



UBISOFT

# PRESS KIT

2021

# SUMMARY

## FACTS & FIGURES

P.3

## MAJOR MILESTONES

P.8

## STUDIO PROFILES

P.16

## TOP MANAGEMENT

P.63

# FACTS & FIGURES

# 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.

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**FOUNDED IN 1986**

**PRESENT ON 5 CONTINENTS WITH  
MORE THAN 45 DEVELOPMENT STUDIOS**

**AN INTERNATIONAL NETWORK  
WITH MORE THAN 90 NATIONALITIES  
AND 65 SPOKEN LANGUAGES**

**MORE THAN 85% OF OUR TEAMS  
DEDICATED TO CREATION**

## **STOCK EXCHANGE:**

EURONEXT, PARIS STOCK EXCHANGE, (UBIP: PA)

## **ANNUAL REVENUES**

(in net bookings)

2021/2020: €2.241 billion, up 46% from 2019/2020

2019/2020: €1.534 billion, down 24% from 2018/2019

2018/2019: €2.028 billion, up 17% 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

## ABOUT UBISOFT FILM & TELEVISION

Ubisoft Film & Television's mission is to bring Ubisoft's award-winning games into new areas of entertainment and to create original stories set in the world, culture and community of gaming.

The division has a slate of IP-based and original film and TV projects in various stages of development and production, including the films "Werewolves Within" (IFC Films), "Tom Clancy's The Division" (Netflix), "Rabbids" (Lionsgate), "Just Dance" (Screen Gems), "Beyond Good & Evil" (Netflix), the live-action series "Assassin's Creed" (Netflix), the current series "Mythic Quest" (Apple TV+) and "Rabbids Invasion" (season 4 on Netflix) among others.

# FRANCHISES AND GAMES:



## ASSASSIN'S CREED®

155+ million units sold  
120+ million unique players



## RAYMAN®

Ubisoft's first big hit title  
40+ different versions of Rayman on 20+ different platforms



## FAR CRY®

60+ million units sold since Far Cry 2  
65+ million unique players  
10+ million units sold for Far Cry 5



## JUST DANCE®

80+ million units sold



## RABBIDS®

20+ million units sold worldwide  
An animated television series on air in 110 countries worldwide



## FOR HONOR®

25+ million unique players



## TOM CLANCY'S GHOST RECON®

40 million units sold since the launch in 2001 and more than 10 million copies sold for Ghost Recon Wildlands in the last-gen console cycle



## TOM CLANCY'S THE DIVISION®

40 million players since the launch in 2016  
Fastest selling new IP in Ubisoft's history  
10+ million copies sold for last-gen consoles



## THE CREW®

A community of 30+ million players since its launch in 2014  
Three years of live operations on the brand's first opus,  
including two expansions and 20+ live updates



## TOM CLANCY'S RAINBOW SIX® SIEGE

A growing community of 60+ million players  
More than 40 professional teams competing in our esports leagues  
in Europe, North America, Latin America and Asia-Pacific



## TOM CLANCY'S SPLINTER CELL®

30+ million units sold worldwide



## STEEP®

Over 1.2 billion kilometers trails covered  
and over 5.6 billion jumps



## WATCH DOGS®

50 million unique players

## UBISOFT CONNECT

200 million registered members

# MAJOR MILESTONES

# MAJOR MILESTONES

**1986**

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

**1990**

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

**1994**

- Opening of the Montpellier Studio, France.

**1988**

- Yves Guillemot is appointed CEO of the fast-growing company.

**1992**

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



# MAJOR MILESTONES

**1996**

- Opening of a new studio and a business office 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.

**1998**

- Ubisoft opens new studios in Spain and Italy.

**1995**

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

**1997**

- Opening of the Montreal Studio in Quebec, Canada.



# MAJOR MILESTONES

## 2000

- Ubisoft shares transferred to First Market of the Paris Stock Exchange.
- Acquisition of Red Storm Entertainment in Morrisville, North Carolina, USA.
- Launch of the ubi.com online video game portal.

## 2005

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

## 2003

- Ubisoft celebrates its 100-millionth game sold.

## 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.



# MAJOR MILESTONES

## 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 state of Maharashtra, 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.
- 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®.

## 2007

- In less than four weeks, Assassin's Creed® records 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.
- 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 specializing in the creation of digital cinema content.

## 2009

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



# MAJOR MILESTONES

**2010**

- Ubisoft acquires Nadeo, a Paris-based studio, creator of TrackMania®, the cult multiplayer car racing video game.

**2013**

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

**2011**

- Ubisoft acquires Owlent, 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.
- 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 one sales of a new IP. To date, the game has sold more than 10 million copies.



# MAJOR MILESTONES

## 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 100 million downloads.
- Ubisoft acquires Ivory Tower, the French Lyon-based studio behind The Crew®.

## 2017

- Ubisoft acquires Growtopia™, a Free-To-Play game supported by a highly engaged community of more than 20 million registered users.
- In Q1 of calendar 2017, For Honor® and Tom Clancy's Ghost Recon® Wildlands are respectively first and second best-sellers in the whole industry.
- Ubisoft expands its presence in the UK with the acquisition of FreeStyleGames. The studio is now known as Ubisoft Leamington.
- Ubisoft announces the creation of four new studios: in Berlin (Germany), Bordeaux (France), Saguenay (Canada) and Stockholm (Sweden).

## 2016

- Tom Clancy's The Division®, Far Cry® Primal, and Tom Clancy's Rainbow Six® Siege rank in the top five of sales during the first semester of 2016. Hungry Shark® World is 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 110 million copies sold to date.
- Ubisoft announces the opening of two new studios: Ubisoft Philippines and Ubisoft Belgrade (Serbia).
- Ubisoft acquires Ketchapp. With this addition, Ubisoft expands its footprint in digital and mobile gaming and becomes the fourth-largest mobile game publisher when measured by number of downloads.



# MAJOR MILESTONES

## 2019

- Rainbow Six Siege hits the 45 million players milestone.
- Anno 1800 becomes the fastest selling opus of the Anno series to date, with 4 times more sales during its first week of launch than Anno 2205.
- Far Cry 5 becomes Ubisoft's best-selling console game of this generation.
- Ubisoft acquires i3D.net, a leader in hosting solutions for the gaming industry, as well as Green Panda Games, a leading developer of hyper-casual games.
- Ubisoft announces a partnership with Google Stadia, a new cloud-based gaming platform.

