



UBISOFT®

Creativity at the core

UBISOFT STUDIOS

With the **second largest in-house development staff in the world**, **Ubisoft** employs around **7800 developers in 31 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 Casablanca, Morocco – 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**
Owlion, 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**

Ivory Tower, France – Acquired in **2015**
Ubisoft Halifax, Canada – Acquired in **2015**

★ Ubisoft Paris

The site of Ubisoft's very first in-house studio, today Paris is home to two teams, with the most recent addition focusing solely on mobile titles.

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 the chart-topping **Just Dance® 2015** and its revolutionary mobile version **Just Dance® Now**, as well as **Rabbids® Invasion: The Interactive TV Show**. It also collaborated on the development of **Watch Dogs™**, the fastest-selling game in the company's history. The teams are now concentrating on developing **Just Dance 2016** and **Tom Clancy's Ghost Recon® Wildlands**, the first military shooter taking place in a massive and systemic open world, entirely playable in four player co-op or solo.

Opened in **2013**, the mobile studio in Paris is a powerhouse of talent and expertise working on AAA mobile titles with high production values. The team leverages new technologies to create memorable gaming experiences on mobile 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 and **Driver® Speedboat Paradise**, bringing the **Driver®** franchise to the mobile market for the 1st time ever with a brand new setting: the ruthless world of speedboat racing. 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 2013, the studio not only contributed to **Assassin's Creed® IV Black Flag™** but also offered its expertise to the **Wii U** version of **Watch_Dogs™** along with helping the team in Ubisoft Montreal to port the game on **Xbox 360** and **PS3**. 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**.

★ 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 a successful collaboration on **Assassin's Creed® Unity**, the studio is back at work on the AAA

brand again, focusing with Ubisoft Quebec on the development of the upcoming **Assassin's Creed® Syndicate**.

★Ubisoft Annecy

Ubisoft Annecy 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 team developed the multiplayer experience for the **Assassin's Creed®** brand and set the bar even higher with its contribution on **Assassin's Creed® IV Black Flag™**. The studio continued its collaborative work with Ubisoft Montreal on **Assassin's Creed® Unity** while contributing to the shipping of **The Crew™**. Today Ubisoft Annecy teams are hard at work on exciting collaborations, working with Massive studio on the highly anticipated game **Tom Clancy's The Division™** and with Ubisoft Quebec on the forthcoming **Assassin's Creed® Syndicate™**, along with other unannounced projects.

★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, online 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®**, and are committed to delivering high-quality content with the recent launches of **I AM ALIVE™**, **Trials Fusion™**, **The Crew™** and the critically acclaimed **Far Cry 4® : Valley of Yetis**. Ubisoft Shanghai studio has built a strong expertise on animals' animation and AI through its co-development projects and its work on the **Far Cry®** brand in particular. A team fully dedicated on the production of art assets has also been working on most Ubisoft titles, including the **Assassin's Creed®** brand and **Watch_Dogs™**. With **Tom Clancy's EndWar® Online**, Ubisoft Shanghai is currently developing its F2P expertise, while collaborating on **Tom Clancy's The Division™** and **Assassin's Creed® Syndicate™**.

★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®**, **Prince of Persia®**, **Tom Clancy's Rainbow Six®**, **Assassin's Creed®**, and **Watch_Dogs™**, which became in 2014 the fastest-selling game in the company's history. That same year, the production powerhouse also released the poetic **Child of Light™**, as well as **Shape Up®**, **Assassin's Creed® Unity** and **Far Cry 4®**. Ubisoft Montreal was named the 2014 **Studio of the Year** at the prestigious Golden Joystick Awards presented in London, UK. At E3 2015, Ubisoft Montreal offered players an exciting new glance at **Tom Clancy's Rainbow Six® Siege**, and surprised the gaming world with the unveiling of **For Honor**.

★Hybride Technologies

Acquired in July **2008**, the renowned Montreal-based visual effects studio has worked extensively in **cinema, television and advertising**. The studio's many projects include films that would set a benchmark for innovation such as **300**, **Sin City**, **Avatar** – the highly popular short films series **Assassin's Creed Lineage™** created in collaboration with Ubisoft — and most recently, **Unbroken**, **Tomorrowland** and **Jurassic World**. While continuing to work with its film partners, Hybride will use its expertise to help leverage Ubisoft's intellectual properties for the movie industry.

★Ubisoft Barcelona

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

After opening its doors in **1998**, the team at Barcelona began by working on **racing games** before moving into the **casual market** with the million-selling title **My Fitness Coach®**, followed by **Your Shape®** - the first fitness title to use a USB camera with internal "Motion Tracking" technology for Wii. Building on its expertise in motion-control titles, the studio collaborated with other Ubisoft studios, working with Ubisoft Paris on the **Just Dance series** and Ubisoft Montpellier on **Tintin: The Secret of the Unicorn**. More recently, the teams in Barcelona have been contributing to **Rabbids®: Invasion: The interactive TV Show**, **Shape Up** and **Assassin's Creed® Unity Dead Kings**.

