



CREATIVITY AT THE CORE UBISOFT STUDIOS

With the **second largest in-house development staff in the world**, Ubisoft employs around **8 000 team members dedicated to video games development in 29 studios** around the world. Ubisoft attracts the best and brightest from all continents because talent, creativity & innovation are at its core.

UBISOFT WORLDWIDE STUDIOS OPENING/ACQUISITION TIMELINE

Ubisoft Paris, France – Opened in **1992**
Ubisoft Bucharest, Romania – Opened in **1992**
Ubisoft Montpellier, France – Opened in **1994**
Ubisoft Annecy, France – Opened in **1996**
Ubisoft Shanghai, China – Opened in **1996**
Ubisoft Montreal, Canada – Opened in **1997**
Ubisoft Barcelona, Spain – Opened in **1998**
Ubisoft Milan, Italy – Opened in **1998**
Red Storm Entertainment, NC, USA – Acquired in **2000**
Blue Byte, Germany – Acquired in **2001**
Ubisoft Quebec, Canada – Opened in **2005**
Ubisoft Sofia, Bulgaria – Opened in **2006**
Reflections, United Kingdom – Acquired in **2006**
Ubisoft Osaka, Japan – Acquired in **2008**
Ubisoft Chengdu, China – Opened in **2008**
Ubisoft Singapore – Opened in **2008**
Ubisoft Pune, India – Acquired in **2008**
Ubisoft Kiev, Ukraine – Opened in **2008**
Massive, Sweden – Acquired in **2008**
Ubisoft Toronto, Canada – Opened in **2009**
Nadeo, France – Acquired in **2009**
Ubisoft San Francisco, USA – Opened in **2009**
Owliont, France – Acquired in **2011**
RedLynx, Finland – Acquired in **2011**
Ubisoft Abu Dhabi, U.A.E – Opened in **2011**
Future Games of London, UK – Acquired in **2013**
Ubisoft Halifax, Canada – Acquired in **2015**
Ivory Tower, France – Acquired in **2015**
Ubisoft Philippines – Opened in **2016**



UBISOFT PARIS

Established in 1992, Ubisoft's pioneer in-house studio is responsible for the creation of some of the most iconic Ubisoft brands such as the blockbuster franchise Rayman® as well as the worldwide Just Dance® phenomenon that has sold over 55 million copies. The studio portfolio extends over several generations of consoles and includes both mainstream and hard-core titles from the Rabbids®, Red Steel® and the acclaimed Tom Clancy's Ghost Recon® series. The studio recently released Just Dance® 2016, and collaborated on the development of Watch Dogs®. The teams are now concentrating on several projects: the newly announced mobile card game Rabbids Heroes®, Just Dance® 2017, but also Tom Clancy's Ghost Recon® Wildlands, the first military shooter taking place in a massive systemic open world, and the highly anticipated Watch Dogs® 2 in collaboration with Ubisoft Montréal – along with other unannounced projects.

UBISOFT PARIS (MOBILE)

Opened in 2013, the Paris mobile studio is a powerhouse of talent and expertise working on mobile titles with high production values. The team leverages new technologies and his internal engine to create memorable gaming experiences on smartphones and tablets. The studio has developed (in collaboration with Ubisoft teams based in Craiova, Romania) the standalone Assassin's Creed® Pirates for smartphones and tablets. The title was featured as Editors' Choice on the App Store at launch and generated more than 20 million of download since then. More recently, the studio partnered with the Peyo studio on Smurfs®: Epic Run, the first runner ever developed for this franchise on mobile, building a rich and original gameplay while staying true to the brand's DNA. The studio keeps focusing its efforts on operating and creating further content for both games in addition to working on other unannounced projects.

UBISOFT BUCHAREST

The Romanian adventure began in 1992 when the group established its first studio outside of France. Having begun life as a small team of four programmers and two graphic artists responsible for porting Ubisoft's console games onto PC, the studio has grown over time and also includes a team based in Craiova focused on mobile development. With a track record in co-productions with other Ubisoft studios on major titles, the team at Bucharest has collaborated on Ghost Recon Future Soldier®, the Just Dance® brand, as well as the multiplayer experience of the Assassin's Creed® franchise. In 2014, the team collaborated with Ubisoft Sofia to deliver Assassin's Creed® Rogue. Among other unannounced projects, Ubisoft Bucharest is now working with Ubisoft Paris on Tom Clancy's Ghost Recon® Wildlands and Ubisoft Kiev on the PC version of Watch Dogs® 2.

