



UBISOFT

CREATIVITY AT THE CORE
UBISOFT STUDIOS

With the **largest in-house game development staff in the world**, Ubisoft gathers more than **16,000 team members in more than 40 studios** around the world. Ubisoft attracts the best and brightest from all continents with talent, creativity & innovation at its core.

UBISOFT ABU DHABI

Opened in 2011, Ubisoft Abu Dhabi is one of the first major video game studios based in the United Arab Emirates capital. The studio is focused on bringing to market successful mobile games for a worldwide audience. Ubisoft Abu Dhabi has more than 60 talents and plans to grow to 100 within the next three to five years. Since 2014, the studio successfully released two hidden-object/investigation Free-to-Play mobile titles, based on internationally known television series such as CSI: Hidden Crimes™ played by over 30 million players to date. With the acquisition of the social massive multiplayer Free-to-Play game Growtopia™ in February 2017, Ubisoft Abu Dhabi oversees the title's live operations and manages its highly engaged community of 35+ million registered users.

The team is focusing its efforts on creating additional content for its live games, strengthening player engagement as well as working on other unannounced projects.

UBISOFT ANNECY

Ubisoft Anncy was established in 1996 and the first game it shipped was Rayman® 2 The Great Escape for PlayStation®2. The studio developed its online and multiplayer expertise among different games, especially on the Tom Clancy's Splinter Cell® franchise. The studio was then trusted to work and develop The Assassin's Creed® brand multiplayer before setting the bar even higher on Assassin's Creed IV Black Flag®. Ubisoft Anncy collaborated on Assassin's Creed Unity and Assassin's Creed Syndicate while contributing to the shipping of The Crew®. More recently, the team collaborated with Massive Entertainment on the record-breaking new IP, Tom Clancy's The Division® and continues its involvement on the brand with post-launch plans. Simultaneously, the teams worked on Tom Clancy's Ghost Recon® Wildlands in association with Ubisoft Paris.

As an invaluable partner studio, Ubisoft Anncy is finally leading its own project with Steep™, in collaboration with Ubisoft Kiev, Ubisoft Belgrade, Ubisoft Montpellier, and Ubisoft Pune. Made by mountain passionate team, the studio worked in partnership with the International Olympic Committee on the extension Road to the Olympics released in December 2017 and with XGAMES organization for the latest expansion released in October 2018.

2019 will be big for the studio with the release of Tom Clancy's The Division 2 and the post-launch content developed in collaboration with Massive Entertainment – A Ubisoft Studio. Ubisoft Anncy is also working with Ubisoft Paris on the freshly announced Tom Clancy's Ghost Recon Breakpoint.

UBISOFT BARCELONA

Established in 1998, Ubisoft Barcelona has worked on a broad spectrum of games, ranging from racing to platform games. Building on its diversity of expertise and innovative DNA, the studio has also generated a collaboration culture as they work with other Ubisoft studios across the world. During the recent years, the studio worked on beloved Ubisoft franchises such as Tom Clancy's Ghost Recon®, Assassin's Creed®, Tom Clancy's Rainbow Six® Siege and Star Trek™: Bridge Crew on VR. The studio recently released the Remaster of Assassin's Creed® 3 and is currently working on several projects: the Tom Clancy's Rainbow Six Siege Live Game, Beyond Good and Evil 2, and another AAA unannounced title.

UBISOFT BARCELONA (MOBILE)

Formerly known as Digital Chocolate Microjocs Studio, the 70+ 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 and released many successful titles such as Galaxy Life® played by more than 50 million gamers. In 2018, the studio launched Might & Magic®: Elemental Guardians, a fast-paced strategy RPG based on the medieval fantasy realm of Might & Magic as well as Hungry Dragon™, an action-arcade game coming from the Hungry franchise. Ubisoft Barcelona focuses its efforts on operating and creating further content for its live games in addition to other unannounced projects.