## 2018

- Ubisoft announces the acquisition of two studios: 1492 Studio and Blue Mammoth Games.
- Ubisoft announces the expansion of its creative force with the opening of three new studios: in Mumbai (India), Odesa (Ukraine) and Winnipeg (Canada).
- Ubisoft and Tencent team up to bring Ubisoft's top titles to China to significantly accelerate the reach of Ubisoft franchises in China in the coming years.
- Far Cry® 5 becomes the fastest-selling title in the franchise's history.

## 2020

- Ubisoft announces the acquisition of Kolibri Games, strengthening the company's "idle" games portfolio.
- Ubisoft announces the opening of a new studio in Da Nang, Vietnam, that will be dedicated to creating original games for mobile and social-media platforms.



# STUDIO PROFILES



CREATIVITY AT THE CORE  
**UBISOFT STUDIOS**

With the **largest in-house game development staff in the world**, Ubisoft brings together more than **20,000 team members in more than 45 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 the first major video game studios based in the United Arab Emirates capital. The studio is formed by more than 60 talents; passionate mobile game developers made up of programmers, game designers, artists, QA, live ops... the full team it takes to develop, launch, and manage world class mobile games. Since 2014, they have released successful titles such as CSI: Hidden Crimes™, which was played by over 30 million players.

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 studio is a multi-cultural environment and trust in everyone to have a responsible attitude towards everything they do, including projects, and players. Ubisoft Abu Dhabi is dedicated to creating additional content for its live games, strengthening player engagement as well as working on unannounced projects.

# UBISOFT ANNECY

Ubisoft Ancecy was established in 1996, and it now welcomes a dynamic, international team, with 20% of its workforce coming from abroad.

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 develop The Assassin's Creed® brand multiplayer before setting the bar even higher with Assassin's Creed® IV Black Flag®. Ubisoft Ancecy 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 Tom Clancy's The Division® and continues its involvement in the game, which has reached more than 40 million players worldwide. Simultaneously, the teams also worked on Tom Clancy's Ghost Recon® Wildlands in association with Ubisoft Paris.

As an invaluable partner studio, Ubisoft Ancecy led its own project with Steep®, in collaboration with Ubisoft Kiev, Ubisoft Belgrade, Ubisoft Montpellier, and Ubisoft Pune. The team worked in partnership with the International Olympic Committee on the extension Road to the Olympics, released in December 2017, and with the X GAMES organization for the latest DLC released in October 2018.

In 2019, Steep® reached a community of almost 15 million players and Ubisoft Ancecy continued its collaboration with Massive Entertainment to release Tom Clancy's The Division® 2. 2020 was a big year for the studio with the announcement of its second original creation Riders Republic®: from snow-capped mountains to barren canyons, players will be able to freely explore a huge open world inspired by the famous American national parks. Riders Republic® features a mix of outdoor sports and action, including mass races with up to 50 players on next-generation consoles, as well as a wide variety of activities and tricks. This massive multiplayer playground will be available to all in 2021.

# UBISOFT BARCELONA

Founded in 1998, Ubisoft Barcelona has worked on a wide range of games, from racing games to platformers. With its diverse expertise and innovative spirit, the studio has also generated a culture of collaboration by working with other Ubisoft studios around the world. Since 2017, Ubisoft Barcelona has been steadily growing its talent pool, increasing the number of talents from 40 to over 180 by 2022.

Ubisoft Barcelona is actively developing live content for Tom Clancy's Rainbow Six® Siege as well as working on the development of Beyond Good and Evil™ 2 and another unannounced AAA title. Recently, Ubisoft Barcelona has stood out for its development work on Assassin's Creed® 3 Remastered and Assassin's Creed® Valhalla. The studio also worked on Hyper Scape™ and Tom Clancy's The Division® 2.

## 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, as well as Hungry Dragon™, a fast-paced action-arcade game coming from the Hungry franchise. Ubisoft Barcelona Mobile is currently focusing its efforts on operating and creating further content for its live games, including the long-lived Hungry Shark® Evolution, a game that has surpassed 100 million downloads, in addition to other unannounced ground-breaking projects.

# UBISOFT BELGRADE

Ubisoft Belgrade was established in 2016 and focuses on strengthening Ubisoft's presence on multiple platforms. Back then, their team consisted of about 10 programmers. With time, the studio grew and so did their expertise. Even though their primary focus was PC at the beginning, they very quickly started working on the console versions of our games. They are also porting numerous Ubisoft titles to the Google Stadia Platform.

The studio has contributed to multiple AAA titles, including Tom Clancy's Ghost Recon® Wildlands & Breakpoint, Steep®, The Crew® 2, Tom Clancy's Rainbow® Six, Riders Republic™ and Skull & Bones™.

The studio is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

# UBISOFT BERLIN

Ubisoft Berlin opened in early 2018 with a focus on co-development of big Ubisoft brands, and is currently working in collaboration with Ubisoft Toronto (Lead Studio) on Far Cry® 6 and Ubisoft Singapore (Lead Studio) on Skull & Bones™. 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 Ubisoft Blue Byte 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 game with cross-play on mobile devices and all available platforms. Brawlhalla has over 65 million players and is currently the most played fighting game on Steam. Over \$1 million has been awarded in officially supported Brawlhalla esports.



# 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 300 professionals from 16 nationalities. The Ubisoft Bordeaux studio is now working hand in hand with other Ubisoft studios on last Assassin's Creed® Valhalla and its first expansion in Ireland "Wrath of the Druids", Beyond Good and Evil™ 2, Rainbow Six® Extraction. The studio also created a local group of technology experts to join Harbour and Harbour Stream, two teams working on Ubisoft online services to provide high quality connected experiences to millions of players around the world. As of recently, the studio has been working on smaller innovative projects as it welcomed a Mobile Team and a R&D Team who is coordinate, for the French Studios, research initiatives with academic partners.

# UBISOFT BUCHAREST

Ubisoft Bucharest is an important pillar of the gaming industry in Romania, being one of the first companies of this kind, since 1992. Having a strong history of successful titles like *Silent Hunter*®, *Blazing Angels*® or Tom Clancy's *H.A.W.X.*®, the studio has migrated to co-development and left its mark on blockbusters like *Just Dance*®, *Assassin's Creed*®, Tom Clancy's *Ghost Recon*® and *Watch Dogs*®.





