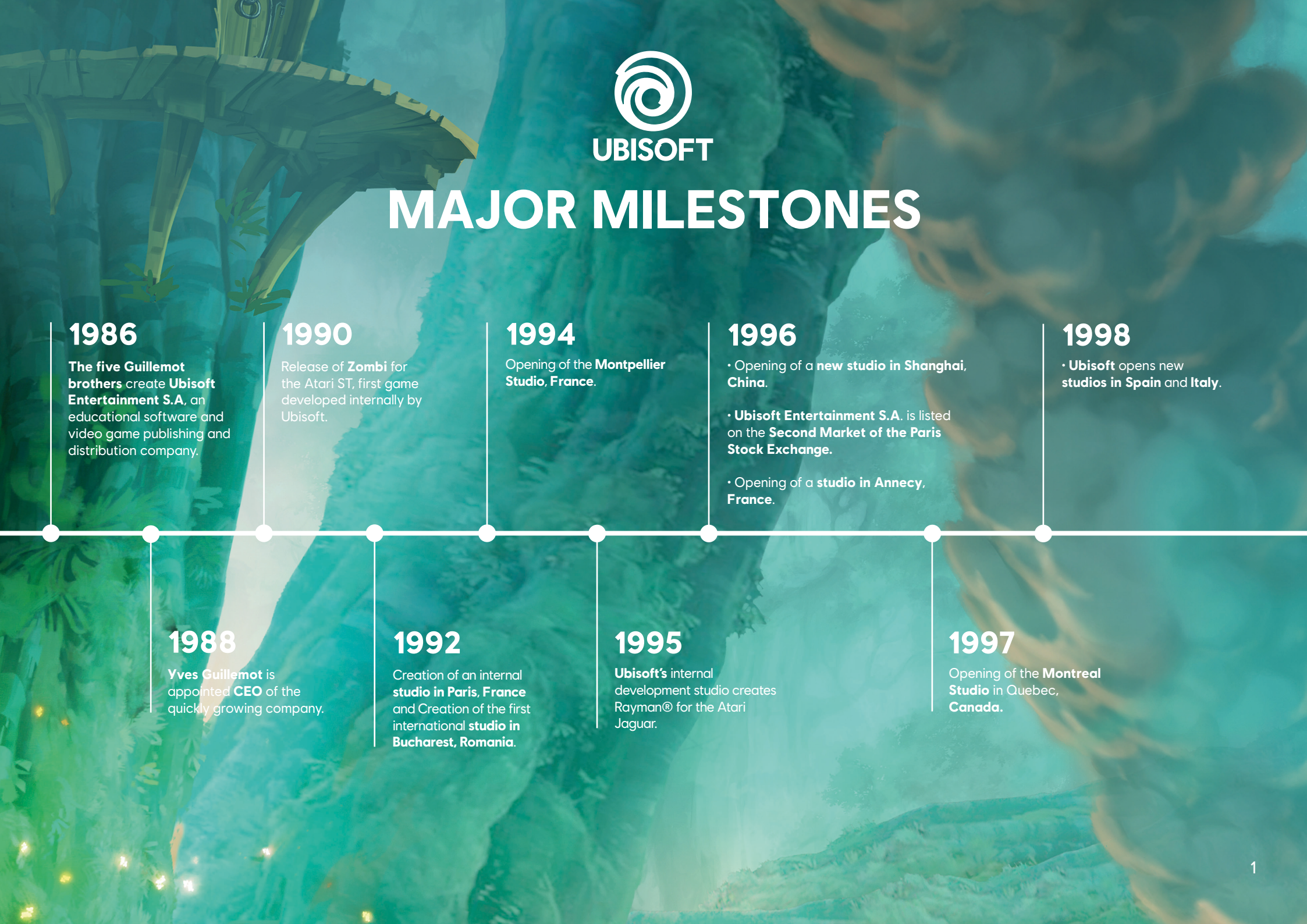


UBISOFT

MAJOR MILESTONES

1986

The five Guillemot brothers create **Ubisoft Entertainment S.A**, an educational software and video game publishing and distribution company.

1988

Yves Guillemot is appointed **CEO** of the quickly growing company.

1990

Release of **Zombi** for the Atari ST, first game developed internally by Ubisoft.

1992

Creation of an internal **studio in Paris, France** and Creation of the first international **studio in Bucharest, Romania**.

1994

Opening of the **Montpellier Studio, France**.

1995

Ubisoft's internal development studio creates Rayman® for the Atari Jaguar.

