Hidden Crimes™, both based on the internationally known TV shows of the same names. With the acquisition in February 2017 of the massive multiplayer free-to-play game Growtopia™, the studio is working closely with Growtopia's creators to ramp up steadily on taking over the title's live operations. The team keeps focusing its efforts on creating additional content for its live games and strengthening its player's engagement as well as working on other unannounced projects.





# UBISOFT ANNECY

Ubisoft Ancecy was established in 1996, with one of the team's first projects being Rayman® 2 The Great Escape for PS2. The studio developed its online and multiplayer expertise, notably on the Tom Clancy's Splinter Cell® franchise. Then, the studio was trusted with working and developing The Assassin's Creed® brand multiplayer before setting the bar even higher on Assassin's Creed® IV Black Flag®. The studio collaborated on Assassin's Creed® Unity and Assassin's Creed® Syndicate while contributing to the shipping of The Crew®. More recently the team worked with Massive Entertainment on record-breaking new IP Tom Clancy's The Division® and continues its involvement on the brand, contributing to the post-launch of the game. Simultaneously, the teams worked on Tom Clancy's Ghost Recon® Wildlands in association with Ubisoft Paris. For the first time in its lifetime, Ubisoft Ancecy is also leading its own project with Steep™, in collaboration with Ubisoft Kiev, Ubisoft Montpellier and Ubisoft Pune. Born in the mountains of the French Alps and created by a team of passionate riders, Steep™ is the first open world action sports game.

The game offers a seamless multiplayer experience in the huge Alps and Alaska playgrounds through four exhilarating sports such as ski, snowboard, wingsuit and paraglide. An ambitious live program is also core to Steep™, including upcoming DLC releases and a variety of community activations.



# UBISOFT BARCELONA

Established in 1998, Ubisoft Barcelona has worked in several genres of games: from racing to platform games, the studio has developed all types of gameplays and at the same time has developed innovative solutions such as Motion Tracking technology. Building on its diversity of expertise and on its innovation DNA, the studio has also generated a collaboration culture that helps it to work with other Ubisoft studios such as Ubisoft Montreal, Ubisoft Paris, Ubisoft Montpellier, Ubisoft Reflections, Ubisoft Milan and Red Storm Entertainment, contributing to important franchises such as Tom Clancy's Ghost Recon®, Assassin's Creed®, Tom Clancy's Rainbow Six® Siege or Star Trek™: Bridge Crew on VR... The team is currently working on the Tom Clancy's Rainbow Six® Siege Live Game.

## **UBISOFT BARCELONA (MOBILE)**

Formerly known as Digital Chocolate Microjocs Studio, the 60+ strong Barcelona-based mobile team opened in 2002 and was acquired by Ubisoft in September 2013 along with the studio's technologies and brands. The studio is specialized in Free-To-Play Mobile games. It has released many successful titles such as Galaxy Life® played by more than 50 million gamers to date. The teams are currently working on other unannounced projects.



# UBISOFT BELGRADE

Ubisoft Belgrade is the group's latest production studio based in Eastern Europe. With strong PC expertise, they plan to deliver the best PC games in the industry, to create unique experiences for all players and to position Belgrade at the forefront of game development. The latest big project the studio collaborated on is Tom Clancy's Ghost Recon® Wildlands, which was released in March 2017. The team is currently collaborating on Tom Clancy's Ghost Recon® Wildlands PvP mode and works on the co-op post launch support.



# UBISOFT BERLIN

Ubisoft announced the opening of Ubisoft Berlin, which will open its doors later this year.



# UBISOFT BLUE BYTE

Ubisoft Blue Byte has a long history of developing multiplatform AAA games such as the beloved build-up strategy series The Settlers® and Anno®.

The studio opened its doors in 1988 and was acquired by Ubisoft in 2001. Since then Ubisoft Blue Byte has been located in the city of Düsseldorf, Germany and in 2014 expanded with the acquisition of a new branch in Mainz. Recent projects include Anno 2205® which launched the acclaimed city-builder series into space. Additionally, Ubisoft Blue Byte works in close collaboration with Ubisoft Montreal on projects such as For Honor® and Tom Clancy's Rainbow Six® Siege and contributes to Skull and Bones™, the new project from Ubisoft Singapore. Other teams develop and operate browser-based games, such as The Settlers® Online as well as Ubisoft's Uplay platform. In 2017, an additional new studio is opening in Berlin, which will collaborate closely with the existing Ubisoft Blue Byte studios on more AAA games.