# UBISOFT CHENGDU

Established in 2008, Ubisoft Chengdu is one of the key game studios in western China, with a full-fledged production center of over 420 talents contributing to Ubisoft's line-up. The studio has a strong track record of co-development on Ubisoft's biggest brands such as Assassin's Creed®, Skull and Bones™, For Honor® and Immortals Fenyx Rising®, as well as having recently shipped its own DLC: Immortals Fenyx Rising: Myths of The Eastern Realm. Furthermore, the studio is developing on casual games such as Rabbids party game and bringing hit titles to Switch.

Meanwhile, Chengdu Studio's Technology teams are pioneers in cutting-edge technology, driving Ubisoft's "Games As A Service (GAAS)" ethos, and developing products that empower production teams in data-driven decisions and processes.



# UBISOFT DA NANG

Located in Da Nang, Vietnam – a hotbed for tech and culture, the studio opened in 2020 is burgeoning with the same energy and diverseness as the flourishing metropolis.

The studio dedicated to develop “instant games” powered by H5 technology has already shipped 6 titles available on the Ubisoft dedicated platform Ubisoft Nano. Based on Ubisoft IPs, players can join a Shark battle royale with Hungry Shark® Arena, a crazy run with Rabbids® Wild Race or even participate to a speed challenge with TrackMania® Blitz. Find them all on <https://nano.ubisoft.com/>

Ubisoft Da Nang is continuing to expand its multicultural team and keeps operating its live games while working on other unannounced projects. Stay tuned for more info!



# UBISOFT DÜSSELDÖRF

Ubisoft Düsseldorf is home to several teams dedicated to deliver AAA excellence and innovation across a wide portfolio of games and technologies. The studio is leading the development of beloved Ubisoft games like The Settlers® and the innovative VR escape room experience Prince of Persia: The Dagger of Time. As renowned co-developers within the Ubisoft group, Ubisoft Düsseldorf contributes to high profile projects such as Tom Clancy's Rainbow Six® Siege, Assassin's Creed® VR for the Oculus Platform and Ubisoft Connect. Ubisoft Düsseldorf is part of the Ubisoft Blue Byte studio network.



# FUTURE GAMES OF LONDON

Opened in 2009 and acquired by Ubisoft in October 2013, Future Games of London (FGOL) is a leading European smartphone and tablet game development studio. Since opening the studio has achieved over 800 million direct-to-consumer downloads on mobile app stores across platforms, as well as Switch, PlayStation and Xbox consoles. Ubisoft FGOL develops and publishes original games for a worldwide audience, most notably the Hungry Shark® series which celebrated its 10<sup>th</sup> anniversary in 2020. The games in this series have topped the charts in over 100 countries. Overall, the Hungry Shark® brand has achieved over 800 million direct-to-consumer downloads on mobile app stores across platforms, as well as Switch, PlayStation and Xbox consoles. The latest title in the series, Hungry Shark® World, achieved 10M downloads in the week following worldwide release and has amassed 190M more downloads since then. In the summer of 2018, the studio brought Hungry Shark® to the current generation of consoles, allowing players to go underwater from their living room. In 2019 the ever expanding Hungry Shark® brand took the dive into children's literature with a range of books, and there's plenty more exciting licensing and brand projects to look out for on the horizon.

Future Games of London keeps operating and creating further content for its live games while working on other unannounced forward-thinking 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 120-person team, Green Panda Games has launched more than 55 games since its creation, downloaded by some 243 million players worldwide. Many of its games have been instant hits, such as Bee Factory, Sushi Bar, Terrarium and more recently Mining Inc. Green Panda Games has 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 located in the heart of downtown, overlooking the scenic Halifax Waterfront. The studio began its journey with Ubisoft in 2015 and has since grown to over 70 employees with a focus on diversity and expertise, and taste for experimentation.

The studio is Ubisoft's first Canadian studio to specialize in mobile free-to-play games, mixing Ubisoft's expertise on major franchises with an approach to wider and casual audiences. Ubisoft Halifax is currently working on Assassin's Creed® Rebellion, a unique spin on the popular franchise and the first appearance of everyone's favourite characters on mobile. Halifax is also a solid co-dev studio inside of the Ubisoft ecosystem, participating on many of the most exciting future mobile projects in the company; as well as working on exciting unannounced projects of its own.

The studio also takes part in many local initiatives to grow the community of game developers in Atlantic Canada, as well as make the industry more inclusive and diverse.

# UBISOFT IVORY TOWER

Created in 2007 by seasoned veterans from the gaming industry, the Lyon-based studio Ubisoft Ivory Tower has been committed to designing ambitious new driving experiences that have quickly earned international renown.

