



UBISOFT

CREATIVITY AT THE CORE
UBISOFT STUDIOS

With the **largest in-house game development staff in the world**, Ubisoft gathers more than **14,000 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 50 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 20+ 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 Anancy 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 Anancy 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 Anancy is finally leading its own project with Steep™, in collaboration with Ubisoft Kiev, Ubisoft Belgrade, 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 breathtaking experience in the Alps, Alaska, and freshly added Japan playgrounds through exhilarating sports such as ski, snowboard, wingsuit, paraglide and more. An ambitious live program is also core to Steep, including DLC releases and a variety of community activations. The studio collaborated with the IOC and released the first major expansion, Steep Road to the Olympics, which takes the player on a journey to the PyeongChang 2018 Olympic Winter Games in South Korea. Ubisoft Anancy is also working with Massive entertainment on the freshly announced Tom Clancy's The Division 2.

UBISOFT BARCELONA

Ubisoft Barcelona is celebrating its 20 year Anniversary. 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's team is currently working on the Tom Clancy's Rainbow Six Siege Live Game and two AAA unannounced titles.

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. Recently, the studio launched Might & Magic®: Elemental Guardians, a fast-paced strategy RPG based on the medieval fantasy realm of Might & Magic. Ubisoft Barcelona focuses its efforts on operating and creating further content for its live games in addition to other unannounced projects.

UBISOFT BELGRADE

Ubisoft Belgrade is the only AAA studio in Serbia. With strong technical expertise, they plan to deliver the best PC games in the industry, create unique experiences for all players, and to position Belgrade at the forefront of game development. The latest releases the studio collaborated on were Tom Clancy's Ghost Recon® Wildlands PVP mode and Steep™ Road to the Olympics. Ubisoft Belgrade finished its collaboration on The Crew® 2 and is currently working together with Ubisoft Bucharest on Tom Clancy's Ghost Recon Wildlands post launch.

An aerial photograph of a vast, lush green mountain range. The terrain is covered in dense, vibrant green forests. A winding river or path is visible, cutting through the valleys between the peaks. The lighting suggests a bright, sunny day, with some areas of the forest appearing slightly more illuminated than others, creating a sense of depth and texture. The overall tone is natural and serene.

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 BLUE BYTE

Celebrating its 30th anniversary in 2018, Ubisoft Blue Byte is one of the pioneers of the German games industry. At two sites in Düsseldorf and Mainz, Blue Byte develops high-class strategy games such as The Settlers® and Anno® which are played by millions of gamers around the globe. Both studios are also successfully co-developing big Ubisoft brands, such as Tom Clancy's Rainbow Six® Siege, For Honor® and Skull & Bones™ on which the teams work in close collaboration with leading Ubisoft studios. Blue Byte's international team of 300+ developers is dedicated to create memorable and inspiring gaming experiences while using and supporting the latest technologies and platforms.

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 game on PC and PlayStation®4. Brawlhalla has over twelve million players, and is currently the most played fighting game on Steam. The third annual Brawlhalla World Championship will take place at DreamHack Atlanta later this year in November.



UBISOFT BORDEAUX

Ubisoft Bordeaux, the youngest French studio, opened its doors in September 2017. It has already recruited more than 100 professionals, including talents from the teams that worked on the acclaimed Tom Clancy's Ghost Recon® series, Watch Dogs®, The Crew® or Assassin's Creed® series. The studio is now working hand in hand with other Ubisoft studios on unannounced projects.

UBISOFT BUCHAREST

The Romanian adventure began 26 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 PVP mode for Tom Clancy's Ghost Recon Wildlands and Assassin's Creed Origins.

The studio has recently finished its collaboration with Ubisoft Ivory Tower on The Crew® 2. Among other projects, Ubisoft Bucharest is currently continuing its collaborations with Ubisoft Paris for Tom Clancy's Ghost Recon Wildlands post-launch.

A full-page background image of a rugged mountain range. In the upper left, a bright light source, likely the sun, creates a lens flare and a faint rainbow arching across the sky. The mountains are steep and rocky, with some greenery visible on the lower slopes. The overall tone is cinematic and majestic.

UBISOFT CHENGDU

Since Ubisoft Chengdu opened in 2008, it has become one of the key game studios in western China with over 200 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®, The Crew®, Tom Clancy's Rainbow Six® Siege, 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. Casual console game, UNO®, led by Ubisoft Chengdu was released on Nintendo Switch™ in 2017 and the studio released Wheel of Fortune® in North America in the same year. The team is now hard at work co-developing Skull and Bones™ with Ubisoft Singapore, and also on other unannounced projects.