# UBISOFT BORDEAUX

Ubisoft announced the opening of Ubisoft Bordeaux, which will open its doors later this year.



# UBISOFT BUCHAREST

The Romanian adventure began 25 years ago, when the group established its first studio outside of France, in Bucharest. With a track record in co-productions with other Ubisoft studios on major titles, the team in Bucharest has collaborated on brands like Tom Clancy's Ghost Recon®, Just Dance®, Assassin's Creed® and Watch Dogs®. Ubisoft Bucharest's latest released projects are Watch Dogs® 2 and Tom Clancy's Ghost Recon® Wildlands.

The studio is currently collaborating with Ubisoft Paris on the PvP mode for Tom Clancy's Ghost Recon® Wildlands. Among other projects, Ubisoft Bucharest is working with Ubisoft Montreal on Assassin's Creed® Origins and with Ivory Tower on The Crew® 2.

25

UBISOFT  
BUCHAREST





# UBISOFT CHENGDU

Since Ubisoft Chengdu opened in 2008, it has become one of the key game studios in China. In its eight years and counting, the team at Ubisoft Chengdu has developed an array of games including Scott Pilgrim vs. the World™: The Game, the Chinese version of Might & Magic® Duel of Champions, and The Smurfs™ & Co along with its follow-up, The Smurfs™ & Co: Spellbound. The studio has been working closely with other Ubisoft studios on AAA brands such as Assassin's Creed®, The Crew®, Tom Clancy's Rainbow Six® Siege, Watch Dogs®, Tom Clancy's Ghost Recon® Phantoms, Tom Clancy's The Division® and For Honor®. The diversity of talents in Chengdu has allowed the studio to develop games on multiple platforms. In 2015, Ubisoft Chengdu's first mobile game Monkey King Escape™ reached 2 million downloads on iOS and Google Play in Asia. The first console game led by Ubisoft Chengdu, Scrabble®, was released in North America in the same year. 2017 saw the announcement of 2 games led by Chengdu: Rabbids® Crazy Rush and Uno®. The team is now hard at work co-developing Skull and Bones™ with Ubisoft Singapore, and working on Assassin's Creed® Origins in collaboration with Ubisoft Montreal.





# FUTURE GAMES OF LONDON

Opened in 2009 and acquired by Ubisoft in October 2013, Future Games of London is a leading European smartphone and tablet game development studio. In 8 years the studio has achieved over 475 million direct-to-consumer downloads on iTunes, Google Play and Amazon. FGOL develops and publishes original games for a worldwide audience, most notably the Hungry Shark™ series which has been the Number 1 game in 48 countries. Its classic title, Hungry Shark™ Evolution, is as popular as ever with a loyal fan base of over 5M people. Its latest title, Hungry Shark™ World, achieved 10M downloads in the week following worldwide release. The studio has launched its first VR game, Hungry Shark™ VR, on Daydream in mid-May 2017. Over a million people play Hungry Shark™ games every day.



# UBISOFT HALIFAX

In 2015 Longtail Halifax joined Ubisoft's international network of studios with a new name: Ubisoft Halifax. The studio is Ubisoft's first North American studio entirely specialized in mobile games and is comprised of a highly-skilled team of over 50 people. The studio recently announced its first mobile AAA game, Tom Clancy's ShadowBreak™, the next chapter in the Tom Clancy's franchise. Tom Clancy's ShadowBreak™ is a real-time multiplayer sniper shooter that features fast paced action, tactical decision making, international arenas, and real-world weapons.



# IVORY TOWER

Ubisoft's Lyon-based studio is celebrating its 10th anniversary this year. Founded by seasoned veterans from the gaming industry, Ivory Tower has been committed to designing ambitious new gaming experiences that have quickly earned it an international renown.