UBISOFT BELGRADE

The Ubisoft Belgrade studio is at the forefront of AAA game development in Serbia. Their common vision revolves around continually sharing knowledge and inspiring talented and motivated young people to join the Ubisoft family. In the past year, their team has grown significantly. These new additions have diversified their expertise, as well as their job families. The main departments in the Belgrade studio now include Programming, Design, Art, and Development testing. They have contributed to major AAA games like Tom Clancy's Ghost Recon Wildlands, Steep and The Crew 2, as well as the recently announced Tom Clancy's Ghost Recon Breakpoint.

UBISOFT BERLIN

Ubisoft Berlin opened in early 2018 with a focus on co-development of big Ubisoft brands, starting with none other than the Far Cry® series. The cosmopolitan team at Ubisoft Berlin is dedicated to delivering inspiring and meaningful game experiences that will empower players and make them feel part of the Far Cry community to make it “the place to be” for fans of open-world shooters. Ubisoft Berlin is part of the German Ubisoft Blue Byte studio network.

UBISOFT BLUE BYTE

With more than 30 years of experience, Ubisoft Blue Byte is one of the pioneers of the German games industry. At three sites in Düsseldorf, Mainz and Berlin the teams develop high-class gaming experiences. Ubisoft Blue Byte Düsseldorf and Mainz are leading the development of Anno 1800 and The Settlers as well as the VR escape room Beyond Medusa's Gate. As co-developer, the teams are supporting titles such as Tom Clancy's Rainbow Six Siege and Beyond Good and Evil 2. Ubisoft Berlin is focusing on co-development, including the Far Cry series. All three studios combined form the German Ubisoft studio network.

BLUE MAMMOTH GAMES

Founded in 2009 and acquired by Ubisoft in 2018, Blue Mammoth Games is a development studio based in Atlanta, Georgia. The experienced team specializes in online multiplayer games with large player bases.

Blue Mammoth develops Brawlhalla®, a Free-To-Play fighting all platforms. Brawlhalla has over twenty four million players, and is currently the most played fighting game on Steam. The Brawlhalla World Championship will take place at DreamHack Atlanta later this year.



UBISOFT BORDEAUX

Founded in 2017 in one of the most attractive cities in France, Ubisoft Bordeaux is working on some of the best AAA games of the Ubisoft portfolio to offer great gameplay experiences. The studio has already recruited more than 200 professionals from 12 nationalities. The Bordeaux studio is now working hand in hand with other Ubisoft studios on the recently announced Tom Clancy's Ghost Recon® Breakpoint, Beyond Good and Evil® 2 and on other unannounced projects.

UBISOFT BUCHAREST

The Romanian adventure began 27 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 the The Crew® 2 and Assassin's Creed® Odyssey.

Among other projects, Ubisoft Bucharest is currently continuing its collaboration with Ubisoft Paris for Tom Clancy's Ghost Recon® Breakpoint and with Ubisoft Toronto for Watch Dogs® Legion.



UBISOFT CHENGDU

Since Ubisoft Chengdu opened in 2008, it has become one of the key game studios in western China with over 275 talents contributing to some of the biggest brands in the Ubisoft line-up. The studio has been working closely with other Ubisoft studios on AAA brands such as Assassin's Creed®, Tom Clancy's Rainbow Six® Siege, Tom Clancy's The Division®, Skull & Bones™ and For Honor®.



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. Since opening the studio has achieved over 700 million direct-to-consumer downloads on mobile app stores across platforms, as well as Switch, Playstation and Xbox consoles. FGOL develops and publishes original games for a worldwide audience, most notably the Hungry Shark™ series; games which have topped the charts in over 100 countries and are still played by more than a million people every day! Its classic title, Hungry Shark™ Evolution, is as popular as ever with a loyal fan base of over 5.5M people. Its latest title, Hungry Shark™ World, achieved 10M downloads in the week following worldwide release. In summer 2018, the studio is bringing Hungry Shark to PS4, Xbox and Nintendo Switch allowing players to go underwater from their living room.

Future Games of London keeps operating and creating further content for its live games while working on other unannounced projects.