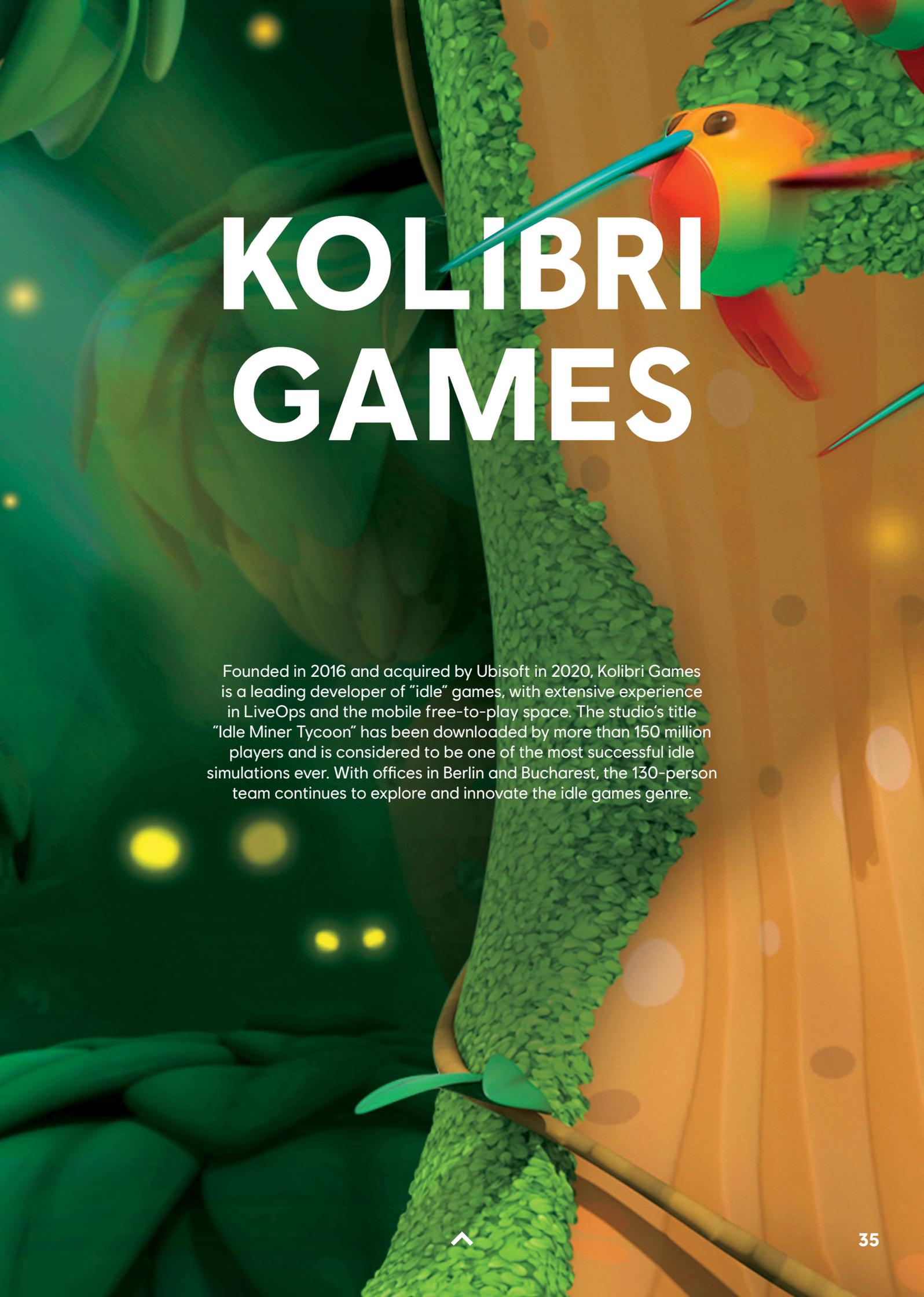
With an innovative and unconventional vision, the studio revolutionized the driving genre with The Crew®, a franchise created in 2014. The Crew license offers a unique action-driving experience, in lively open worlds shared by players, and constantly evolving over time through regular live updates.

This commitment to long-term support has allowed the studio to build a vibrant community of dozens of millions of players worldwide.

# KETCHAPP

Created in 2014, 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 1.8 billion downloads to date. The team at Ketchapp supports its live games and engages a strong community of players while working to bring on a regular basis new titles to the market.





# KOLIBRI GAMES

Founded in 2016 and acquired by Ubisoft in 2020, Kolibri Games is a leading developer of "idle" games, with extensive experience in LiveOps and the mobile free-to-play space. The studio's title "Idle Miner Tycoon" has been downloaded by more than 150 million players and is considered to be one of the most successful idle simulations ever. With offices in Berlin and Bucharest, the 130-person team continues to explore and innovate the idle games genre.



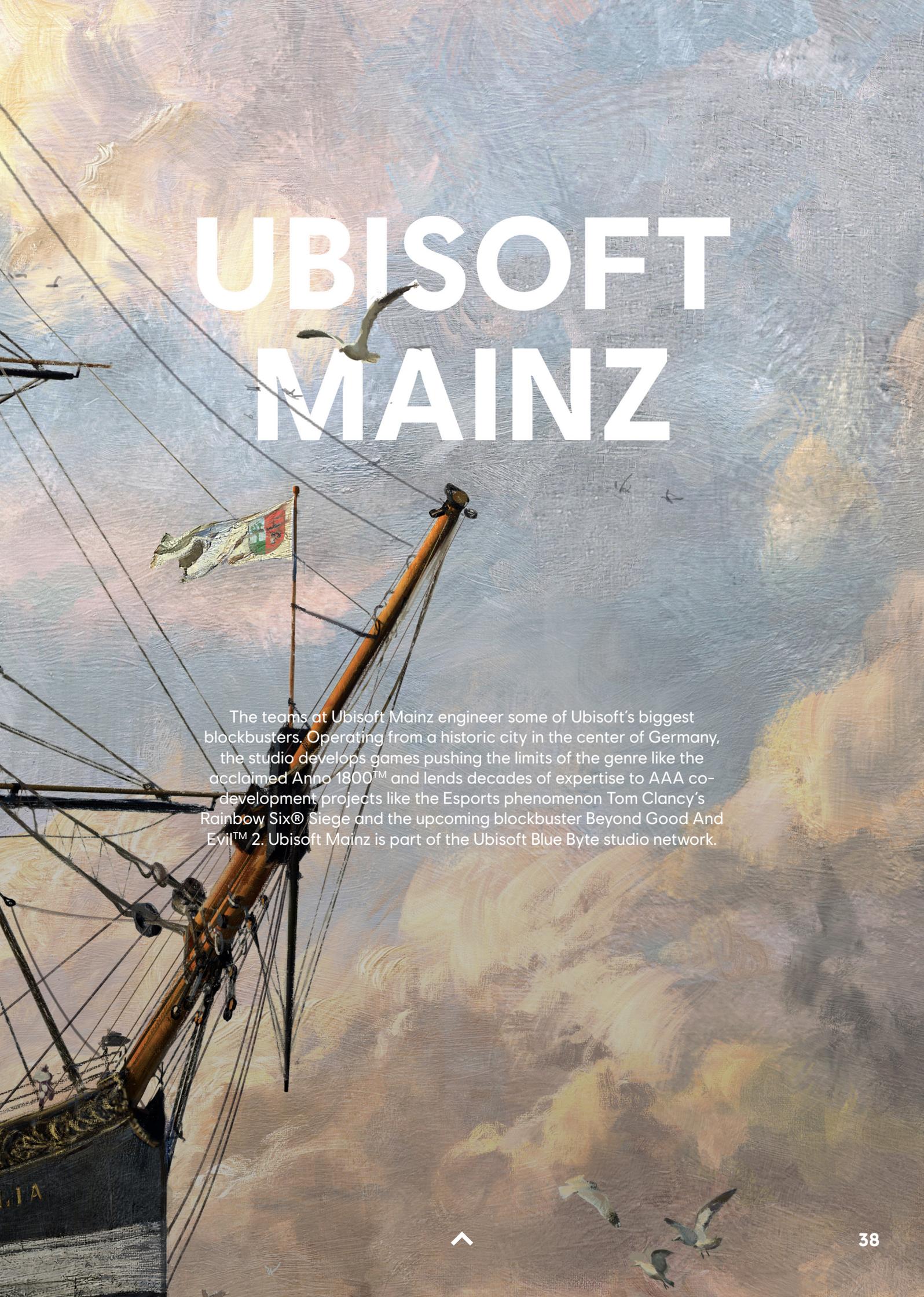
# UBISOFT KYIV

Ubisoft Kyiv 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 including mobile. 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. Currently Ubisoft Kyiv collaborates on Assassin's Creed® Valhalla, Watch Dogs® Legion, Rainbow Six® Siege, Immortals Fenix Rising®, Hyperscape®, Riders Republic®, Anno 1800® and Far Cry® 6.