UBISOFT MONTPELLIER

Initially founded in 1994 as a graphics department, the Montpellier team is responsible for the creation of critically acclaimed titles such as Beyond Good and Evil® and Rayman® Origins. Since opening its doors the studio has continued to grow both organically and by merging with Tiwak, which brought its technical and creative prowess to projects like Tom Clancy's Ghost Recon Advanced Warfighter®. Following the launch of 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 revealed a new opus of its beloved Rayman series and pleased both critics and fans with the release of Rayman® Legends. Using in-house developed UbiArt Framework engine, the team released award-winning Valiant Heart: the Great War™ in 2014. After successful collaborations with Ubisoft Montreal on Assassin's Creed® Unity then Ubisoft Quebec on Assassin's Creed® Syndicate, the studio is now focusing on the development of another AAA brand with the upcoming Ghost Recon® Wildlands, along with the first open world action sports game STEEP and other exciting unannounced projects.

UBISOFT ANNECY

Ubisoft Ancey studio was established in 1996, with one of the team's first projects being Rayman 2 The Great Escape® for PS2. Having developed significant online and multiplayer expertise, notably on the Splinter Cell® franchise, the studio was trusted with developing the online and multiplayer experience of The Assassin's Creed® brand before setting the bar even higher on Assassin's Creed® IV Black Flag™. The studio collaborated on Assassin's Creed® Unity and Assassin's Creed® Syndicate while contributing to the shipping of The Crew®. More recently the team worked with Massive studio on record-breaking new IP Tom Clancy's The Division™ and continues its involvement on the brand, contributing to the post-launch of the game. Simultaneously, the teams are working on Tom Clancy's Ghost Recon® Wildlands. For the first time, Ubisoft Ancey is also leading its own project with STEEP, in collaboration with Ubisoft Kiev and Ubisoft Montpellier. Born in the mountains of the French Alps and created by a team of passionate riders, STEEP will be the first open world action sports game.



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 HD and mobile games. Its dynamic and passionate teams are collaborating on the series of key brands such as Tom Clancy's Splinter Cell® and Far Cry®. The studio is committed to delivering high-quality content and has been contributing to the recent launches of The Crew® Wild Run and Far Cry® Primal. 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 Ubisoft franchises, including the Assassin's Creed® brand, its recent contribution including Tom Clancy's The Division™ along with other upcoming games such as Tom Clancy: Ghost Recon® Wildlands and For Honor™. On top of that, Ubisoft Shanghai is working on F2P titles for mobile, while bringing the Just Dance brand to new grounds with the release of an exclusive transmedia experience designed for the Chinese market.

UBISOFT MONTREAL

Established in 1997, Ubisoft Montreal has grown into the largest Ubisoft studio and largest video game production studio worldwide. It is responsible for the development of many of Ubisoft's blockbuster brands including Far Cry®, Tom Clancy's Rainbow Six®, Assassin's Creed®, and Watch Dogs®. Ubisoft Montreal was named the 2014 Studio of the Year at the prestigious Golden Joystick Awards presented in London, UK. This year at E3, the studio is returning with new exclusive content on For Honor™ as well as the ground breaking virtual reality game Eagle Flight™. Also among this year's announcements, the unveiling of the already highly anticipated Watch Dogs® 2 game.

HYBRIDE TECHNOLOGIES

Hybride Technologies, a division of Ubisoft, is a Quebec-based company that specializes in delivering state-of-the-art visual effects for the film and television industry worldwide. Its team of CGI artists, animators, compositors, motion graphics designers, set extension artists, integrators, editors and supervisors are all united by the same goal: to create a parallel world where the visual effects are so spectacular they stay with you, or so seamless you can't even tell they're not real. Over the past 25 years, the studio has earned the respect of some of the world's most exciting directors and has contributed to some of the biggest grossing films of our time, including Sin City, 300, Avatar, The Hunger Games, Pacific Rim and, more recently, Jurassic World and Star Wars: The Force Awakens.

UBISOFT BARCELONA

Ubisoft's Barcelona studio is composed of two distinct sites, one focusing on console games and the other on mobile activity.