Formerly known as Digital Chocolate Microjocs Studio, the 52-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. The teams are currently working on other unannounced projects.

★Ubisoft Casablanca

Established in **1998**, the Casablanca studio's first projects included **F1 Racing for N64**, **Donald Quack Attack for Sega Dreamcast** and **Beyond Good and Evil® for PS2**. After specializing in developing handheld titles such as **Rayman® 3D** and **Raving Rabbids®: Travel in Time 3D**, the studio has been working closely with Ubisoft Montpellier on projects such as the highly praised console and handheld versions of **Rayman® Origins**. The team continued in the same vein, renewing their partnership with the French studio on **Rayman® Legends** and more recently on **Rayman Fiesta Run** and **Valiant Hearts: the Great War** for mobile devices. The teams are currently working on other unannounced projects.

★Ubisoft Milan

Ubisoft's Milan studio 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 on 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**. Milan teams are currently working with Ubisoft Paris 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 next 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 continued its contributions to **Ghost Recon®**, **Rainbow Six®**, **Far Cry®**, **Rocksmith®**, and other notable Ubisoft brands. Today, the team is excited to share the first look of their work on the Dark Zone of **Tom Clancy's The Division™**. Red Storm is bringing over 18 years of experience to this innovative online multiplayer mode.

★Blue Byte

Having opened their doors in **1988**, Blue Byte's first hit came in 1991 with **Battle Isle**, followed by the ever-popular development strategy game **The Settlers®** - which celebrates its 20th anniversary in 2013. Following their acquisition by Ubisoft in 2001, the studio continued to work on **The Settlers® series**, and began overseeing the production of **ANNO®** in 2007. **Winner of 2012 "Best European Studio" award** (European Games Awards), Blue Byte expanded in 2014 with the acquisition of a new branch in Mainz. The teams are developing and operating HD, browser-based and mobile games, including **Might and Magic® Heroes® Online**, **ANNO® Online** and **The Settlers® Online**, captivating millions of players worldwide. In 2014 the studio successfully launched **ANNO®: Build an Empire** on mobile devices. **The Settlers®: Kingdoms of Anteria** for PC and **Assassin's Creed® Identity** for smartphones and tablets are currently in development at Blue Byte's Düsseldorf studio, while the Mainz teams are working on **ANNO® 2205**, which will bring the acclaimed city-builder series into space.

★Ubisoft Quebec

Founded in **2005**, the Ubisoft Quebec City studio is an interactive entertainment industry leader. Backed by a world-class team of around 400 video game developers, its innovative spirit and its creative culture, Ubisoft Quebec has significantly evolved in the last ten years. The studio has managed to achieve cutting-edge expertise, which allowed the team to take on the production of AAA games. After being involved in the **Assassin's Creed®** games design since **Assassin's Creed® Brotherhood** in 2010, the team has taken the leadership of the next opus of the franchise, **Assassin's Creed® Syndicate**, coming out this fall. Ubisoft Quebec has also contributed to a number of key Ubisoft franchises, including **Watch_Dogs™**, **Prince of Persia®**, **Might&Magic®** and **Rainbow Six®**.

★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 its most recent success as lead studio on **Assassin's Creed® Rogue** (PS3, Xbox 360), Ubisoft Sofia is now hard at work on unannounced projects.

★Reflections

Founded in **1984**, Reflections are extremely proud of their 30 year legacy for making video games in the UK. The team in Newcastle has developed legendary games such as **Shadow of the Beast** (1989), **Destruction Derby** (1994), and **Driver®** (1999). Following their acquisition by Ubisoft in July 2006, the studio continued their work on the **Driver®** series, releasing the critically acclaimed **Driver® San Francisco** in 2011. The studio also contributed to the commercial hits **Watch_Dogs™**, **Just Dance® 2015** and **The Crew™**. Whilst experimenting with the quirky new title **Grow Home**, the Reflections teams have been playing a major role in the highly anticipated **Tom Clancy's The Division™** and they are also collaborating with other Ubisoft Quebec on **Assassin's Creed® Syndicate** and Ubisoft Paris on **Tom Clancy's Ghost Recon® Wildlands**.

★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™** and working on other unannounced projects on mobile and 3DS.