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 475 million direct-to-consumer downloads on the App Store, Google Play, and Amazon.

Future Games of London develops and publishes original games for a worldwide audience, most notably the Hungry Shark™ series; games which have topped the charts in over 48 countries and 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 million people. Its latest title, Hungry Shark World, achieved 10 million downloads in the week following worldwide release. Future Games of London continues to support and create further content for its live games while also working on unannounced projects.

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 50 people. The studio is developing its first mobile AAA game, Tom Clancy's ShadowBreak™, the next chapter in the Tom Clancy 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.

UBISOFT IVORY TOWER

Ubisoft's Lyon-based studio is celebrating its 10th 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 has 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. Since then, Ubisoft Ivory Tower has focused on expanding the experience through monthly new content and two expansions, allowing the game to gather more than 13 million players worldwide. Last year, Ubisoft Ivory Tower announced *The Crew 2*, to be released on June 29th 2018. The second installment of the franchise is taking the challenge to land, sea, and sky, in a vibrant open world celebration of the American Motorsports spirit.

Developed over several years by an ever-growing team, and with strong input from *The Crew*'s loyal and engaged community, *The Crew 2* is once again shaking up the codes with an innovative and unconventional vision, taking the driving genre way beyond driving.

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. The company displays a wide and ever-growing portfolio in the hyper-casual segment, with games that have been downloaded nearly 700 million times since Ketchapp's creation. The team at Ketchapp supports its live games and engages a strong community of players while working to bring new unannounced titles to the market.

UBISOFT KIEV

Ubisoft Kiev studio is celebrating 10 years of Ubisoft presence in Ukraine, having first opened its doors in 2008. The studio specializes in bringing Ubisoft's franchises to PCs and 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, Trials® Fusion, Far Cry® 4, Assassin's Creed Syndicate, Tom Clancy's Rainbow Six® Siege, Far Cry Primal, Watch Dogs® 2, Steep™ and Trials of the Blood Dragon. In 2016 Kiev studio opened the Quality Control department with the primary focus on testing PC titles developed in Kiev. The department grew to accommodate other PC titles produced by Ubisoft and acquired console knowledge and expertise through AAA Remasters (Assassin's Creed Rogue, Far Cry 3, and Assassin's Creed III). In the last year, Ubisoft Kiev shipped PC versions of Assassin's Creed Origins, Steep Road to the Olympics and Far Cry 5.

Now Ubisoft Kiev is focusing on new AAA titles, collaborating closely with Ubisoft Quebec on the PC version of Assassin's Creed Odyssey and with Ubisoft RedLynx studio to release Trials Rising game on all platforms.

UBISOFT LEAMINGTON

Ubisoft Leamington, based in the historic Warwickshire town of Royal Leamington Spa in the United Kingdom was acquired in January 2017. With a team of 50, the studio works in close collaboration with Ubisoft's other UK-based studio – Ubisoft Reflections – on a range of AAA games. The studio features a close-knit family studio culture, good working relationships, and world-class co-development expertise.



MASSIVE ENTERTAINMENT

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 brought the record breaking new IP Tom Clancy's The Division® to players around the world in 2016. 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 and is leading the development of a new game based on James Cameron's Avatar™ film series, powered by the studio's proprietary game engine Snowdrop. Recently, Massive also announced that the development of Tom Clancy's The Division 2.

UBISOFT MILAN

Established in 1998, over the years Ubisoft Milan has contributed to the development of some of the most important Ubisoft IPs like Rayman®, Beyond Good & Evil™, Tom Clancy's Splinter Cell® and Tom Clancy's Rainbow Six® Siege. After pioneering motion-controls with titles such as MotionSports™ and Raving Rabbids® Alive and Kicking, Ubisoft Milan has collaborated on 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. After the global success of Mario + Rabbids Kingdom Battle, Ubisoft Milan is now hard at work on the upcoming massive DLC of the game featuring Donkey Kong, one of the most appreciated Nintendo™ characters of all time.

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



UBISOFT MONTREAL

Ubisoft Montreal is the largest Ubisoft studio and largest video game production studio worldwide with more than 3,200 employees. It is responsible for the development of many of Ubisoft's blockbuster brands including Assassin's Creed®, Tom Clancy's Rainbow Six® Siege, Far Cry®, Watch Dogs® and For Honor®.

