



FACTS AND FIGURES

As a leading producer, publisher and distributor of interactive entertainments products 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 35 DEVELOPMENT STUDIOS**

**AN INTERNATIONAL NETWORK
WITH 98 NATIONALITIES AND
55 SPOKEN LANGUAGES**

**SECOND BIGGEST 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 (AT CONSTANT EXCHANGE RATE):

2016/2017: €1.460 billion, up 4.7% from 2015/2016

2015/2016: €1.394 billion, down 4.8% from 2014/2015

2014/2015: €1.464 billion, up 45.3% from 2013/2014

2013/2014: €1.007 billion, down 16.9% from 2012/2013

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

ACQUISITIONS:

Red Storm Entertainment (2000), Blue Byte Software (2001), The Learning Company's Entertainment Division (2001), Tiwak (2004), Reflections Interactive (2006), Sunflowers (2007), Digital Kids (2008), intellectual property rights to the Tom Clancy name for video games and related products (2008), Pune studio (2008), Hybride Technologies (2008), Southlogic Studios (2008), Massive Entertainment (2008), Action Pants (2009), Nadeo (2009), Quazal Technologies (2010), Owlent (2011), Red Lynx (2011), Related Designs (2013), Future Games of London (2013), Ivory Tower (2015), Ubisoft Halifax (2015), Leamington (2017).

FRANCHISES AND GAMES:



ASSASSIN'S CREED

110+ million units sold
75+ million unique players
Ubisoft's first film in 2016

RAYMAN

40+ different versions of Rayman
exist on 20+ different platforms



FAR CRY

37+ million sessions of a FC game
played since the launch of FC3



JUST DANCE

A community of 118 million players worldwide
500+ dances created
3 world cups



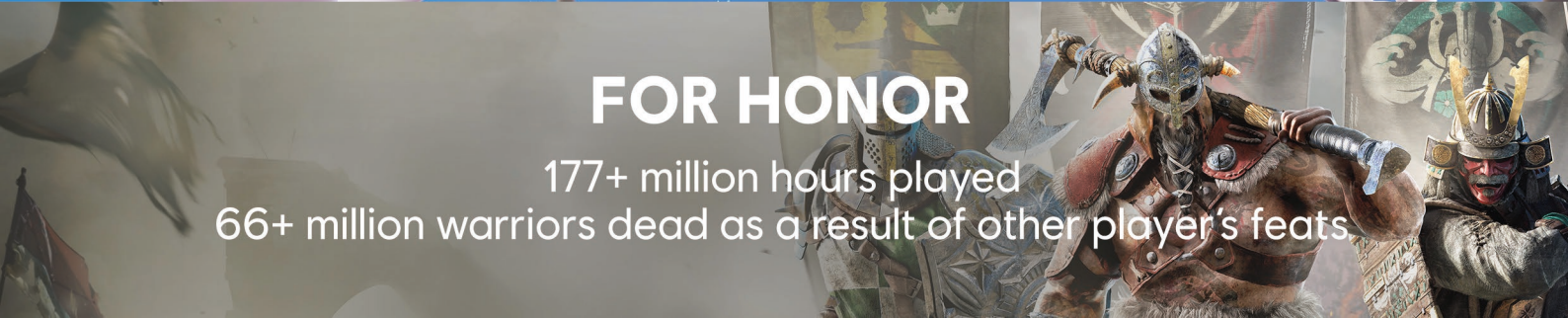
THE RABBIDS

14+ million video games sold worldwide
A TV series broadcast in 110 countries worldwide



FOR HONOR

177+ million hours played
66+ million warriors dead as a result of other player's feats





TOM CLANCY'S GHOST RECON

20+ million players convinced since the launch in 2001
Ghost Recon Wildlands is Ubisoft's Biggest Beta with 6,8 Million Players



TOM CLANCY'S THE DIVISION

100,000 years spent on the game since launch,
with an average of 3 hours a day per player



THE CREW

A community of 12 million players



RAINBOW SIX

A community of 18 million players
with an average playtime of 82 hours



SPLINTER CELL

32 million units sold-in



STEEP

810 million km covered,
for a total of 1.53 billion trails



WATCH DOGS

1.7 billion civilians hacked
3000 billion dollars earned