# UBISOFT LEAMINGTON

Ubisoft Leamington is a AAA game development studio based in Royal Leamington Spa in the UK. Ubisoft Leamington joined the Ubisoft family in January 2017 and has since contributed to a variety of award-winning Ubisoft titles. With an ever-growing team of more than 100 developers, the studio plays host to a close-knit family culture of exceptional talent and world-class co-development expertise.

Ubisoft Leamington has recently worked in close collaboration with an assortment of Ubisoft Studios on a range of AAA games, including most recently The Division® 2, Starlink Battle for Atlas® and other unannounced AAA projects.

The background is a detailed oil painting of a ship's mast and rigging on the left side, extending towards the center. The sky is filled with soft, textured brushstrokes in shades of blue, yellow, and white, suggesting a bright, hazy day. Several seagulls are depicted in flight, scattered across the sky. The overall style is classical and atmospheric.

# UBISOFT MAINZ

The teams at Ubisoft Mainz engineer some of Ubisoft's biggest blockbusters. Operating from a historic city in the center of Germany, the studio develops games pushing the limits of the genre like the acclaimed Anno 1800™ and lends decades of expertise to AAA co-development projects like the Esports phenomenon Tom Clancy's Rainbow Six® Siege and the upcoming blockbuster Beyond Good And Evil™ 2. Ubisoft Mainz is part of the Ubisoft Blue Byte studio network.



# MASSIVE ENTERTAINMENT

Founded in 1997 and part of the Ubisoft family since 2008, Massive Entertainment is a world leading game studio based in Malmö, Sweden.

In 2016, the passionate and creative team at Massive brought the record-breaking new IP Tom Clancy's The Division® to players around the world. The game quickly became the fastest selling game in Ubisoft history. With a solid background in crafting strong technical franchises such as Ground Control and World in Conflict, the studio has also previously collaborated with Ubisoft Montreal on Assassin's Creed® Revelations and played a major role in Far Cry® 3.

With the release of Tom Clancy's The Division® 2 in 2019, powered by the studio's proprietary game engine Snowdrop, Massive continues to push the limits for what is technologically possible. Massive is also the home base of Ubisoft Connect, Ubisoft's digital ecosystem and distribution platform.

Most recently, Massive is leading the development of a new cutting-edge game set on the beautiful and dangerous moon from James Cameron's prominent Avatar™ film franchise, and early 2021, it was announced that Massive will collaborate with Disney and Lucasfilm Games on a new story-driven open-world video game set in the beloved Star Wars™ galaxy.

The studio's goal has always been - and still is - to craft the finest gaming experiences for all players.



# UBISOFT MILAN

In more than 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 work on the Tom Clancy's Ghost Recon® IP, contributing to both Ghost Recon® Wildlands and Ghost Recon® Breakpoint.

But it is with Mario + Rabbids® Kingdom Battle, a Nintendo Switch™ exclusive turn-based combat adventure, that the studio unleashed all its creativity, reaching a true global success, boosted a year later by the Donkey Kong Adventure DLC.

Ubisoft Milan is now back at work with Mario, his friends and the Rabbids, that will team up once more, this time to save the galaxy in Mario + Rabbids® Sparks of Hope.



# UBISOFT MONTPELLIER

Among the first three studios founded at Ubisoft, the Montpellier studio opened in 1994 as a graphics studio and then merged with Tiwak Studio. The studio developed the critically acclaimed *Beyond Good and Evil™* and the lauded *Rayman® Origins*.

Ubisoft Montpellier has notably brought its technical and creative expertise to projects such as Tom Clancy's *Ghost Recon® Advanced Warfighter*, *Rabbids® Go Home*, *Michael Jackson: The Experience*, *The Adventures of Tintin: The Secret of the Unicorn*, as well as *From Dust®*.

The studio continued its rise with the release of *ZombiU™* for the launch of the Wii U console. In 2013, Ubisoft Montpellier released a new opus in the beloved *Rayman* series, *Rayman® Legends*, to the delight of its fans. Using the UbiArt Framework game engine, developed in-house at Ubisoft Montpellier, the studio released *Valiant Hearts: the Great War®* in 2014, winning the award for Best Original Property at 2015's BAFTA Game Awards.

After successful collaborations with Ubisoft Montreal on *Assassin's Creed® Unity*, then with Ubisoft Quebec on *Assassin's Creed® Syndicate* and Ubisoft Paris on Tom Clancy's *Ghost Recon® Wildlands* and *Breakpoint*, the Studio is now focusing on the eagerly awaited *Beyond Good and Evil™ 2*.

# UBISOFT MONTREAL

With more than 4,000 employees, Ubisoft Montreal is the company's largest studio and the largest video game production studio in the world. Its teams have developed more than a hundred games and work on live operations for some of Ubisoft's biggest titles and franchises, including Assassin's Creed®, Tom Clancy's Rainbow Six® Siege, Far Cry®, Watch Dogs® and For Honor®.



# UBISOFT MUMBAI!

Ubisoft Mumbai was established in October 2018. Located in a dynamic city with a creative talent pool, the studio fits perfectly with the Ubisoft DNA. Ubisoft Mumbai has grown quickly and is currently working on exciting projects. The studio has a full-fledged AAA production team, focusing on co-development of AAA Ubisoft titles. Ubisoft Mumbai is striving towards building a gaming ecosystem in India by partnering with top schools and creating a strong network of creative talents in the country.

A vibrant, futuristic roller coaster track in shades of red and black, set against a sunset sky. The track curves and loops, with a cityscape visible in the distance. The overall aesthetic is high-tech and dynamic.

# UBISOFT NADEO

Founded in 2000 and acquired by Ubisoft in 2009, Ubisoft Nadeo is the creator of TrackMania®, the cult multiplayer car racing video game, and Shootmania®, the FPS for everyone. The studio has won acclaim for the quality of its innovative technology, which offers a thrilling online gaming experience, based on competitive game modes and players' creativity, on PC, and consoles and in virtual reality. Ubisoft Nadeo's games bring together more than 39 million players.