This year at E3, Ubisoft Montreal is back with a major addition to the world of For Honor, via the Marching Fire update. After a year of consistent improvements to the game and the introduction of dedicated servers, For Honor will welcome the fearsome warriors of the Wu Lin faction to join the fight. Furthermore, the Marching Fire update will also offer players brand new PVP and PVE modes, as well as a number of graphical enhancements, which will be available to all For Honor players. To top it all off, the first-person VR exploration game Transference™ has returned with new gameplay content unveiled for the first time to the public, due for release Fall 2018. This collaborative project between SpectreVision and Ubisoft Montreal will be available on PlayStation®VR, Oculus Rift, HTC Vive and traditional platforms (PS4™, Xbox One and PC).

UBISOFT MUMBAI

Ubisoft Mumbai will mark the second studio in India after Ubisoft Pune and is set to open later this year.



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 opened in March 2018 and joined Ubisoft studios working on Trials® Rising game and the Tom Clancy's Ghost Recon® franchise. Along with other projects, the Odesa studio is working in direct collaboration with Ubisoft Bucharest and Ubisoft Kiev and is integrated in the Eastern European Hub (Bucharest, Belgrade and Kiev). There is currently a core team of 20 people but future growth plans are ambitious, with plans to recruit up to 60 talents within the first two years.

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 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.

UBISOFT OWLIENT

Founded in 2005, Ubisoft acquired the Paris-based Free-To-Play game
Ubisoft Owlent studio 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
games in particular, working on new unannounced projects.

UBISOFT PARIS

Established in 1992, Ubisoft's pioneer in-house studio is responsible for the creation of some of Ubisoft's most iconic brands such as the blockbuster franchise Rayman® as well as the worldwide dance game phenomenon Just Dance®, which has already sold over 65 million copies. The studio portfolio extends over several generations of consoles and includes both mainstream and hard-core titles from the Rabbids® and the acclaimed Tom Clancy's Ghost Recon® series to Watch Dogs®, with two editions developed in collaboration with Ubisoft Montreal.

2017 has been a great year for the studio with the release of three ambitious games:

- **Tom Clancy's Ghost Recon Wildlands**, which celebrated 11 million players in March 2018 and launched a second year of free content. The latest episode of the franchise is the only military shooter that takes place in a massive open world that you can play solo or co-op from beginning to the end.
- **Mario + Rabbids Kingdom Battle**, the turn-based combat adventure game developed in collaboration with Ubisoft Milan and featuring an epic cast of heroes from two beloved universes, received more than 50 awards and nominations.
- **Just Dance 2018**, which launched on seven platforms including the Nintendo Switch™ and won the Nickelodeon's Kids Choice Award for Favorite Video Game.

The teams are now working on Just Dance 2019, the post-launch phases of their other games, and other unannounced projects.

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 27 million downloads to date. The studio focuses 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 country's first AAA game studio. Since then, the team has grown to 100 professionals, co-developing flagship franchises such as Assassin's Creed® Origins, 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

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 of 35 team members. Over the years, their passion for video games has driven the studio to grow to a team of 750+ members. 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® Reborn (iOS), Far Cry® (Xbox 360 and PS3™), Far Cry 3 (PS4™, Xbox One), South Park™: The Stick of Truth™ (PS4™, Xbox One) and South Park™ The Fractured But Whole™ (Nintendo Switch™). Ubisoft Pune has been contributing on multiple fronts in development of Just Dance® titles, Far Cry 5 as well as Steep™. On the mobile front, the studio has an established live-ops team working on Trials® Frontier and Rayman® Adventure. Ubisoft Pune is also working in collaboration with Ubisoft RedLynx studio for South Park™ Phone Destroyer™ and Just Dance Now with Ubisoft Paris.

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 working on the Assassin's Creed® brand since 2010, the team behind the acclaimed Assassin's Creed Syndicate is back at E3 to unveil Assassin's Creed Odyssey, the brand-new installment to come in the franchise. Developed over the last three years by Ubisoft Quebec along with multiple studios across the world, the game pushes the transformation of the franchise in a deeper RPG experience and revolutionizes Assassin's Creed's storytelling.



