



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:

ASSASSIN'S CREED®

140+ million units sold
95 million unique players
Assassin's Creed Symphony World tour kicked off in 2019

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

A dark, atmospheric scene from Tom Clancy's The Division showing police officers in tactical gear and riot shields in a city street at night.

TOM CLANCY'S THE DIVISION®

20 million players since the launch in 2016
Fastest selling new IP in Ubisoft's history

A white sports car with police lights driving on a winding road through a scenic, hilly landscape.

THE CREW®

A community of 21 million players since its launch in 2016
Three years of live operations on the brand's first opus,
including two expansions and 20+ live updates

A tactical scene from Rainbow Six Siege showing soldiers in combat gear in a dark, industrial environment.

TOM CLANCY'S RAINBOW SIX® SIEGE

A growing community of over 35 million of players
A growing audience and esport program: more than 100 million hours
of during the latest major competitive event, Six Invitational 2019

A close-up of Sam Fisher from Splinter Cell wearing his iconic night vision goggles.

TOM CLANCY'S SPLINTER CELL®

Over 30 million units sold worldwide

A composite image for Steep showing a skier racing down a snowy mountain slope and a paraglider flying over a vast, snow-covered landscape.

STEEP®

Over 1.2 billion kilometers trails covered
and over 5.6 billion jumps

A character from Watch Dogs wearing a mask and a cap, with a city skyline and a flying drone in the background.

WATCH DOGS®

900+ million hours spent hacking on Watch Dogs brand
36+ million unique players
14 billion hacks performed since Watch Dogs launch

UBISOFT CLUB

140 million registered members