# UBISOFT ODESA

Ubisoft Odesa opened in March 2018, and has since grown fast, adding new areas of expertise to the studio with the opening of a Quality Control department in November 2019. Over the years the studio has become a strong player in the region. Ubisoft Odesa contributed to Tom Clancy's Ghost Recon® Breakpoint and Trials® Rising, and is now collaborating Immortals Fenyx Rising®, post-launch of Tom Clancy's Ghost Recon® Breakpoint, as well as Riders Republic®, Hyperscape® and Far Cry® 6.

# 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 2006, Ubisoft Owlent has developed a strong expertise in free-to-play games with Howrse®, the reference for equestrian simulation games. 15 years after the creation of the studio, Howrse® boasts more than 70 million subscribers worldwide and more than 100,000 active players every month.

Today, as an integral part of Ubisoft, Ubisoft Owlent keeps evolving by diversifying and specializing in the mobile market. As part of this strategy, Tom Clancy's Elite Squad™ was released last year and other large-scale projects are under development, allowing the teams to provide the best possible experiences for the players.



# 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 29 years. With more than 700 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 80 million copies. The studio portfolio extends over several generations of consoles and includes some of Ubisoft's most successful brands, from the acclaimed Tom Clancy's Ghost Recon® series to The Rabbids® and Watch Dogs®.

Today, the studio is working on many ambitious projects including Mario + Rabbids® Sparks of Hope, a collaboration with Ubisoft Milan on a new tactical adventure of cosmic scale designed exclusively for Nintendo Switch®, and Just Dance® 2022, the newest installment of the #1 Music Video Game Franchise of All Time, offering players over 40 new songs and universes to dance to. The studio is also focusing on the post-launch of Tom Clancy's Ghost Recon® Breakpoint, the latest episode of our open world military shooter franchise, on Beyond Good and Evil® 2 developed with Ubisoft Montpellier and on Skull & Bones® developed with Ubisoft Singapore.

## 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 in narrative, gameplay and artistic direction. The studio developed the standalone Assassin's Creed® Pirates, and City Of Love: Paris™, a twisting adventure mixing romance and old mysteries, both titles have been Editor Choice awarded. With a focus on building arenas for welcoming countless player adventures, the studio recently released "The Mighty Quest For Epic Loot®", a colorful and thrilling Action-RPG with almost 10M downloads; and Might & Magic®: Chess Royale, the first Auto-battler and Battle Royale cross platform on the market. The studio is currently working on other unannounced projects.



# UBISOFT PHILIPPINES

In 2016, Ubisoft Philippines opened as the first and only AAA game development studio in the country. Since then, the studio has grown to 150 professionals, co-developing the following flagship franchises: Far Cry 6®, Assassin's Creed® Valhalla, Assassin's Creed® Odyssey, Assassin's Creed® Origins, Assassin's Creed® III Remaster, Assassin's Creed® Liberation on Nintendo Switch; Skull & Bones™, For Honor®, and The Crew® 2.

Through partnerships with academic institutions and active involvement in community events, Ubisoft Philippines continues to grow the game development industry in South East Asia.



# UBISOFT PUNE

2021 marks the 13<sup>th</sup> year of Ubisoft's presence in India. Ubisoft Pune is one of the most creative and largest video game studios in India. With a team of 1200+ 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 studio includes the latest technology and innovation in its processes to foster the quality of its games. 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 Ubisoft titles. Ubisoft Pune takes pride in its diverse workforce and is committed to enriching players' lives.



# UBISOFT QUEBEC

With a team of more than 500 creative, passionate and innovative talents, Ubisoft Québec continues to grow and expand. Founded in 2005, the Quebec City studio has carved out a place for itself among the leaders in the video game industry. Involved in several of Ubisoft's flagship franchises, it has acquired solid expertise, positioning it in the development of major AAA games. Involved in the Assassin's Creed® franchise since 2010, the Quebec City team assumed leadership of Assassin's Creed® Odyssey, which was acclaimed by critics. Most recently, the team completed the development of a brand new game experience, Immortals Fenyx Rising®.

# UBISOFT REDLYNX

Ubisoft RedLynx is a multiplatform game development studio based in Helsinki, Finland. It employs 150+ experienced professionals of 20+ nationalities. The studio has a strong track record of developing well-received games across consoles, mobile and PC. RedLynx is best known for the popular, award-winning racing series Trials®. The action-packed South Park™: Phone Destroyer™ is the studio's latest mobile release.

RedLynx also contributes to major AAA games in collaboration with other Ubisoft studios. In 2020, it delivered the Google Stadia release of Tom Clancy's The Division® 2. Currently, the RedLynx team is working on exciting unannounced projects, including AAA titles, as well as focusing its efforts on creating additional content for its live games and strengthening player engagement.