In 2014, the studio has revolutionized the driving genre with the release of the new The Crew® franchise, the first online community-based action-driving game set in a huge and realistic recreation of the entire USA. Since then, Ivory Tower has been committed to renew and expand the experience through monthly new content and two expansions: The Crew® Wild Run (2015) and The Crew® Calling All Units (2016), allowing the game to gather more than 12 million players worldwide. This year, Ivory Tower is announcing The Crew® 2, to be released early 2018. The second instalment of the franchise is taking the challenge to land, sea and sky, in a vibrant open world celebration of the American motorsports spirit.

Once again, the studio is shaking up the codes with an innovative and unconventional vision, taking the "driving genre" way beyond driving.



# UBISOFT KIEV

In April 2008, Ubisoft opened a studio in Kiev, Ukraine. Specialized in bringing Ubisoft's franchises to home computers, the studio has worked on AAA projects such as Assassin's Creed® Revelations, Tom Clancy's Ghost Recon Future Soldier®, Assassin's Creed® III, Assassin's Creed® IV Black Flag®, Assassin's Creed® Unity, Far Cry® 4, Assassin's Creed® Syndicate or Tom Clancy's Rainbow Six® Siege.

In the last year, Ubisoft Kiev shipped the following titles for PC platforms: Far Cry® Primal, Watch Dogs® 2, Steep™ and Trials® of the Blood Dragon. The studio's latest achievements include post-launch support of Watch Dogs®2 in collaboration with Ubisoft Bucharest. Over the past years, the teams have also been working closely with Massive Entertainment for continuous delivery and support of Uplay PC.

Ubisoft Kiev is now focusing on new AAA titles, collaborating closely with Montreal on the PC version of Assassin's Creed® Origins and Far Cry® 5.



# UBISOFT LEAMINGTON

Ubisoft Leamington, based in the historic Warwickshire town of Royal Leamington Spa in the UK, was acquired in January 2017. With a team of approximately 30 staff, the studio will work in close collaboration with Ubisoft's other UK-based studio – Reflections – on a range of AAA games.



# MASSIVE ENTERTAINMENT

Turning 20 in 2017, Massive Entertainment has gone from a once small but renowned studio to a major producer of AAA blockbuster games within the Ubisoft family. Always looking to excel, the passionate and creative team at Massive most recently brought the record breaking new IP Tom Clancy's The Division® to players around the world. The game quickly became the fastest selling game in Ubisoft history. With a solid background in creating strong technical franchises such as Ground Control and World in Conflict, the studio previously collaborated with Ubisoft Montreal on Assassin's Creed® Revelations and played a major role on Far Cry®3. Massive is also responsible for the development of the Uplay PC platform. Earlier this year, Massive announced that the studio will be leading the development of a new game based on James Cameron's Avatar film series, powered by the studio's proprietary game engine Snowdrop.





# UBISOFT MILAN

Established in 1998, over the years Ubisoft Milan has contributed to the creation of acclaimed titles such as Beyond Good & Evil®, Tom Clancy's Splinter Cell® Chaos Theory and Tom Clancy's Rainbow Six® Athena Sword®. After having pioneered motion-controls with titles such as MotionSports™ and Raving Rabbids® Alive and Kicking, Ubisoft Milan has collaborated to four installments of the Just Dance® series and has applied its skills to Assassin's Creed® III Liberation, Assassin's Creed® IV Black Flag® and Assassin's Creed® Rogue. In recent years, the collaboration with Ubisoft Paris has led Ubisoft Milan to contribute to Tom Clancy's Ghost Recon® Wildlands and to conceive and work in partnership on Mario+Rabbids® Kingdom Battle - a Nintendo Switch® exclusive turn based combat adventure, featuring a team up of iconic Nintendo and Ubisoft characters that join forces to save the Mushroom Kingdom.



