



UBISOFT ACQUIRES THQ MONTREAL

Company Also Acquires Rights To South Park: The Stick Of Truth

PARIS, FRANCE – January 23, 2013 – Today, Ubisoft announced the acquisition of THQ Montreal as well as the publishing rights for the upcoming South Park: The Stick of Truth video game, being developed externally by Obsidian.

“This deal adds experienced developers to our internal creative teams at a key moment in the cycle of the video game industry,” said Yannis Mallat, president of Ubisoft Montreal.

THQ Montreal

In addition to the team at THQ Montreal, Ubisoft also acquired a new, yet-to-be announced IP in development at the studio. THQ Montreal will join Ubisoft’s development teams, already the second-largest in-house development staff in the world with 26 studios in 19 countries and more than 6,250 people dedicated to video game production.

South Park: The Stick of Truth

South Park: The Stick of Truth is being developed by Obsidian Entertainment, the studio behind Fallout: New Vegas, and is scheduled for release in calendar 2013.

This acquisition has no material impact on Ubisoft's current fiscal year (2012/13).

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Disclaimer

This statement may contain estimated financial data, information on future projects and transactions and future business results/performance. Such forward-looking data are provided for estimation purposes only. They are subject to market risks and uncertainties and may vary significantly compared with the actual results that will be published. The estimated financial data have been presented to the Board of Directors and have not been audited by the Statutory Auditors. (Additional information is specified in the most recent Ubisoft Registration Document filed on July 02, 2012 with the French Financial Markets Authority (*l'Autorité des Marchés Financiers*)).

About Ubisoft

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has offices in 26 countries and has sales in more than 55 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. For the 2011-12 fiscal year Ubisoft generated sales of €1.061 billion. To learn more, please visit www.ubisoftgroup.com.