★Ubisoft Chengdu

Since Ubisoft Chengdu opened in **2008**, it has grown to become one of the key studios in western China. Over its seven years of existence, the team at Ubisoft Chengdu has developed a wide range 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 also been working closely with other Ubisoft studios on AAA brands such as **Assassin's Creed®**, **The Crew™**, **Rainbow Six®**, **Watch_Dogs™**, and **Ghost Recon® Phantoms**. Ubisoft Chengdu's location and diversity of talents have put it in a unique position to develop tailor-made games for the Chinese market on multiple platforms. In 2014, the studio brought **Rayman® Legends** (PS4) and **Child of Light™** (PC) to Chinese gamers. In the same year mobile game **Monkey King Escape** was released on both Android and iOS platforms. The team is continuing its collaborations with other Ubisoft studios, working on **Assassin's Creed® Syndicate** and **Rainbow Six® Siege**.

★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 battles gameplay for **Assassin's Creed® 3** and **Assassin's Creed® IV Black Flag™**, as well as the successful free-to-play **Ghost Recon® Phantoms**. Most recently, Ubisoft Singapore was also responsible for creating the entire North Atlantic world in **Assassin's Creed® Rogue** and the Time

Anomalies of **Assassin's Creed® Unity**. The studio is now bringing its expertise to the development of **Assassin's Creed® Syndicate**.

★Ubisoft Pune

Ubisoft acquired Gameloft's mobile game development studio in Pune, India in **2008**. Ubisoft Pune has been contributing on multiple fronts in the development of **Just Dance® titles**: after continuous years of hard work the studio has now evolved as a major partner working both on technical and artistic mandates for **Just Dance** games. The studio's portfolio also includes **Tom Clancy's Splinter Cell® HD Trilogy** for PSN, **Prince of Persia® Classic (iOS)** and **Assassin's Creed® Rearmed (iOS)**. Over the years Pune teams have developed a strong technical specialization on IOS, Android and WP on mobile, allowing them to port any game on multiples platforms and engines. The studio also hosts one of the biggest Quality Control forces in the group providing support to the company's online games and AAA titles such as **The Crew™**. Ubisoft Pune is proud to be the only fully integrated game studio in India.

★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 **From Dust®**, **Driver® San Francisco**, **Assassin's Creed® Revelations**, **Ghost Recon: Future Soldier®**, **Assassin's Creed® 3** and **Assassin's Creed® IV Black Flag™**. In 2014, Ubisoft Kiev shipped simultaneously two major AAA titles for PC platforms: **Assassin's Creed® Unity** and **Far Cry® 4**. The studio's latest achievements include the PC version of **Assassin's Creed® Rogue** and cross-platform delivery for the post-launch of **Trials Fusion™** in collaboration with RedLynx. 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 Quebec on **Assassin's Creed® Syndicate** and bringing its expertise to **Tom Clancy's Rainbow 6® Siege** and **Tom Clancy's Ghost Recon® Wildlands**, along with other unannounced projects.

★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**. Massive is also the studio behind **Just Dance® Now** and responsible for development of **Uplay PC**. Simultaneously, Massive is the lead studio on the highly anticipated game **Tom Clancy's The Division™**, powered by the studio's proprietary and tailor-made new generation engine, **Snowdrop**. The studio's philosophy is defined by quality, creativity and a true love for the craft. With strong expertise in game technology, building online universes and immersive experiences, Massive is perfectly positioned as the creative force behind several industry-leading projects.

★Ubisoft Toronto

Established in **2010**, Ubisoft Toronto is a growing and diverse team on a mission to create high quality AAA game experiences. The team shipped its first full lead production, **Tom Clancy's Splinter Cell® Blacklist™**, to critical acclaim in 2013. In 2014, the studio successfully shipped half the

open world and co-op for **Assassin's Creed® Unity** and Shangri-La for **Far Cry® 4** in collaboration with Ubisoft Montreal. Currently, the Toronto team is hard at work on multiple 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 three great games: **TrackMania®²**, **ShootMania®** and the future **QuestMania**. Nadeo is also currently hard at work on developing the newest installment of **Trackmania®** for the new generation of consoles.

★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 **150 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®** – **50 million subscribers worldwide**, and over **1.2 million monthly players** – Owlient 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 projects that are yet to be announced.

★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 most recent release **Trials Fusion™** expanded the innovation even further while bringing the series to the new generation of consoles. In 2014 **Trials Frontier™** brought the series to mobiles for the first time, having resulted in over **25 million downloads** since its launch. RedLynx teams are now concentrating their efforts on taking the title to the next level with **Awesome Level MAX**, a brand new DLC for **Trials Fusion™**. The team continues to put its energy into serving the audience of the Trials franchise, expanding its portfolio of groundbreaking IPs and focusing on digital, mobile, and competitive social games.

★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 45 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 143 million times since its launch on the App Store, Google Play and Amazon. The teams are focusing on operating **Hungry Shark® Evolution** in addition to other unannounced free-to-play mobile projects.

★Ivory Tower

Founded in **2008** by seasoned veterans from the gaming industry, Ivory Tower 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 multiplayer action-driving game set in a massive open world. With nearly 4 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 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.