# UBISOFT MONTPELLIER

Initially founded in 1994 as a small graphics studio, Ubisoft Montpellier is responsible for the creation of numerous critically acclaimed titles such as Rayman® and Beyond Good and Evil®. Since the highly successful collaboration with renowned filmmaker Peter Jackson on King Kong®, the studio has grown organically; also absorbing Tiwak, with expertise honed on projects like Tom Clancy's Ghost Recon Advanced Warfighter®. Following the launch of Rayman Raving Rabbids®, Rabbids Go Home®, Michael Jackson™ The Experience, The Adventures of Tintin®: The Secret of the Unicorn, and From Dust®, the studio released ZombiU™ for the launch of the Wii U™ console. In 2013, Ubisoft Montpellier created a new opus for its beloved Rayman series, thrilling critics and fans with the release of Rayman® Origins and Rayman® Legends. The studio released award-winning Valiant Hearts: the Great War™ in 2014 on its proprietary UbiArt Framework, also developed in Montpellier. After successful collaborations with Ubisoft Montreal on Assassin's Creed® Unity, Ubisoft Quebec on Assassin's Creed® Syndicate and Ubisoft Paris on Tom Clancy's Ghost Recon® Wildlands, the studio is currently focused on the development of its own unique franchise: the highly anticipated Beyond Good and Evil 2®, a far-future space opera, and Space Junkies, a disruptive multiplayer arcade shooter for high-end VR platforms.



# UBISOFT MONTREAL

Celebrating its 20th anniversary this year, Ubisoft Montreal has grown into the largest Ubisoft studio and largest video game production studio worldwide with 3,000 employees. It is responsible for the development of many of Ubisoft's blockbuster brands including For Honor®, Far Cry®, Tom Clancy's Rainbow Six®, Assassin's Creed®, and Watch Dogs®. This year at E3, Ubisoft Montreal is back with the return of two of its most iconic brands, Assassin's Creed® and Far Cry®, which will be unveiled under the names Assassin's Creed® Origins and Far Cry® 5. Finally, a brand new VR game, called Transference™, merging storytelling and video games was presented. Transference™ has been a collaborative development effort between Ubisoft Montreal's FunHouse and Elijah Wood's production company SpectreVision founded with Daniel Noah and Josh C. Waller.







# NADEO

In 2009, Ubisoft acquired the development studio Nadeo, creator of TrackMania®, the cult multiplayer car racing video game. Set up in 2000 in Paris and comprising a highly talented team of developers, the Nadeo studio has won acclaim for the quality of its multiplayer technology which offers one of the best available online gaming experiences and has already notched up 26 million registered players. Since then the studio continues to work tirelessly to offer user-generated content instruments through the cutting-edge gaming network called ManiaPlanet®, offering two great games: TrackMania® and ShootMania®. In 2016, Nadeo expanded the Trackmania® franchise to new grounds, bringing the brand to consoles for the first time with the release of Trackmania® Turbo on PS4™, PS4™ Pro, Xbox One® and Virtual Reality devices.



# UBISOFT OSAKA

Based in Osaka, Japan, the studio formerly known as Digital Kids was acquired by Ubisoft in 2008. Since then, the studio built up a wealth of experience developing for console, handheld, and mobile platforms. The studio released many successful titles, notably for the Petz® brand, and worked on games for a number of high profile partners including Tetris, Smurfs, and Disney Channel. Ubisoft Osaka is currently collaborating with the Ubisoft San Francisco studio on the development of South Park™ The Fractured But Whole™ and the Rocksmith® franchise. With an eye on the future, the studio continues to grow in size with a focus on fostering its close working relationship with Ubisoft San Francisco to develop upcoming AAA projects.



# OWLIENT

Founded in 2005, Ubisoft acquired the Paris-based free-to-play game studio in 2011. With the highly successful Howrse® – which boasts more than 60 million subscribers worldwide – Owlent has gained significant expertise in the development and monetization of free-to-play web-communities. The studio is applying its solid experience to the creation of new communities and mobile games in particular, working on new unannounced projects.



# UBISOFT PARIS

Established in 1992, Ubisoft's pioneer in-house studio celebrates its 25th anniversary this year! It is responsible for the creation of some of the most iconic Ubisoft brands such as the blockbuster franchise Rayman® as well as the worldwide Just Dance® phenomenon that has already sold over 63 million copies. The studio portfolio extends over several generations of consoles and includes both mainstream and hard-core titles from Rabbids®, Red Steel®, the acclaimed Tom Clancy's Ghost Recon® series, to Watch Dogs®, with two opus developed in collaboration with Montreal. The beginning of 2017 has been marked by the release of the highly expected Tom Clancy's Ghost Recon® Wildlands, the very first military shooter set in a massive, dangerous, and responsive open world.