1996

- Opening of a **new studio in Shanghai, China**.
- **Ubisoft Entertainment S.A**. is listed on the **Second Market of the Paris Stock Exchange.**
- Opening of a **studio in Annecy, France**.

1997

Opening of the **Montreal Studio** in Quebec, **Canada.**

1998

- **Ubisoft** opens new **studios in Spain** and **Italy**.

MAJOR MILESTONES

2000

• Ubisoft shares transferred to **First Market of the Paris Stock Exchange.**

• Acquisition of **Red Storm Entertainment** in Morrisville, North Carolina.

• Launch of the **ubi.com** online video game portal.

2003

Ubisoft celebrates its **100 millionth game sold**.

2005

The **first Ubisoft Campus** is created in **Montreal** to encourage video game training programs in Canada.

2006

• **Ubisoft** acquires the world renowned Driver® franchise and integrates the team of **Reflections Interactive**.

• Opening of the **Sofia studio**, **Bulgaria**.

• Tom Clancy's Ghost Recon Advanced Warfighter® **for the Xbox 360™** sets the **Ubisoft record for selling more games in its first week** than any previous release and wins **Best Game of the Year at the BAFTA** (British Academy of Film and Television Arts) Awards ceremony.

2007

• In less than four weeks **Assassin's Creed® recorded more than two and a half million units in sell-through sales worldwide**, and is the fastest-selling new video game intellectual property in the US and the UK ever.

• Opening of the **Chengdu Studio** in the Sichuan province, **China**.

2008

• **Ubisoft** acquires **Hybride Technologies**, a **Montreal**-based studio renowned for its expertise in the creation of visual effects for cinema, television and advertising. The studio's many projects include such innovative films as 300, Frank Miller's Sin City and the Spy Kids series.

• **Ubisoft** acquires **Gameloft's video game development studio** in **Pune** in the Maharashtra state, India.

• **Ubisoft** acquires all **intellectual property rights to the Tom Clancy** name for video games and related products.

• Opening of the **Singapore studio**.

• **Ubisoft** acquires **Digital Kids** (Nagoya, Japan) developer of several successful titles for Ubisoft's Petz® line of games.

• **Ubisoft** acquires **SunFlowers**, owner of the Anno® brand, one of the best-selling strategy franchises in the German market.

• Opening of **Ubisoft Digital Arts**, a new production center specialized in the creation of digital cinema content.

• Opening of the **Kiev studio**, **Ukraine**.

• **Ubisoft** acquires **Massive Entertainment®**, a Sweden-based studio renowned for its expertise in the RTS genre and for the quality of its innovative proprietary technologies, as well as the real time strategy brand World In Conflict®.

2009

Ubisoft announces the opening of a **new studio in Toronto**, Canada.

MAJOR MILESTONES

2010

• **Ubisoft** acquires **Nadeo**, a new studio in Paris, creator of TrackMania®, the cult multiplayer car racing video game.

2011

• Ubisoft acquires **Owlient**, a Paris-based studio renowned for its expertise in creating free-to-play games.

• Ubisoft acquires **RedLynx**, the famous developer of the Trials game series, based in Helsinki, Finland.

2013

Ubisoft continues to establish itself in the mobile space with the acquisition of **Future Games of London** and **Digital Chocolate Barcelona.**

• Ubisoft creates its own film division, **Ubisoft Motion Pictures**, in charge of adapting in-house franchises into movies and TV Series.

2014

Watch Dogs® becomes Ubisoft's fastest selling game ever in its first week, selling more than **4 million** copies, and breaking industry records for week 1 sales of a new IP. To date the game has sold more than 10 million copies.

2015

• The Futuroscope Rabbids® Ride receives the **Thea Award for Outstanding Achievement** at the Themed Entertainment Association (TEA) Summit in March 2015.

• Hungry Shark® mobile game hits **100M** downloads.

2016

• Tom Clancy's The Division, Far Cry Primal and Tom Clancy's Rainbow Six Siege ranked in the top five of sales during the first semester of 2016. Hungry Shark World as the second best mobile game launch in 2016 with 10 million downloads making it Ubisoft's best mobile game launch. The Hungry Shark series hits 250 million downloads worldwide.

• Tom Clancy's The Division records the biggest first week ever for a new video game franchise, grossing more than $330 million worldwide in its first five days.

• Assassin's Creed becomes one of the most popular video game franchises of all time, with more than 100 million copies sold to date.

2017

• Revenue for FY16-17 reaches €1.460 billion, an increase of 4.7% compare to FY15-16.

• In Q1 of calendar 2017, Ubisoft was #1 in sales thanks to the success of For Honor and Ghost Recon Wildlands.