GREEN PANDA GAMES

Founded in 2013 and based in Paris, Green Panda Games develops and publishes games in the idle genre. Boasting a highly-talented 30-person team, Green Panda Games has launched more than 55 games since its creation, downloaded by some 85 million players worldwide. Many of its games have been instant hits, such as Bee Factory, Sushi Bar and Terrarium. Green Panda Games will bring to Ubisoft a sharp editorial vision in the idle games segment, data-based iterative creative processes and undisputed expertise in both user acquisition and ad monetization strategies.

UBISOFT HALIFAX

Ubisoft Halifax is Ubisoft's first North American studio entirely specialized in mobile games and is comprised of a highly-skilled team of 75. The studio is currently working on 'Assassins' Creed Rebellion' as well as other very exciting unannounced projects.

UBISOFT IVORY TOWER

Created in 2007, Ubisoft's Lyon-based studio is celebrating its 12th anniversary this year. Founded by seasoned veterans from the gaming industry, Ubisoft Ivory Tower has been committed to designing ambitious new gaming experiences that have quickly earned international renown.

In 2014, the studio revolutionized the driving genre with *The Crew*®, the first online community-based action-driving game set in a huge and realistic recreation of the United States. In 2018, Ubisoft Ivory Tower released *The Crew 2*, taking the challenge to land, sea, and sky, in a vibrant open world celebration of the American Motorsports spirit.

No strangers to shaking things up with their innovative and unconventional vision – taking the driving genre into brand new territory – Ubisoft Ivory Tower are also experts in enriching the game experience over time with regular updates and expansions. This commitment to long-term support has allowed the studio to build a vibrant community of millions of players worldwide.

KETCHAPP

Created in 2014 by two Brothers Michel & Antoine Morcos, Ketchapp is a leading publisher of Free-To-Play games for mobile and tablets.

Acquired in 2016 by Ubisoft, Ketchapp focuses on creating fun and accessible gameplay experiences, and the engagement of a collective community of millions of players. Since Ketchapp's creation, the company displays a wide and ever-growing portfolio in the hyper-casual segment with over 1.5 billion downloads to date. The team at Ketchapp supports its live games and engages a strong community of players while working to bring new titles to the market.



UBISOFT KIEV

Ubisoft Kiev studio has been in the Game Development playground for over a decade and is one of the biggest Ubisoft studios with a strong expertise in bringing Ubisoft's franchises to PCs, and growing experience on all platforms. The studio collaborated over the years on numerous franchises such as Tom Clancy's Ghost Recon®, Assassin's Creed®, Far Cry®, Watch Dogs®, Trials® and others. The Quality Control department launched in 2016 has proven to be a reliable partner for Ubisoft studios worldwide, taking over testing of world-known blockbusters. The latest projects on which the studio collaborated are Assassin's Creed Odyssey, Far Cry New Dawn and Trials Rising. Currently Ubisoft Kiev collaborates on Tom Clancy's Ghost Recon Breakpoint® and Watch Dogs® Legion.

UBISOFT LEAMINGTON

Located in the historic Warwickshire town of Royal Leamington Spa in the United Kingdom, Ubisoft Leamington joined the Ubisoft family in January 2017. Now with a team of more than 60 people, the studio has worked in close collaboration with an assortment of Ubisoft Studios on a range of AAA games, including most recently *The Division® 2*, and *Starlink®: Battle for Atlas*. The studio plays host to a close-knit family culture of exceptional talent and world-class co-development expertise.

A blue-tinted photograph of a construction site. In the foreground, there is a metal crowd control barrier. To the right, a road sign with red and white diagonal stripes is visible. The ground is dirt and gravel with some tire tracks. The background shows a large, curved concrete structure, possibly part of a stadium or arena.