The studio is now working hand in hand with Ubisoft Milan on Mario+Rabbids® Kingdom Battle - a Nintendo Switch® exclusive turn based combat adventure, featuring a team up of iconic Nintendo and Ubisoft characters that join forces to save the Mushroom Kingdom. Other teams are also concentrating on Just Dance® 2018, and other unannounced projects.

## UBISOFT PARIS (MOBILE)

Opened in 2013, the Paris mobile studio is a powerhouse of talent and expertise working on AAA mobile titles with high production values. The team leverages new technologies to create memorable gaming experiences on smartphones and tablets. The studio has developed the standalone Assassin's Creed® Pirates for smartphones and tablets which generated more than 22 million of downloads. In 2016, the studio partnered with the Peyo studio on Smurfs®: Epic Run, the first runner ever developed for this franchise on mobile. More recently, Ubisoft Paris Mobile developed City of Love: Paris™, an innovative title combining interactive storytelling and high-quality character animations. The studio keeps focusing its efforts on operating and creating further content for its live games in addition to working on other unannounced projects.





# UBISOFT PHILIPPINES

In 2016, Ubisoft expanded its presence in Southeast Asia with Ubisoft Philippines, the nation's first major game studio. Located on the campus of De La Salle University in Santa Rosa, the emerging Central Business District in the South of Manila, the studio is ideally situated to benefit from the talent pool of this young and dynamic country. Ramping up to 50 team members in its first year, Ubisoft Philippines is developing a whole range of expertise, from art and animation to programming and design. The teams collaborate closely with Ubisoft Singapore and other studios to develop AAA console games.



# UBISOFT PUNE

Pune studio is proud to be the only fully integrated game studio in India.

The studio's journey began in 2008 as a small studio with 35 team members. Their passion for video games has driven the studio to grow to a team of 600+ members now. The talents are united by their love for gaming, and a passion to create games that engage, entertain, and enrich players' lives. The studio works on developing HD and mobile games and also hosts one of the biggest Quality Control teams in the group.

Ubisoft Pune's portfolio includes Tom Clancy's Splinter Cell® HD Trilogy for PSN, Prince of Persia® Classic (iOS) and Assassin's Creed® Rearmed (iOS). Ubisoft Pune has been contributing on multiple fronts in development of Just Dance® titles, as well as Steep™. On the mobile front the studio has an established live-ops team working on Rayman® Adventure and Trials® Frontier.



# UBISOFT QUEBEC

Founded in 2005, Ubisoft Quebec's teams are united with the goal of creating outstanding worlds. The studio is constantly growing, now gathering together over 450 world-class talents. Involved in several key Ubisoft franchises such as Prince of Persia®, Watch Dogs®, For Honor® and Assassin's Creed®, the studio has developed cutting-edge expertise in major AAA game development. After working on the Assassin's Creed® brand since 2010 in close collaboration with the Montreal Studio, the team successfully took leadership of the last installment of the franchise with the release of Assassin's Creed® Syndicate in 2015. New exciting unannounced projects are on their way!





# RED LYNX

In 2011, Ubisoft acquired Helsinki-based RedLynx, a studio that was founded in 2000. It currently employs 140 fun loving professionals of 21 nationalities. RedLynx has a track record of over 100 games developed on all major gaming platforms but it is best known for its award winning and best-selling physics-based racing series Trials®, with over 6 million copies sold on PS4™, Xbox One® and PC. Previous installments such as Trials Evolution® and Trials Fusion® have broken new ground with innovative gameplay and a strong focus on the community and user generated content. In 2014 Trials Frontier® brought the series to mobile platforms for the first time, having resulted in over 55 million downloads since its launch. In 2016 the team put a twist on the Trials® franchise and released a standalone side project with an attitude, Trials® of the Blood Dragon, a daring hybrid born of two iconic brands. Now the studio is working on new and exciting unannounced titles for all platforms.



# RED STORM

Founded in 1996 by novelist Tom Clancy, current managing director Steve Reid and thirteen developers, North Carolina-based Red Storm Entertainment became a member of the Ubisoft family in 2000. With the release of the award-winning Tom Clancy's Rainbow Six® in 1998, Red Storm defined the tactical shooter genre and established the studio as an industry leader. Its following breakthrough title, Tom Clancy's Ghost Recon®, set a new benchmark in online gaming and won numerous Game of the Year awards in 2001. Over the years, the studio has contributed to many notable Ubisoft brands and more recently to industry best-selling new IP Tom Clancy's The Division®. Red Storm is now bringing almost 20 years of multiplayer experience to Virtual Reality, focusing on Social VR games.

