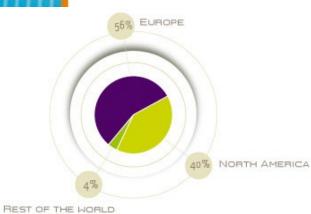


# **UBISOFT FACTS AND FIGURES**

# A. About Ubisoft

- Founded: 1986
- Staff: 2000
- Listed on the French Stock Exchange since 1996
- As of fiscal year end march 2004:
  - b Estimated Turnover: over € 490 million

★ Estimated Operating Income: approximately €15 million according to French accounting standards, before the one time amortization of €15 million, and €20 million according to pro forma accounting standards (Average exchange rate for Fiscal Year 2002/2003:  $1 \in = $1.18$ )



### » A global company:

- Offices in 21 countries
- Distribution in over 55 countries
- About 450 products localized each year

Breakdown of Ubisoft's activities around the world - March 31, 2003







Location of Ubisoft's studios around the world



### > An online leader

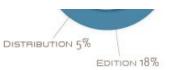
- One of the leading sellers of MMO games in Europe
- b <u>ubi.com</u> attracts 4 million unique visitors per month
- A dozen games playable online

#### **Prince of Persia®**

» /th independent publisher in the US (PC and

consoles)

<sup>1</sup>**sources**: 2003 Chart track, US: NPD, France: GFK, UK: Chart-Track, Germany: based on weekly top from Media Control.



Breakdown of Ubisoft's activities by sector - March 31, 2003



- Presence on all the leading platforms of the market
- » Major brands and worldwide sales:

The **Rayman**<sup>®</sup> Franchise: over 12 million copies **Myst**<sup>®</sup> (entire series): over 11 million copies **Tom Clancy's Rainbow Six™**: over 7.5 million copies **Tom Clancy's Splinter Cell**<sup>™</sup>: over 6 million copies **Tom Clancy's Ghost Recon™**: over 5 million copies **Chessmaster™:** over 5 million copies **The Settlers®:** over 3.5 million copies **Prince of Persia The Sands of Time™**: over 2 million copies

**XIII** received <u>Best Sound and</u>

2. Quotes in the press, including (non exhasutive list):

About Ubisoft: "Ubisoft's dedication to the game industry, not just as a "corporation" but as a contributor of artistic entertainment, shines brighter with every release. Their gameplay and graphics are always the best, and their music can compare with many of the current movie composers." – <u>Gamezone.com</u>, who elected **Ubisoft Publisher of the Year 2003** 

About Prince of Persia The Sands of Time: "We could go on about this being a work of art, but it's far more important than that"- <u>OXM</u>, January 2004

"Excellent gameplay elements, fantastic graphics and innovative features that go beyond gimmicks to being revolutionary in their own right. It can safely be said that **Prince of Persia** is one of the best games of the year." <u>Gamezone.com</u>, November 2003

Gaming at its emotional best. Beyond Good and Evil reaffirms why gaming is great, and why it is so important to keep developing games that aren't based on sequels, books or any kind of licence." - PC Zone, February 2004

About Splinter Cell Pandora Tomorrow: "From the ingenuity of the original theory to the meticulous and imaginative detail of the execution, Pandora Tomorrow will take the multiplayer game somewhere it has never been before."
Edge, February 2004

About **Rainbow Six 3**: "Not only is this game one of the best-looking games that you'll ever have played, but it's one of the most exciting and innovative too" - <u>OXM</u>, January 2004

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