MASSIVE ENTERTAINMENT

Massive Entertainment is a world leading AAA studio located in Malmö and part of the Ubisoft family. Always looking to excel, the passionate and creative team at Massive launched the record-breaking new IP Tom Clancy's The Division® in 2016, which quickly became the fastest selling game in Ubisoft history. With the recent release of Tom Clancy's The Division 2, powered by the studio's innovative in-house game engine Snowdrop®, Massive continues to push the limits for what is technologically possible. In 2017, it was announced that the studio is leading the development of a new game based on James Cameron's Avatar™ film series and it is also the home base for the Ubisoft platform Uplay PC. The studio has a solid background in crafting strong technical franchises such as Ground Control and World in Conflict, and previously collaborated with Ubisoft Montreal on Assassin's Creed® Revelations and played a major role in Far Cry® 3. The studio's goal has always been - and still is - to craft the finest gaming experiences for all players.

UBISOFT MILAN

In its 20 years as a studio, Ubisoft Milan has contributed to the development of some of the most renowned Ubisoft IPs of all time, such as Tom Clancy's Splinter Cell® and Tom Clancy's Rainbow Six®, Just Dance® and Assassin's Creed®. 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 the multi-awarded 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. After the release of Mario + Rabbids Kingdom Battle, the global success of the game has been boosted by Donkey Kong Adventure, a massive DLC featuring one of the most appreciated Nintendo™ characters of all time. The team is now back at work on new projects, among which the recently announced Tom Clancy's Ghost Recon® Breakpoint.

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 & 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 has launched on the 26th of March 2019 Space Junkies™, a disruptive multiplayer arcade shooter for high-end VR platforms and is currently focused on the development of its own unique franchise: the highly anticipated Beyond Good & Evil™ 2, a far-future space opera.

UBISOFT MONTREAL

Ubisoft Montreal's studio is well represented this year as the studio announces the launch of a brand new IP Roller Champions™ and a whole new game for the R6 franchise: Rainbow 6 Quarantine. Roller Champions™, introduces players to a new and exciting sport opposing two teams of three players rolling at amazing speeds in fan packed arenas. A free pre-alpha E3 demo is available from June 10 to June 13 to celebrate the game's announcement, which is slated for an early 2020 release.

Ubisoft Montreal also revealed the development of a new game under the Rainbow Six banner. Tom Clancy's Rainbow Six : Quarantine™ is a 3-player, squad-based, co-op FPS set several years in the future of the Rainbow Six Universe. Quarantine is being developed by an entirely new team at Ubisoft Montreal who was inspired by the long-standing brand legacy of tactical co-op shooters and the varied cast of operators from Rainbow Six : Siege™ to develop something that is truly more than the sum of its parts. The Outbreak event was the spark that ignited passions within this young group, and they have come back now, some two years later, with a truly incendiary vision: a deep, radically redesigned, full-game experience. Rainbow Six: Quarantine™ will be available in 2020 for PlayStation®4 system, Xbox One, and Windows PC.

Following the success of the instant fan favourite concept introduced by Assassin's Creed Origins, the Discovery Tour is back with Discovery Tour: Ancient Greece. An occasion to walk the streets of Athens, roam the Greek countryside, discuss politics with Socrates and Perikles and debate military tactics with famed Spartan and Athenian generals in an environment free of conflict or gameplay constraints.

In its 3rd year of activity, For Honor is revealing its 11th special event that refreshes the For Honor experience based on its most recent character the Hitokiri. The in-game event "Shadows of the Hitokiri" is now offering an original game mode and is playable until June 27. As an evolving live experience, For Honor is also confirming a feature that has been highly anticipated by its competitive community: the spectator Camera, coming later in 2019.

Finally, Ubisoft Montreal is proud to announce that the iconic Rainbow Six Siege is stronger than ever surpassing 45 Million players in 2019 and introducing new and surprising ways for people to enjoy the game, as recently shown during the "Rainbow Is Magic" in-game event, which was well received by the community. The season 2 for year three, "Operation Phantom Sight" was just revealed during Milan finals, introducing 2 exciting new operators and a whole subset of updates and map reworks. As per the Pro League calendar, next stop will be Raleigh in the USA followed by Tokyo, Japan and finally the yearly celebration of the Rainbow Six Community; The Six Invitational, which takes place in Montreal, Canada. Worth noting in 2019, the tournament came with a 2 million dollar prize pool and +31% increase in watched time over the week compared to the 2018 edition.