Established in 1998, the team at Ubisoft Barcelona began working on racing games before moving into the casual genre. With Your Shape®, the team developed an internal "Motion Tracking" technology for Wii. Building on its expertise in motion-control titles, the studio started sharing its technology internally while taking on multi-site collaborations with other Ubisoft studios, supporting renowned franchises such as Tom Clancy's Ghost Recon®, Just Dance®, Rabbids®, and Assassin's Creed®. The team is now working on the upcoming season of the acclaimed first-person shooter Tom Clancy's Rainbow Six® Siege. Ubisoft Barcelona is continuously innovating and seeking new ways to develop content that will enrich players' lives. The studio is currently investigating opportunities in Virtual Reality, researching how it could lead to true, rich and immersive experiences. In this context, the team recently worked with Red Storm Entertainment, a Ubisoft studio, on Werewolves Within™, a social multiplayer VR experience introduced at GDC 2016.

The team is continuing this collaboration with Star Trek™ Bridge Crew a videogame specifically developed for VR where, for the first time, fans of the legendary franchise will be able to join the crew of a Federation starship with their friends.

UBISOFT BARCELONA (MOBILE)

Formerly known as Digital Chocolate Microjocs Studio, the 55-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. It has released many successful titles such as Galaxy Life® played by 50M+ gamers to date. In 2016, the studio brought its technical and creative skills to SandStorm: Pirate Wars®, a post-apocalyptic Action-Adventure RPG where players can pursue each other in frantic real-time battles. The teams are currently working on other unannounced projects.



UBISOFT MILAN

Ubisoft Milan was created in 1998, developing games for handheld consoles such as Rayman® for Nintendo Game Boy Color and Lara Croft Tomb Raider™: The Prophecy for Game Boy Advance. Over the years, the know-how of the Italian team has contributed to the creation of acclaimed titles such as Beyond Good & Evil®, Tom Clancy's Splinter Cell® Chaos Theory and Tom Clancy's Rainbow Six®: Athena Sword. The studio then moved onto producing motion-control titles, such as MotionSports™ for Kinect, in collaboration with Ubisoft Barcelona, and Raving Rabbids®: Alive and Kicking in collaboration with Ubisoft Paris. They also contributed to the highly successful Just Dance® series, working on four installments of the franchise, the latest being Just Dance® 2015. Simultaneously, the studio has been involved in the Assassin's Creed® series, applying its skills to Assassin's Creed® III Liberation, Assassin's Creed® IV Black Flag and, more recently, Assassin's Creed® Rogue. Ubisoft Milan is currently working with Ubisoft Paris and Reflections, a Ubisoft studio, on the open world and systemic military shooter Tom Clancy's Ghost Recon® Wildlands, while being hard at work on other unannounced projects.

RED STORM ENTERTAINMENT

Founded in 1996 by novelist Tom Clancy, current managing director Steve Reid and thirteen 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 many notable Ubisoft brands and more recently to industry best-selling new IP Tom Clancy's The Division™. Red Storm is now bringing almost 20 years of multiplayer experience to Virtual Reality, exploring new social gaming opportunities. In 2016, the studio announced Werewolves Within™, an around-the-campfire game of social deduction, before revealing at E3 its first AAA VR game, Star Trek™ Bridge Crew. For the first time, fans of the legendary franchise will be able to join the crew of a Federation starship with their friends.

BLUE BYTE

Blue Byte has a long history of developing AAA PC games such as the ever-popular build-up strategy series The Settlers® which debuted in 1993 and ANNO® for which the studio began overseeing the production in 2007. Blue Byte opened its doors in 1988 and was acquired by Ubisoft in 2001. Since then Blue Byte has been located in the city of Düsseldorf, Germany and expanded in 2014 with the acquisition of a new branch in Mainz. Recent projects include Anno 2205™ which brought the acclaimed city-builder series into space and Champions of Anteria™, a new Real-Time-Strategy experience to be released summer 2016. Blue Byte also created and now operates browser-based and mobile games, like The Settlers® Online and Assassin's Creed® Identity. More unannounced projects are currently in development. In 2016 Blue Byte is celebrating 15 years of being part of the Ubisoft family.

UBISOFT QUEBEC

Founded in 2005, Ubisoft Quebec's teams are united with the goal of creating outstanding worlds. The studio will grow to be over 400-strong by the end of 2016. Involved in several key Ubisoft franchises such as Might&Magic®, Prince of Persia®, Watch Dogs® and Rainbow Six® the studio has developed cutting-edge expertise in game development. Involved on the Assassin's Creed® brand since 2010, the team successfully took leadership of the last installment of the franchise with the release of Assassin's Creed® Syndicate. In addition to other unannounced projects, Ubisoft Quebec is now bringing its expertise to the development of For Honor™, working closely with Ubisoft Montreal on the new IP.

