



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.

FOUNDED IN 1986

**PRESENT ON 5 CONTINENTS WITH
MORE THAN 40 DEVELOPMENT STUDIOS**

**AN INTERNATIONAL NETWORK
WITH MORE THAN 108 NATIONALITIES
AND 55 SPOKEN LANGUAGES**

**THE BIGGEST IN-HOUSE CREATIVE FORCE IN
THE INDUSTRY WITH MORE THAN 80% OF OUR
TEAMS DEDICATED TO CREATION**

STOCK EXCHANGE:

EURONEXT, PARIS STOCK EXCHANGE, (UBIP: PA)

ANNUAL REVENUES

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

2018/2019: €2.028.6 billion, up 17.1% 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

FRANCHISES AND GAMES:

ASSASSIN'S CREED®

155+ million units sold
100+ million unique players
Assassin's Creed Symphony World tour kicked off in 2019

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

JUST DANCE®

75+ million units sold

RABBIDS®

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

FOR HONOR®

20+ 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 this console cycle

A background image for Tom Clancy's The Division showing two agents in tactical gear and masks, one in the foreground and one in the background, standing in a city street at night.

TOM CLANCY'S THE DIVISION®

35 million players since the launch in 2016
Fastest selling new IP in Ubisoft's history
10+ million copies sold in this console cycle

A background image for The Crew showing a white sports car with police lights on the roof, driving on a road with a steep, rocky cliff in the background.

THE CREW®

A community of 20+ 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

A background image for Tom Clancy's Rainbow Six Siege showing a close-up of a player's face wearing a mask and night vision goggles, with a tactical display overlay.

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

A background image for Tom Clancy's Splinter Cell showing a close-up of Sam Fisher wearing his iconic night vision goggles, with a tactical overlay showing a 60% battery level.

TOM CLANCY'S SPLINTER CELL®

30+ million units sold worldwide

A background image for Steep showing a skier in a blue suit skiing down a snowy mountain slope, with a paraglider visible in the sky to the right.

STEEP®

Over 1.2 billion kilometers trails covered
and over 5.6 billion jumps

A background image for Watch Dogs showing a close-up of Aiden Pearce wearing his signature mask and a yellow cap, with a cityscape and a flying drone in the background.

WATCH DOGS®

40+ million unique players

UBISOFT CLUB

200 million registered members