UBISOFT REDLYNX

In 2011, Ubisoft acquired Helsinki-based Ubisoft Redlynx, a studio that was founded in 2000. It currently employs 145 fun loving professionals of 22 nationalities. Ubisoft 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 PlayStation®4, 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 65 million downloads since its launch. In 2017 the team released South Park™: Phone Destroyer™, which was developed in collaboration with South Park Digital Studios and combines real-time battles and collectible cards. At E3 2018 the studio announced Trials Rising, the most ambitious game in the series so far. The game celebrates the classic Trials gameplay and mixes it with a real-world competition theme and strong focus on user-generated content. Trials Rising® will be released in 2019 and will be available for PlayStation®4, Xbox One, PC and Nintendo Switch™. The studio is also working on new and exciting unannounced titles for all platforms.

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, most recently to the best-selling new IP Tom Clancy's The Division®.

In 2018, Red Storm announced they are working on a sequel, Tom Clancy's The Division 2. In addition, Red Storm just released its first expansion to Star Trek™ Bridge Crew. For the first time, fans of the legendary franchise are able to become the crew of a Federation starship in The Next Generation universe.

REFLECTIONS

Ubisoft Reflections is a leading, multicultural AAA game development studio based in Newcastle Upon Tyne in the United Kingdom and is part of Ubisoft, the third largest video game publisher in the world. 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 Far Cry® 5, 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 240 people from 22 different countries working together on a range of exciting games, Ubisoft 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 Saguenay is a studio located in the North of Québec in the Saguenay-Lac-Saint-Jean region. The team is dedicated to boost innovative and strong Ubisoft's online experiences, one of the principal growth driver and innovation in the video game industry. Managed by Jimmy Bouliane, Ubisoft Saguenay expects to lead 125 employees within five 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. Last year, 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 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 console and mobile games.

Its dynamic and passionate teams are collaborating on the series of popular brands such as Just Dance®, The Crew® and Far Cry®. The studio is committed to delivering high-quality content and has been contributing to The Crew 2 and Far Cry 5. Ubisoft Shanghai studio also fully developed the recently released Far Cry 5 DLC Hours of Darkness and the upcoming Far Cry 5 DLC Lost on Mars.

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, Watch Dogs®, Tom Clancy's The Division®, Tom Clancy's Ghost Recon® Wildlands, For Honor® and other upcoming games.

UBISOFT SINGAPORE

In just 10 years, Ubisoft Singapore has become the biggest AAA studio in Southeast Asia. The 300-strong studio, based in Singapore's new tech hub is home to 32 different nationalities focused on delivering ambitious AAA, console or high-end PC games. 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 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 Ghost Recon®, 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 12 years, more than 16 released games, and increasing its teams almost six times to 180+ people, Ubisoft Sofia is currently working on contributing to some of Ubisoft's biggest projects that include Tom Clancy's The Division® 2 and Skull & Bones™.





UBISOFT STOCKHOLM

The new Ubisoft Stockholm studio located in Sweden is led by Patrick Bach, who previously was a General Manager for 15 years at EA's DICE studio in Stockholm. 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 collaborate with Massive Entertainment, a Ubisoft studio in Malmö, Sweden, on the development of AAA games for some of Ubisoft's biggest franchises, specifically 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's next in AAA open world games. The studio announced its first new IP at E3 2017, *Starlink: Battle for Atlas™*, an all-new open world, action-adventure game where players assemble customizable controller-mounted starships and launch into epic, interplanetary adventures. *Starlink: Battle for Atlas* is set to launch Fall 2018.

The Toronto team most recently shipped *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 is one of Canada's Top 100 Employers for 2018, the third consecutive year the studio was recognized with the prestigious award.

UBISOFT WINNIPEG

Opening in Fall 2018, Ubisoft Winnipeg is the newest addition to the Ubisoft Canadian studios family, a collective of AAA game development teams dedicated to creating immersive, engaging worlds for our players around the world. Ubisoft Winnipeg will play a strategic role within the collective with a focus to develop tools and technology to power many of the most successful Ubisoft brands, including Assassin's Creed®, Far Cry® and Watch_Dogs® – all games based on an open world and systemic gameplay approach. Ubisoft Winnipeg is on the hunt for pioneers excited to help grow a brand new studio from the ground up in one of Canada's top cities for game 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. 1492 Studio, acquired by Ubisoft in February 2018 is a leading creator of Free-To-Play episodic and interactive romance dramas on mobile. The team at 1492 Studio has created the successful series, *Is It Love?*® that features seven playable stories and received more than 26 million downloads to date. 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.

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