UBISOFT SOFIA

Established in 2006, Ubisoft Sofia has developed a rich portfolio, ranging from casual to adventure games, and covering a wide range of platforms and technologies: Tom Clancy's Ghost Recon® Shadow Wars 3DS, Prince of Persia® Trilogy HD PS3, Imagine® Fashion Designer 3DS, Prince of Persia® Classics PSN, Chessmaster® The Art of Learning DS & PSP and many more. The studio's achievements also include the successful development of Assassin's Creed® III Liberation for the PlayStation Vita and Assassin's Creed® Liberation HD for PSN, Xbox Live and PC, as well as collaboration (alongside Ubisoft Montreal and five other studios) on Assassin's Creed® IV Black Flag™. After successfully launching Assassin's Creed® Rogue (PS3, Xbox 360) as lead studio, Ubisoft Sofia is now working on new exciting unannounced projects.



REFLECTIONS

Founded in 1984, Reflections is extremely proud of its legacy of making video games in the UK for more than 30 years. The team in Newcastle has developed legendary games such as Shadow of the Beast, Destruction Derby and Driver®. Following its acquisition by Ubisoft in July 2006, the studio continued its work on the Driver® series, releasing the critically acclaimed Driver® San Francisco in 2011. The teams also contributed to commercial hits Watch Dogs® and The Crew®. As well as its work on AAA titles, Reflections has been experimenting with the creation of small and quirky games such as Grow Home™, which was nominated at the BAFTA Games Award in 2016, and launched its follow-up at E3 2016, Grow Up™, keeping on exploring that field with creativity and passion. The studio can also rely on its strong expertise in vehicles and is the creator of Ubisoft's first shared Gameplay Technology in this area. Reflections has created cars, boats, helicopters, planes, motorbikes, horses and more for the likes of Assassin's Creed® Syndicate, Tom Clancy's Ghost Recon® Wildlands and Watch Dogs® 2. Recently the studio played a major role in the creation of industry best-seller Tom Clancy's The Division™, collaborating closely with Massive, Red Storm Entertainment and Ubisoft Annecy. Reflections is now leading the first purchasable DLC for the game, Underground, which explores the dungeon-like underbelly of New York City.

UBISOFT OSAKA

Formerly known as Digital Kids, the studio was acquired by Ubisoft in 2008. Based in Osaka, Japan, the studio specializes in games for handheld devices and has released many successful titles, notably for the Petz® brand. Ubisoft Osaka is currently collaborating with Ubisoft San Francisco studio on the development of South Park: the Fractured but Whole™.

UBISOFT CHENGDU

Since Ubisoft Chengdu opened in 2008, it has become one of the key game studios in western China. In its eight years and counting, the team at Ubisoft Chengdu has developed an array of games including Scott Pilgrim vs. the World: The Game, the Chinese version of Might & Magic® Duel of Champions, and The Smurfs™ & Co along with its follow-up, The Smurfs™ & Co: Spellbound. The studio has been working closely with other Ubisoft studios on AAA brands such as Assassin's Creed®, The Crew®, Rainbow Six®, Watch Dogs®, Ghost Recon® Phantoms and Tom Clancy's The Division™. The diversity of talents in Chengdu has allowed the studio to develop games on multiple platforms. In 2015, Ubisoft Chengdu's first mobile game Monkey King Escape® reached 2 million downloads on iOS and Google Play in Asia. The first console game led by Ubisoft Chengdu, Scrabble®, was released in North America in the same year. The team is now hard at work on other unannounced projects.

UBISOFT SINGAPORE

The group's first studio in Southeast Asia may only have opened its doors in July 2008, but is already recognized as one of Asia's premier game development studios. Having co-developed titles such as Prince of Persia The Forgotten Sands®, Assassin's Creed® II, and Assassin's Creed® Brotherhood, the studio was at the helm of the pioneering naval battle gameplay for Assassin's Creed® 3 and Assassin's Creed® IV Black Flag™. Building on its water tech expertise, Ubisoft Singapore then created the entire North Atlantic world in Assassin's Creed® Rogue, including the ice technology and all missions and locations therein. In addition, Ubisoft Singapore was responsible for the time anomalies in Assassin's Creed® Unity. Most recently, the studio contributed to the development of Assassin's Creed® Syndicate by engineering the gameplay along the River Thames, the WW1 time anomaly and several missions. Ubisoft Singapore is currently hard at work on other unannounced projects.