# RED STORM ENTERTAINMENT

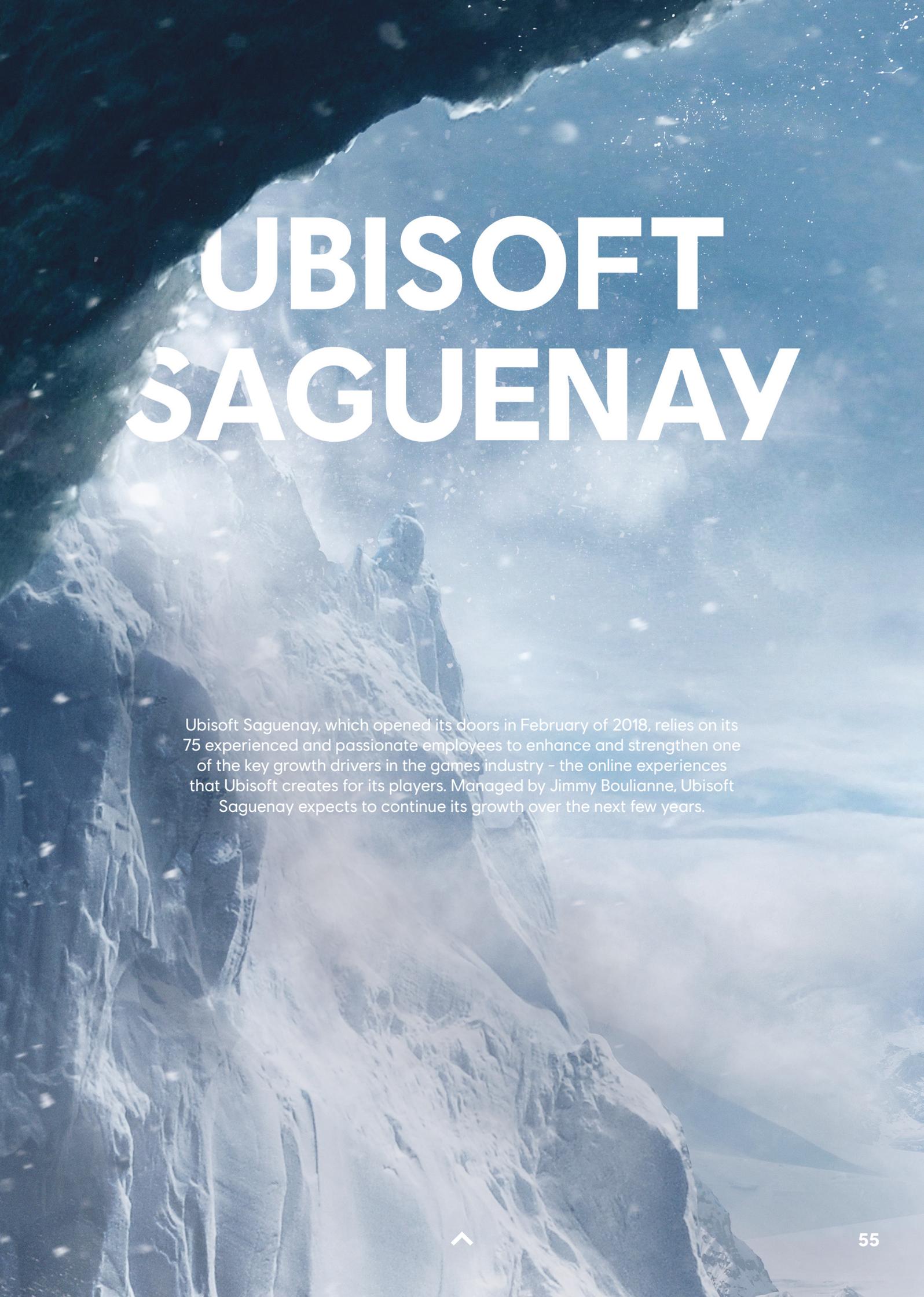
Founded in 1996 by novelist Tom Clancy, managing director Steve Reid and seventeen developers, North Carolina-based Red Storm Entertainment became a member of the Ubisoft family in 2000. With the release of the award-winning Tom Clancy's Rainbow Six® in 1998, Red Storm defined the tactical shooter genre 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 since, the studio has contributed to the development of notable games for Ubisoft brands such as Rocksmith®, Far Cry®, and the best-selling IP Tom Clancy's The Division®. Most recently, Red Storm contributed to Tom Clancy's The Division® 2, the Mythic Quest TV series on Apple TV+, and is now working to build Ubisoft's AAA VR future with Assassin's Creed.



# UBISOFT REFLECTIONS

Ubisoft Reflections is a AAA game development studio based in Newcastle Upon Tyne in the UK. Boasting a 37-year legacy and more than 250 experienced developers, the studio has contributed to the creation of some of the industry's most acclaimed AAA games, including Tom Clancy's The Division®, The Division® 2, Far Cry® 5, Assassin's Creed® Syndicate, Ghost Recon® Wildlands, Watch Dogs®, Watch Dogs® 2, Watch Dogs®: Legion, The Settlers®, Starlink®: Battle for Atlas® and The Crew®.

The studio has also nurtured several award winning and ground-breaking in-house projects, such as Grow Up, Grow Home®, Ode and Atomega™.



# UBISOFT SAGUENAY

Ubisoft Saguenay, which opened its doors in February of 2018, relies on its 75 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 continue its growth over the next few years.

# UBISOFT SAN FRANCISCO

Home to the North American Ubisoft headquarters since 1996, Ubisoft San Francisco opened its development studio in 2009 and since developed *Rocksmith®* and *Rocksmith® 2014*, to teach millions of people how to play guitar and bass. 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. The studio is currently working on *Rocksmith+*, a new music learning subscription service that will allow beginners and experts alike to learn and play a library of over 150,000 songs. In addition to *Rocksmith®+*, the studio is also working on another unannounced project.



# UBISOFT SHANGHAI

Ubisoft Shanghai studio opened its door in 1996 and has been working on major Ubisoft brands such as Just Dance®, Far Cry®, The Crew®, Assassin's Creed®, Might & Magic® and Tom Clancy's Splinter Cell®. 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 major Chinese publishers and developers. Thanks to this strategic situation, leveraging 25 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

Since opening its doors in 2008, Ubisoft Singapore has become the biggest AAA game development studio in Southeast Asia. The 500-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, Assassin's Creed® IV Black Flag® and most recently in Assassin's Creed® Valhalla. Its expertise in AAA and live operations, combined with a passion for naval gameplay, 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 AAA game dev studio. Throughout the years, it has released more than 19 titles, ranging from small casual to big open-world games, and covering a wide range of platforms & 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 eight years Ubisoft Sofia has been a key contributor to the Assassin's Creed® franchise, taking a significant part in the development of both Assassin's Creed® IV Black Flag® and Assassin's Creed® Origins, and also leading the creation of Assassin's Creed® Liberation, Assassin's Creed® Rogue, and the mythological expansion of Assassin's Creed Origins "The Curse of the Pharaohs". Following this success, Ubisoft Sofia contributed as a co-dev studio to the creation of Tom Clancy's The Division® 2, and led the production of its second episode "Pentagon, The Last Castle" in 2019. The latest achievement of the teams in Sofia is the release of Assassin's Creed® Valhalla.



# 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 opening in 2017, the studio continues to grow rapidly, becoming a hotbed for innovation in the growing Swedish games industry.



# UBISOFT TORONTO

Established in 2010, Ubisoft Toronto is a diverse team on a collective mission to create what is next in games. The Toronto team is leading *Far Cry® 6*, the next game in the award-winning series, where players plunge into a modern-day guerrilla revolution to tear down Anton Castillo, a twisted president brought to life by Giancarlo Esposito. Ubisoft Toronto is also lead studio on *Watch Dogs® Legion* where players recruit anyone they see in the open world to join their DedSec resistance to fight back against the emergence of an authoritarian regime in a fictional near-future London.

