

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 40 DEVELOPMENT STUDIOS

AN INTERNATIONAL NETWORK
WITH MORE THAN 95 NATIONALITIES
AND 55 SPOKEN LANGUAGES

THE BIGGEST IN-HOUSE 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

2018/2019: €2,028.6 billion, up 17.1% from 2017/2018

2017/2018: €1.732 billion, up 19% from 2016/2017

2016/2017: €1.460 billion, up 5% from 2015/2016

2015/2016: €1.394 billion, down 5% from 2014/2015

2014/2015: €1.464 billion, up 45% from 2013/2014

2013/2014: €1.007 billion, down 20% from 2012/2013

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

FRANCHISES AND GAMES:



RAYMAN®

Ubisoft's first big hit title
40+ different versions of Rayman on 20+ different platforms

FAR CRY®

Over 50 million units sold since Far Cry 2
79+ million sessions of a Far Cry game played since the launch of Far Cry 3
Far Cry 5's shovels traveled a total distance of 225,000 kilometers
which represents more than 5 trips around the world

JUST DANCE®

70+ million units sold
120+ million players
2.5+ billion songs played
80 billion kilocalories burned

RABBIDS®

20+ million units sold worldwide

An animated television series on air in 110 countries worldwide

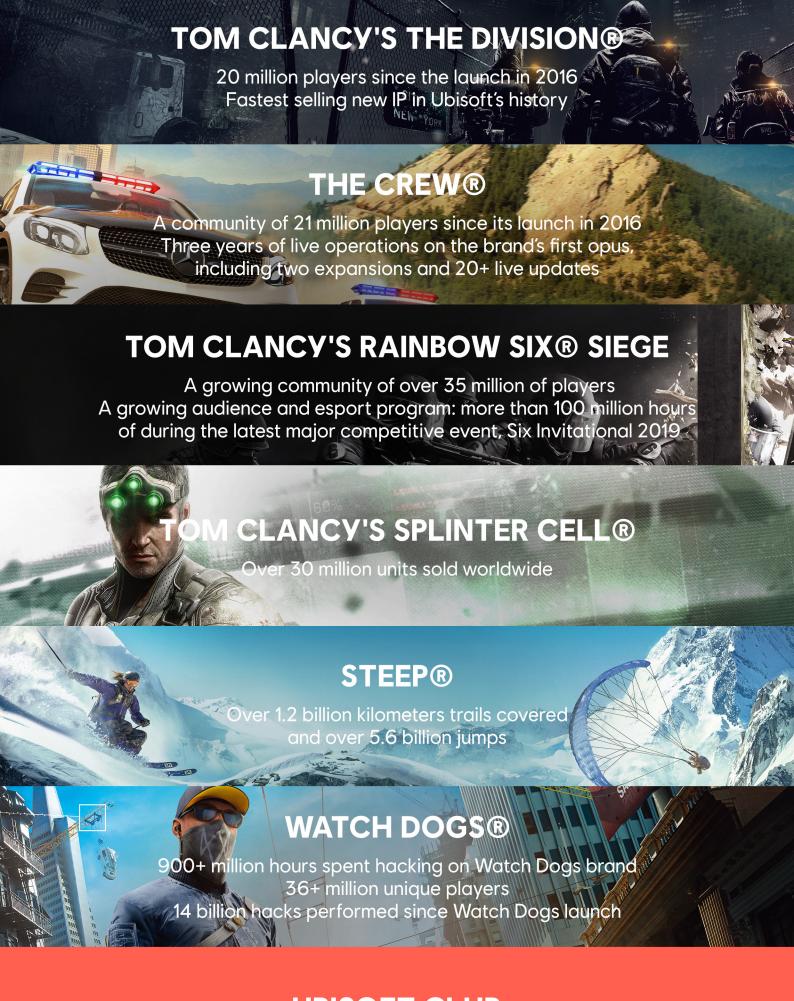
FOR HONOR®

Over 21 million players worldwide

Number of defeated combatants on the battlefield: 49 538 763 330

TOM CLANCY'S GHOST RECON®

30 million players since the launch in 2001 and a growing community of 10 million players in Tom Clancy's Ghost Recon Wildlands



UBISOFT CLUB

140 million registered members