UBISOFT PUNE

Ubisoft acquired Gameloft's mobile game development studio in Pune, India in 2008. Since then Ubisoft Pune has gained significant expertise on console, mobile and QC. The studio has been contributing on multiple fronts in the development of Just Dance® titles: after continuous years of hard work Ubisoft Pune has now evolved as a major partner working both on technical and artistic mandates for Just Dance series. While supporting mobile hits like Trials® Frontier, Pune released last year its first F2P title, Care Bear: Belly Match®, honing its mobile game production expertise. Over the years the team has also developed a strong technical specialization on iOS, Android and WP on mobile, allowing them to support games on multiples platforms and engines such as Tom Clancy's Splinter Cell® HD Trilogy for PSN, Prince of Persia® Classic (iOS), Assassin's Creed® Rearmed (iOS) or Trials® Frontier. In addition, the studio hosts one of the biggest Quality Control forces in the group providing support to the company's AAA titles such as The Crew®, Assassin's Creed® Black Flag and Splinter Cell® Blacklist, to name a few. Ubisoft Pune is currently involved in various projects: in addition to its work on Just Dance® 2017, the teams are also contributing to Grow Up™ and South Park™ The Stick of Truth, bringing both titles to PS4 and Xbox One.



UBISOFT KIEV

In April 2008, Ubisoft opened a studio in Kiev, Ukraine. Specialized in bringing Ubisoft's franchises to home computers, the studio has worked on AAA projects such as Assassin's Creed® Revelations, Ghost Recon: Future Soldier®, Assassin's Creed® 3, Assassin's Creed® IV Black Flag™, Assassin's Creed® Unity and Far Cry® 4. In the last year, Ubisoft Kiev shipped three major AAA titles for PC platforms: Assassin's Creed® Syndicate, Far Cry® Primal and Tom Clancy's Rainbow 6® Siege. The studio's latest achievements include post-launch support of Trials Fusion™ in collaboration with RedLynx, a Ubisoft studio. Over the past years, the teams have also been working closely with Massive studio for continuous delivery and support of Uplay PC. Ubisoft Kiev is now focusing on new AAA titles, collaborating closely with Ubisoft Bucharest on the PC version of Watch Dogs® 2, while contributing to the new open world action sports game STEEP and working on the development of Trials of the Blood Dragon™ with RedLynx, a Ubisoft studio.

MASSIVE

Since its inception in 1997, Massive has gone from world-renowned RTS and multiplayer studio to producer of AAA blockbuster adventure, shooter and RPG games. With a solid background in creating technically excellent IP's such as Ground Control and World in Conflict®, the studio also worked on Assassin's Creed® Revelations and played a major role on Far Cry® 3. More recently the teams have led the development of the record-breaking new IP Tom Clancy's The Division™, powered by the studio's proprietary and tailor-made new generation engine, Snowdrop. Massive is also the studio that created Just Dance® Now and that is responsible for the development of Uplay PC. Its philosophy is defined by quality, courage, teamwork and a true love for the craft. With strong expertise in game technology, building online universes and immersive experiences, the team is now focusing on delivering fresh content on Tom Clancy's The Division™ and is looking forward to bringing new experiences to players around the world.

UBISOFT TORONTO

Established in 2010, Ubisoft Toronto is a growing and diverse team on a collective mission to create high quality AAA game experiences. The studio shipped its first full lead production, Tom Clancy's Splinter Cell® Blacklist™, to critical acclaim in 2013. In 2014, it successfully created half the open world and co-op for Assassin's Creed® Unity and Shangri-La for Far Cry® 4 in collaboration with Ubisoft Montreal. Most recently, the team collaborated with Ubisoft Montreal on Far Cry Primal, being responsible for building the open world and fan-favorite Beastmaster feature in the game. Currently, the studio is collaborating on Watch Dogs® 2 and For Honor with Ubisoft Montreal, in addition to working on other unannounced projects.

NADEO

In 2009, Ubisoft acquired the development studio Nadeo, creator of TrackMania®, the cult multiplayer car racing video game. Set up in 2000 in Paris and comprising a highly talented team of developers, the Nadeo studio has won acclaim for the quality of its multiplayer technology which offers one of the best available online gaming experiences and has already notched up 21 million registered players. Since then the studio continues to work tirelessly to offer user-generated content instruments through the cutting-edge gaming network called ManiaPlanet®, offering two great games: TrackMania®2 and ShootMania®. More recently, Nadeo expanded the Trackmania franchise to new grounds, bringing the brand to consoles for the first time with the release of Trackmania Turbo on PS4 and Xbox One.