In 2016, the studio launched Werewolves Within™, an around-the-campfire game of social deduction, before recently releasing its first AAA VR game, Star Trek™ Bridge Crew. For the first time, fans of the legendary franchise are able to become the crew of a Federation starship with their friends.



# REFLECTIONS

Reflections is a AAA game development studio based in Newcastle Upon Tyne in the UK. Boasting a 33-year-old legacy, the studio has collaborated with creative teams from other Ubisoft studios from around the world to contribute to the creation of some of the industry's most acclaimed AAA games, the most recent of which include Tom Clancy's The Division®, Assassins Creed® Syndicate, Tom Clancy's Ghost Recon® Wildlands, and Watch Dogs® 2. Beyond AAA game development, the studio prides itself on nurturing creativity and innovation amongst its teams by dedicating time and resource to ground-breaking in-house projects, such as the award-winning Grow Home™ and Grow Up series. With over 200 people from 20 different countries working together on a range of exciting games, Reflections is a studio that truly values diversity. The studio continues to look for pioneering and passionate people to join the ranks, and help cement its reputation as an industry-leading game creator.





# UBISOFT SAGUENAY

Ubisoft announced the opening of Ubisoft Saguenay, which will open its doors in early 2018. The new studio located in Canada will be led by Jimmy Boulianne, who has been working at Ubisoft Montreal for more than 14 years. Online services and technologies are one of the videogame industry's main growth and innovation drivers, and Ubisoft Saguenay will be dedicated to continuing to develop expertise in this area within the company. The studio should grow to 125 employees within 5 years.



# UBISOFT SAN FRANCISCO

Opening its doors at Ubisoft's North American headquarters in 2009, Ubisoft San Francisco developed Rocksmith® and Rocksmith® 2014, teaching millions of people how to play guitar and bass. With a song library of over 1,000 songs and the addition of the iOS version, the Rocksmith® franchise continues to expand. This year, the development studio is getting ready to release South Park™: The Fractured But Whole™, an all-new superhero RPG comedy experience, working side-by-side with Trey Parker and Matt Stone and South Park Digital Studios.





# UBISOFT SHANGHAI

Ubisoft opened its doors in China in 1996. Today, Ubisoft Shanghai is one of the largest and most influential video game companies in the country, with complete creation and production capacity in China. The studio develops HD and mobile games. Its dynamic and passionate teams are collaborating on the series of key brands such as The Crew® and Far Cry®. The studio is committed to delivering high-quality content and has been contributing to just-announced titles The Crew® 2 and Far Cry® 5.

Through numerous co-development projects, Ubisoft Shanghai has built a strong expertise in wildlife animation and AI. A team fully dedicated to Art creation has been working on most of Ubisoft franchises, including the Assassin's Creed® brand, Tom Clancy's The Division®, Tom Clancy's Ghost Recon® Wildlands, For Honor® and other upcoming games.



# UBISOFT SINGAPORE

Since it set up shop in Singapore in 2008, the Singapore studio has built a strong AAA expertise by contributing to all the Assassin's Creed® titles since Assassin's Creed® II. It also innovated within the franchise by being the studio behind the naval battle gameplay and the water technology in Assassin's Creed® III and Assassin's Creed® IV Black Flag®. In parallel, the studio also grew its proficiency in the online space, by leading online, multiplayer game, Tom Clancy's Ghost Recon® Phantoms, operating it as a Game as a service . This dual expertise in AAA and live operations, combined with a passion for naval gameplay and a desire to offer a fresh take on piracy, pushed the team to lead the development of Skull and Bones™, announced at E3 in 2017.