UBISOFT MUMBAI!

To expand the legacy of Ubisoft Pune in India and access more skillset, a second studio opened in the heart of the country, Mumbai. As a dynamic city with a young and creative talent pool, this new location fits perfectly with the Ubisoft DNA. The Mumbai Studio was established in October 2018 with an initial batch of core team members. The studio quickly grew and will soon be touching 60 employees working together on many exciting projects. The Mumbai Studio has a full-fledged AAA Production team, which has all the skillset needed to develop qualitative current gen games, focusing on Co-Development of AAA Titles. Ubisoft Mumbai is striving towards building a Gaming Ecosystem in India by creating a strong network of creative talents.



UBISOFT NADEO

Created in 2000 and acquired by Ubisoft in 2009, Ubisoft Nadeo is the creator of Trackmania®, the cult-classic multiplayer car racing video game. Set up in Paris and comprised of a highly talented team of developers, the Ubisoft Nadeo studio has won acclaim for the quality of its multiplayer technology which offers one of the best available online gaming experiences, based on competitive game mode and players' creations, on PC and more recently on consoles with the release of Trackmania Turbo on PS4™, PS4™ Pro, Xbox One and VR devices. Since then the studio continues to work tirelessly to offer user-generated content instruments and services through the cutting-edge gaming network called ManiaPlanet®, offering the Trackmania racing games series and ShootMania® titles. In 2017, Ubisoft Nadeo expanded the Trackmania franchise with a new title: Trackmania Lagoon. Accessible to all, Ubisoft Nadeo games gather more than 30 million players.

UBISOFT ODESA

Ubisoft Odesa has 40 talents and was opened with 10 in March 2018. Together with seven studios, Ubisoft Odesa is working on Tom Clancy's Ghost Recon® Breakpoint, and the studio collaborated with Ubisoft RedLynx and Ubisoft Kiev to deliver Trials Rising in 2019. Odesa studio is integrated in the Eastern European Hub (Bucharest, Belgrade and Kiev) and becomes a strong player in the region.

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®, The Smurfs™, and The Disney Channel. Ubisoft Osaka collaborated 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.

UBISOFT OWLIENT

Founded in 2005, Ubisoft acquired the Paris-based Free-To-Play game studio Ubisoft Owlent in 2011. With the highly successful Howrse® – which boasts more than 60 million subscribers worldwide – Ubisoft 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 game in particular as they unveiled their new game, Tom Clancy's Elite Squad, at E3 2019.

UBISOFT PARIS

Established in 1992, Ubisoft's pioneer in-house studio is part of the group's history and has witnessed the growth of the Ubisoft studio network for the past 27 years. With more than 600 creative minds and technical talents working in Paris, it is responsible for the creation of some of Ubisoft's most iconic brands such as the worldwide dance game phenomenon Just Dance®, which has already sold over 68 million copies and celebrates its 10th anniversary this year. The studio portfolio extends over several generations of consoles and includes both mainstream and hard-core titles from the acclaimed Tom Clancy's Ghost Recon® series to The Rabbids® and Watch Dogs®.

2019 will be a great year for the studio with the release of three ambitious games:

- Tom Clancy's Ghost Recon® Breakpoint, the latest episode of the military shooter franchise, set in a diverse, hostile, and mysterious open world that you can play entirely solo or in four-player co-op. Injured, without support, and hunted down by your ex brothers-in-arm, the players will have to fight harder than ever to survive.
- Just Dance 2020®, which will come with 40 fresh tracks, more surprises for the fans to enjoy and will be released on a new platform, Google Stadia, at launch.
- Watch Dogs® Legion, which will immerse players in a near-future London on the verge of collapse where players will build an underground resistance by recruiting and playing as anyone from the entire population of London.