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 to play guitar and bass with more than 350 million songs played to date. The development studio is now working side-by-side with Trey Parker and Matt Stone and South Park Digital Studios to create South Park™: The Fractured but Whole™, an all-new superhero RPG comedy experience.

OWLIENT

Founded in 2005, Ubisoft announced the acquisition of the Paris-based free-to-play game studio in 2011. With the highly successful Howrse® – which boasts more than 60 million subscribers worldwide – 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.



REDLYNX

In 2011, Ubisoft acquired Helsinki-based RedLynx, a studio best known for its award winning and best-selling physics-based racing series Trials®. Previous installments such as Trials HD and Trials Evolution® broke new ground and sales records with innovative gameplay and new types of social features, while the studio's latest release Trials Fusion™ and its seven DLCs expanded the gameplay, competitive elements and replayability even further. In 2014 Trials Frontier™ brought the series to mobile platforms for the first time, having resulted in over 40 million downloads since its launch. The team is now putting a real twist on the Trials franchise with a new standalone game, Trials of the Blood Dragon™, a daring hybrid born of two iconic brands. Combining a story, style and attitude true to the Far Cry 3: Blood Dragon™ legacy with the physics-based gameplay of Trials, this title proves the team's ongoing objective of bringing new exciting experiences to Trials fans while expanding its groundbreaking titles across all platforms.

UBISOFT ABU DHABI

Opened in October 2011, Ubisoft Abu Dhabi is one of the first major video game studios based in the UAE capital with the ambition to play a key role in the establishment of a strong game development industry in the region. The studio counts more than 50 talented team members and plans to grow to 100 within the next 3-5 years. The studio's focus is to develop and bring to market successful mobile games for a worldwide audience. Over a year ago, Ubisoft Abu Dhabi successfully released CSI: Hidden Crimes™ a free-to-play hidden object game based on the CBS Hit TV show CSI: Crime Scene Investigation and which counts to date over 29 million downloads. The studio keeps focusing its efforts on operating and creating further content for the game in addition to other unannounced projects.

FUTURE GAMES OF LONDON (FGOL)

Opened in 2009, Future Games of London (FGOL) was acquired by Ubisoft in October 2013. With more than 55 highly-skilled team members, the studio is focused on developing exclusively free-to-play games for smartphones and tablets. FGOL has created successful IPs such as Hungry Shark® Evolution which has been already downloaded more than 237 million times since its launch. The team revealed recently the sixth opus of its acclaimed series: Hungry Shark® World that features badder and bigger sharks than ever while maintaining the strong sense of humor of the series. The studio is focusing on operating both games in addition to working on other unannounced free-to-play mobile projects.

UBISOFT HALIFAX

Founded in 2009, Longtail Halifax joined Ubisoft's international network of studios in 2015 as Ubisoft Halifax. Well experienced in social and casual games development, the studio collaborated in the past with Ubisoft on titles such as Rocksmith® and Sports Connection®. Ubisoft Halifax's scope is now evolving to focus exclusively on mobile game development, becoming Ubisoft's first North America based studio entirely specialized in mobile games. The highly skilled team of 39 people is currently working on unannounced mobile projects.

IVORY TOWER

For almost a decade now, Ivory Tower has been committed to designing new gaming experiences. Founded in 2007 by seasoned veterans from the gaming industry, the studio had been working in close collaboration with Ubisoft before joining the group in 2015. In 2014, the Lyon-based studio revolutionized the racing genre with the release of new IP The Crew®, the first online community-based action-driving game set in a massive open world. With more than 5 million of players worldwide, The Crew® has rapidly gathered a strong community of fans. Following the launch of The Crew® Wild Run expansion, the studio is building on its game-as-a-service mindset to keep delivering fresh and exciting game content to its players.

UBISOFT PHILIPPINES

In 2016, Ubisoft expanded its presence in Southeast Asia with Ubisoft Philippines, the nation's first major game studio. Located on the campus of De La Salle University in Santa Rosa, the emerging Central Business District in the South of Manila, the studio is ideally situated to benefit from the talent pool of this young and dynamic country. Ramping up to 50 team members in its first year, Ubisoft Philippines will be developing a whole range of expertise, from art and animation to programming and design. The teams will collaborate closely with Ubisoft Singapore and other studios to develop AAA console games.



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