# UBISOFT SOFIA

Established in 2006, Ubisoft Sofia has developed a rich portfolio, ranging from casual to action adventure games, and covering a wide range of platforms and technologies: Tom Clancy's Ghost Recon® Shadow Wars (3DS), Prince of Persia® Trilogy HD (PS3), Imagine® Fashion Designer (3DS), Prince of Persia® Classics (PSN), Chessmaster® The Art of Learning (DS & PSP), and many more. The studio's achievements also include the development of Assassin's Creed® III Liberation for PS Vita and Assassin's Creed® Liberation HD for PSN, Xbox Live and PC, followed by the successful collaboration with Montreal and five other studios on Assassin's Creed® IV Black Flag®. After leading the development of the highly acclaimed by critics and gamers Assassin's Creed® Rogue (PS3 & Xbox360), Ubisoft Sofia is now bringing its expertise to the creation of the outstanding new chapter of Assassin's Creed®, in addition to working on other exciting unannounced projects.



# UBISOFT STOCKHOLM

Ubisoft announced the opening of Ubisoft Stockholm, which will open its doors in September 2017. The new studio located in Sweden will be led by Patrick Bach, fresh from 15 years with EA's DICE studio in Stockholm, most recently holding the position of General Manager. An industry veteran with numerous AAA titles under his belt, the new studio will benefit from Bach's proven track record in innovation, world-class technology and international management skills. The Ubisoft Stockholm teams will assist Massive Entertainment, a Ubisoft studio in Malmö, Sweden, with the development of AAA games and extensions for some of Ubisoft's biggest franchises, specifically Tom Clancy's The Division® and the recently announced Avatar game.



# UBISOFT TORONTO

Established in 2010, Ubisoft Toronto is a growing and diverse team on a collective mission to create what's next in AAA open world games. The studio announced its first new IP at E3 2017, *Starlink: Battle for Atlas™*, an all-new, action-adventure game where players assemble customizable controller-mounted starships and launch into epic, interplanetary adventures. The Toronto team is also hard at work on *Far Cry 5* in collaboration with Ubisoft Montreal. The studio shipped its first lead production, Tom Clancy's *Splinter Cell® Blacklist™*, to critical acclaim in 2013. Since then, the Toronto team has contributed to multiple award-winning Ubisoft brands including: *Assassin's Creed®*, *Far Cry®*, *Watch Dogs®*, and *For Honor®*. Ubisoft Toronto was honoured in 2017 as one of Canada's Top 100 Employers for the second consecutive year.



© 2017 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. © 2010 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. "Scott Pilgrim vs. The World" graphic novel and related characters TM & © 2010 Bryan Lee O'Malley. "Scott Pilgrim vs. The World: The Game" and "Scott Pilgrim vs. The World" live action motion picture are copyrights of Universal Studios. All Rights Reserved. SMURFSTM & © Peyo 20\_\_\_. Lic. Lafig Belgium/IMPS. The Smurfs, the Movie © 2011 CPII/SPA. All Rights Reserved. Game Software excluding Columbia/Sony and Lafig Belgium Elements: © 200\_ Ubisoft Entertainment. All rights reserved. "© 2011 Paramount Pictures. Tintin® is a registered trademark of Moulinsart S.A. Game Software © 2011 Ubisoft Entertainment. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. All other trademarks are the property of their respective owners. All Rights Reserved. CSI: CRIME SCENE INVESTIGATION and related marks. TM& © 2000 – 2015 CBS Broadcasting Inc. and Daltrey Funding LP. All Rights Reserved. Software © 2014 Ubisoft Entertainment. All Rights Reserved. © 2005 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Universal Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. "© 2010 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. © 2010 Triumph International, Inc. All Rights Reserved. The Michael Jackson name and associated logos are trademarks of Triumph International, Inc. in the U.S. and/or other countries. © 2017 South Park Digital Studios LLC. All Rights Reserved. South Park and all elements thereof © 2017 Comedy Partners. All Rights Reserved. Comedy Central, South Park and all related titles, logos, and characters are trademarks of Comedy Partners. Game software © 2017 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. SMURFSTM & © Peyo 20\_\_\_. Lic. Lafig Belgium/IMPS. The Smurfs, the Movie © 2011 CPII/SPA. All Rights Reserved. Game Software excluding Columbia/Sony and Lafig Belgium Elements: © 200\_ Ubisoft Entertainment. All rights reserved. TM & © 2016 CBS Studios Inc. © 2016 Paramount Pictures Corp. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved. Game Software © 2016 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. © 2017 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries.