UBISOFT PARIS (MOBILE)

Opened in 2013, the Ubisoft 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 notably developed the standalone Assassin's Creed® Pirates for smartphones and tablets, which generated over 30 million downloads on mobile devices. Ubisoft Paris Mobile has announced the release on July 9th of The Mighty Quest For Epic Loot, currently in pre-registration on the Apple Appstore and Google Play Store. The studio is also working on other unannounced projects.

UBISOFT PHILIPPINES

In 2016, Ubisoft expanded its presence in Southeast Asia with Ubisoft Philippines, the country's first AAA game studio. Since then, the team has grown to more than 100 professionals, co-developing flagship franchises such as Assassin's Creed® Origins, Assassin's Creed® Odyssey, Assassin's Creed® III Remaster, Skull & Bones™, For Honor®, and The Crew® 2. Through academic partnerships and active involvement in events, Ubisoft Philippines continues to grow the game development industry in South East Asia.

UBISOFT PUNE

2019 marks the 11th year of Ubisoft's presence in India. Ubisoft Pune is one of the biggest and most creative Video Game studio in the country.

With a team of 950+ talents, Ubisoft Pune is growing both in numbers and in expertise. Over the years, the studio also became the second largest Quality Control department within the Ubisoft group. The QC teams work in synergy and manage various testing cycles, including mobile and console functionality testing, compatibility and compliance. The studio also houses a fully integrated production team working on co-development of several AAA titles. With technology and innovation at its core, Ubisoft Pune has a dedicated team for Automation working on exciting AI and machine learning projects in collaboration with leading technological institutions. Ubisoft Pune takes pride in its diverse workforce and is committed to enriching player's lives.

UBISOFT QUEBEC

Strengthened by 500 talented, innovative and passionate creators, Ubisoft Quebec keeps on growing and continues to rise. Founded in 2005, the studio has been involved in several key Ubisoft franchises over the years, developing cutting-edge expertise in major AAA game development. After leading last year's critically acclaimed Assassin's Creed® Odyssey, the team is back at E3 to unveil Gods & Monsters™, a storybook adventure about a forgotten hero on a quest to save the Greek gods.

UBISOFT REDLYNX

Founded back in 2000 and acquired by Ubisoft in 2011 the Helsinki-based Ubisoft RedLynx currently employs 155 fun-loving professionals of 23 nationalities. The Finnish studio has both console/PC and mobile game development under one roof. It has a track record of over 100 games developed on all major gaming platforms, but it's 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. Since then, it has reached over 75 million downloads. In 2017 the team released South Park™: Phone Destroyer, which was developed in collaboration with South Park Digital Studios. The game combines real-time strategy and collectible cards. In 2019 in partnership with Ubisoft Kiev, Ubisoft RedLynx released Trials® Rising, the biggest and most ambitious addition to the Trials franchise to date.

RED STORM

Founded in 1996 by novelist Tom Clancy, managing director Steve Reid and seventeen 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 the development of notable games, such as the best-selling IP Tom Clancy's The Division® and Star Trek™: Bridge Crew. Most recently, Red Storm released Tom Clancy's The Division® 2.

REFLECTIONS

Ubisoft Reflections is a world-leading, multicultural AAA game development studio based in Newcastle upon Tyne boasting a 35-year legacy in the games industry. The studio has a decorated history of global collaboration with creative teams from several Ubisoft studios on some of the industry's most acclaimed AAA games, the most recent of which include Tom Clancy's The Division® 2, Far Cry® 5, Assassins Creed® Syndicate, Tom Clancy's Ghost Recon® Wildlands, Watch Dogs® 2 and Starlink®: Battle for Atlas. Beyond AAA game development, the studio prides itself on nurturing creativity and innovation amongst its teams having dedicated time and resources to groundbreaking in-house projects and initiatives, such as the award-winning Grow Home™ and Grow Up series as well as the Ubisoft Gaming School, which now operates globally. With over 240 people from 22 different countries work together, Ubisoft Reflections continues to build teams of groundbreaking and passionate people, cementing their reputation as an industry-leading game creator.