Ubisoft Toronto has contributed to the success of award-winning Ubisoft brands including: *Assassin's Creed®*, *Far Cry®*, *For Honor™*, Tom Clancy's *Splinter Cell®*, and *Watch Dogs®*. In 2018, Ubisoft Toronto created its first new IP, *Starlink: Battle for Atlas®*. The studio shipped its first lead production, Tom Clancy's *Splinter Cell® Blacklist™*, to critical acclaim in 2013.

# 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 studios to build even better, more immersive worlds across our major brands such as Far Cry®, Assassin's Creed®, Watch Dogs® and other unannounced projects. This vanguard studio is home to passionate innovators who create leading-edge technology in one of Canada's fastest-growing cities for game and tech development talent.



# 1492 STUDIO

1492 Studio was founded in 2014 and acquired by Ubisoft in 2018, the studio creates successful interactive stories in the visual novel genre to feed the *Is It Love?* series. With more than 60M downloads to date and all our universes and characters now in one and only application "*Is it Love?™ Stories*", the 1492 Studio games offer players the chance to travel to new dimensions, in worlds full of intrigues, suspense, and romance. The studio continuously creates new contents to feed our sagas and animates a strong community of fans while working on other unannounced projects.

# TOP MANAGEMENT

# TOP MANAGEMENT



## YVES GUILLEMOT

[Co-founder & CEO]

In 1986 Yves Guillemot and his four brothers founded Ubisoft convinced that video games were the future of entertainment. The Guillemot brothers understood early on that if they were to succeed, they would have to focus on creating original content and developing their own brands, while attracting and growing top in-house talents. For more than 30 years, Yves has led Ubisoft to continually greater heights in an industry in constant transformation. Under his wings, Ubisoft's passionate teams have been able to take advantage of regular tech disruptions to innovate and to engage players in new ways. Driven by the strong belief that video games can enrich people's lives, Yves' goal is to bring games to billions all over the world so that even more players can have fun, shine and express their individuality.



## ALAIN CORRE

[Executive Director, EMEA Territories]

Alain Corre has served as Executive Director for EMEA (Europe, Middle East, Asia-Pacific) territories since 2000. Alain received his business degree from the Paris "Ecole Supérieure de Gestion" business school and joined Ubisoft as a marketing trainee in 1987. He quickly became Marketing Assistant, Marketing Director for France, Sales Director for Europe and then Managing Director for France. As Executive Director for the EMEA zone, Alain drives business, publishing operations and business development in mature markets while also promoting Ubisoft's growing presence in developing markets. In an increasingly expansive and competitive market, Alain and his teams succeeded in making Ubisoft one of the leading independent publisher in Europe EMEA territories. Alain is a Board member of the Interactive Software Federation of Europe association.



## LAURENT DETOC

[President of Ubisoft, Americas]

Since joining Ubisoft in 1991, Laurent Detoc has never stopped pushing the boundaries to take Ubisoft games and services to more players around the world. With his strong leadership and pioneering spirit he successfully established Ubisoft's presence in Belgium and the Netherlands in 1993, and built a solid foundation that enabled the company to expand its footprint in Europe. His passion for the video game industry lies in the fast pace at which it evolves, one that perfectly reflects and matches his energetic mindset. This active mentality combined with his strong experience in Europe led him to San Francisco to solidify Ubisoft's business operations in North America. Bringing Ubisoft's global presence to new heights, Laurent was named President for the North, Central and South America territories in 1998. Under his leadership, Ubisoft became one of the most respected software publishers in the region, consistently ranked in the top five entertainment software publishers in the U.S. With his tenured experience, he's considered a true asset in today's gaming industry, and serves on the Board of Directors for the Entertainment Software Association.



## VIRGINIE HAAS

[Chief Studios Operating Officer]

Virginie Haas became Chief Studios Operating Officer and a member of Ubisoft's Executive Committee in September 2020. Her mission in this role is to empower Ubisoft's teams to create the best games possible by implementing the group's production strategy at the studio level and managing its projects and creative talents. After a distinguished career of more than 30 years in the technology sector, she brings to Ubisoft an expertise in the fundamental technological transformations driving the video game industry, such as cloud computing and digital services. She gained invaluable experience in the development and transformation of rapidly growing companies during her time spent in several management positions at IBM's global office and French subsidiary, before joining Shift Technology in 2016. As Chief Revenue Officer, she contributed to the success of the French scale-up company, a member of the Next 40, by developing the business in more than 25 countries. Virginie Haas has been a member of Ubisoft's Board of Directors since 2017.



## FRÉDÉRICK DUGUET

[Chief Financial Officer]

When Frédéric Duguet integrated Ubisoft back in 2009 as Chief Financial Planning Officer, it was not only an opportunity to join a group of creative minds, but also express his belief in the growth potential and forward thinking nature of the video games industry, and its position at the crossroads of creativity, innovation and technology.

Over the years, Frédéric's expertise and management skills have been instrumental in helping the company shift its business model and drive its digital transformation.

Today, serving as Chief Financial Officer, his deep knowledge of Ubisoft and its creative vision, as well as the gaming industry, are key assets in enabling the group to unlock all the necessary value creation levers that support its strategy for its current and future development.



## ANIKA GRANT

[Chief People Officer]

Anika Grant joined Ubisoft as Chief People Officer and member of the Executive Committee in April 2021. Anika is focused on implementing innovative and best-in-class strategies to attract, develop and engage the best talents, as well as contributing to improve the organizational performance of Ubisoft. Anika brings exceptional knowledge of international HR management in tech and high-growth industries to Ubisoft, enabling the Group to leverage a strong workplace structure anchored in respect and wellbeing where all individuals can thrive, learn and grow. Before joining Ubisoft, she was Global HR Director at Dyson, prior to which she held the position of Senior Director HR at Uber, where she was accountable for building significant parts of the HR team in international markets during a period of hyper-growth. A major focus during her time at Uber was to instigate and lead real change across significant parts of the business, including culture, leadership accountability and HR practices. Before joining Uber, Anika spent almost 20 years at Accenture, starting her career as a consultant, before transitioning into HR and eventually moving to Singapore as the APAC HR Director. Anika is currently a Board Advisor at Ecosystem, a digital technology research and advisory firm, and AwanTunai, an Indonesian Fintech enabling financial inclusion. Anika is an Australian citizen and graduated from UNSW Australia with a BSc (Business Information Technology).



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