



UBISOFT®

MAJOR MILESTONES

2015.....

Best Financial results ever with an annual revenue of **€1.464 billion** for 2014/2015 fiscal year.

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

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.

2013.....

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

2012.....

Assassin's Creed becomes the first of Ubisoft's franchise to reach the **59 million units sold** milestone.

2011.....

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

2011.....

Ubisoft acquired **RedLynx**, the famous developer of the Trials game series, based in Helsinki.

2011.....

Ubisoft acquired **Owliont**, a Paris-based studio renowned for its expertise in creating free-to-play games.

2010.....

Ubisoft acquired **Quazal Technologies**, a leader in the creation of multiplayer middleware and services for video game developers.

2010.....

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

2009.....

Ubisoft announced the acquisition of a **new studio in Toronto**, Canada.

2009.....

Ubisoft announced the acquisition of the video game developer **Action Pants Inc.** in Vancouver, Canada.

2008.....

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®**.

2008.....

Ubisoft acquires the **Brazil's** longest-standing independent video game developer, **Southlogic Studios**.

2008.....

Opening of a **business office in Poland**.

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.

2008.....

Ubisoft opens its **20th studio in Sao Paulo**, **Brazil**.

2008.....

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

2008.....

A **second Ubisoft Campus** is created in **Casablanca**, in partnership with **Sigma Technologies**, a leading Moroccan audiovisual company, to encourage video game training programs in Morocco.

2008.....

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

2008.....

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

2008.....

Opening of the *Singapore studio*.

2008.....

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

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.

2007.....

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

2007.....

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

2007.....

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

2006.....

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

2006.....

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

2006.....

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.

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**.

2002.....

Opening of **business offices in Switzerland**, **Finland** and **South Korea**.

2000.....

Acquisition of **20 percent of the capital** in the initial public offering of mobile telephone game developer **Gameloft**.

2000.....

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

2000.....

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

2000.....

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

1998.....

Opening of **business offices in Hong Kong**, the **Netherlands** and **Denmark**.

1998.....

Ubisoft opens new **studios in Morocco**, **Spain** and **Italy**.

1997.....

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

1996.....

Opening of a new **studio and business office in Shanghai**, **China**.

1996.....

Ubisoft Entertainment S.A. is listed on the **Second Market of the Paris Stock Exchange**.

1996.....

Opening of an internal **studio in Annecy**, **France**.

1995.....

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

1994.....

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

1992.....

Creation of an internal **studio in Paris**, **France**.

1992.....

Creation of the first international **studio in Bucharest, Romania.**

1991.....

Establishment of the **first distribution subsidiaries in the U.S., U.K. and Germany.**

1990.....

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

1988.....

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

1986.....

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

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