UBISOFT SAGUENAY

Ubisoft Saguenay, which opened its doors in February of 2018, relies on its 50 experienced and passionate employees to enhance and strengthen one of the key growth drivers in the games industry - the online experiences that Ubisoft creates for its players. Managed by Jimmy Boulianne, Ubisoft Saguenay expects to double in size over the next few 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. In 2017, the studio released the critically acclaimed South Park™: The Fractured But Whole™, in collaboration with Trey Parker, Matt Stone, and South Park Digital Studios.



UBISOFT SHANGHAI

Ubisoft Shanghai studio opened its doors in 1996 and has been working on major Ubisoft brands such as Tom Clancy's Splinter Cell, The Crew, Assassin's Creed, Might & Magic, Just Dance and Far Cry.

Besides, Shanghai production teams have developed a world-class expertise in wildlife features, mobile games development and live operations.

Located in the biggest video game market, Ubisoft Shanghai has been building solid relationships with the major and largest Chinese publishers and developers. Thanks to this strategic situation, leveraging 23 years of expertise in AAA development, Shanghai studio is now in a unique position to create memorable gaming experience to players all over the world.

UBISOFT SINGAPORE

In just 11 years, Ubisoft Singapore has become the biggest AAA game development studio in Southeast Asia. The 350-strong studio is home to 35 different nationalities focused on delivering ambitious gaming experiences to our players. Ubisoft Singapore has been contributing to all the Assassin's Creed® titles since Assassin's Creed® II. It innovated within the franchise as the studio behind the naval battle gameplay and 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™ revealed at E3 in 2017.



UBISOFT SOFIA

Established in 2006, Ubisoft Sofia has grown to a world-class game studio. Throughout the years, it has developed a rich portfolio, ranging from casual to action adventure games, and covering a wide range of platforms and technologies. The studio has brought its expertise and creativity into brands such as Tom Clancy's®, Prince of Persia®, and Assassin's Creed®.

For more than seven years Ubisoft Sofia has been a key contributor to the Assassin's Creed franchise, most recently taking a significant part in the development of Assassin's Creed Origins, and also leading the creation of both its mythology DLC "The Curse of the Pharaohs" and Assassin's Creed Rogue Remastered. After 13 years, more than 18 released games, and increasing its teams almost seven times to 230+ people, Ubisoft Sofia is currently working on contributing to some of Ubisoft's biggest projects including Beyond Good & Evil 2, and Skull & Bones™. The most recent achievement of the production teams in the studio is the release of Tom Clancy's The Division 2, highly acclaimed by both players and critics alike.

UBISOFT STOCKHOLM

Established in 2017, Ubisoft Stockholm is led by industry veteran Patrick Bach, previous General Manager at EA's DICE studio in Stockholm. With numerous AAA titles under his belt, Bach's proven track record in innovation, world-class technology and international management skills has greatly benefited Ubisoft Stockholm's journey.

Since 2017, the studio has grown rapidly, and they are closely collaborating with Massive Entertainment - A Ubisoft Studio on the development of AAA games for some of Ubisoft's biggest franchises, including James Cameron's Avatar® game.

UBISOFT TORONTO

Established in 2010, Ubisoft Toronto is a growing and diverse team on a collective mission to create what is next in games. Announced at E3 2019, Ubisoft Toronto is leading the production of Watch Dogs®: Legion, the latest installment in the critically acclaimed brand in which players recruit their DedSec resistance to fight back against the emergence of an authoritarian regime in near-future London. Every character in the world has a persistent life and anyone from the entire population can be recruited into their team, and become the hero of the player's game, and the star of their personal story.

In 2018, Ubisoft Toronto shipped its first new franchise, Starlink: Battle for Atlas. The studio also contributed with Ubisoft Montreal to the development of Far Cry 5, released in March 2018. 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 award-winning Ubisoft brands including Assassin's Creed®, Far Cry®, Watch Dogs®, and For Honor®. Ubisoft Toronto is one of Canada's Top 100 Employers for its fourth consecutive year and in 2018, named one of GamesIndustry.biz Best Places To Work.

UBISOFT WINNIPEG

Ubisoft Winnipeg is a technology studio with a unique mission: develop new technologies that will change the way we build video games worlds. It is the only Ubisoft studio focused on exploring the unknown to develop technology that empowers game creators – at all Ubisoft Canadian studios – to build even better, more immersive worlds across our major brands such as Far Cry®, Assassin's Creed® and Watch Dogs®. This vanguard studio is on the hunt for passionate innovators to create leading-edge technology in one of Canada's top cities for game and tech development talent.

1492 STUDIO

1492 Studio based in Montpellier, France, was co-founded in 2014 by Claire & Thibaud Zamora, two entrepreneurs with over 20 years of experience in the freemium gaming business. Acquired by Ubisoft in 2018, the studio continues today to create interactive stories in the visual novel genre to feed the *Is It Love?* series. With more than 11 mobile apps - generating close to 50 million downloads to date, the 1492 Studio games offer players the chance to travel to new dimensions, in worlds full of intrigues, suspense, and romance. The studio continues to operate its live games by creating further content and animating a strong community of fans while working on other unannounced projects.

© 2018 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are registered or unregistered trademarks in the US and/or other countries. CSI: CRIME SCENE INVESTIGATION and related marks. TM & © 2000 – 2015 CBS Broadcasting Inc. and Daltrey Funding LP. 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. Wheel of Fortune ©2017 Califon Productions, Inc. "Wheel of Fortune" is a registered trademark of Califon Productions, Inc. All Rights Reserved. UNO and associated trademarks and trade dress are owned by, and used under license from, Mattel. © 2017 Mattel. All Rights Reserved. © 2011 Paramount Pictures. Tintin® is a registered trademark of Moulinsart S.A. Nintendo properties are licensed to Ubisoft Entertainment by Nintendo. SUPER MARIO characters © Nintendo. Trademarks are property of their respective owners. © 2014 South Park Digital Studios LLC. All Rights Reserved. South Park and all elements thereof © 2014 Comedy Partners. All Rights Reserved. Comedy Central, South Park and all related titles, logos, and characters are trademarks of Comedy Partners, South Park™: The Stick of Truth™ : developed by Obsidian Entertainment, Inc. Game Engine and other technology © 2014 Obsidian Entertainment, Inc. All Rights Reserved. Obsidian and the Obsidian Entertainment logo are trademarks and/or registered trademarks of Obsidian Entertainment, Inc. Tetris ® & © 1985-2018 Tetris Holding. Tetris logos, Tetris theme song and Tetriminos are trademarks of Tetris Holding. The Tetris trade dress is owned by Tetris Holding. Licensed to The Tetris Company. Game Design by Alexey Pajitnov. Original Logo Design by Roger Dean. All Rights Reserved. SMURFTM & © Peyo 2015 Lic. Lafig Belgium/IMPS. www.smurf.com – All Rights Reserved. Game Software excluding Lafig Belgium/IMPS Elements. © 2018 Twentieth Century Fox Film Corporation. Game Software excluding Twentieth Century Fox Film Corporation elements James Cameron's Avatar and the Twentieth Century Fox logo are trademarks of Twentieth Century Fox Film Corporation. Licensed to Ubisoft Entertainment by Twentieth Century Fox Film Corporation. © 2005 Universal studio's King Kong movie (c) Universal Studios. Licensed by Universal Studios Licensing LLLP. All right reserved. Prince of Persia® Classic: based on Prince of Persia® created by Jordan Mechner. Prince of Persia is a trademark of Waterwheel Licensing LLC in the US and/or other countries used under license. Far Cry series: Based on Crytek's original Far Cry directed by Cevat Yerli. PlayStation is a registered trademark or trademark of Sony Interactive Entertainment Inc. © 2017 Nintendo. Nintendo Switch and Joy-Con are trademarks of Nintendo.



UBISOFT