



TOM CLANCY'S RAINBOW SIX® SIEGE BREACHING TO THE TOP

40% increase in active players since the release of latest content.

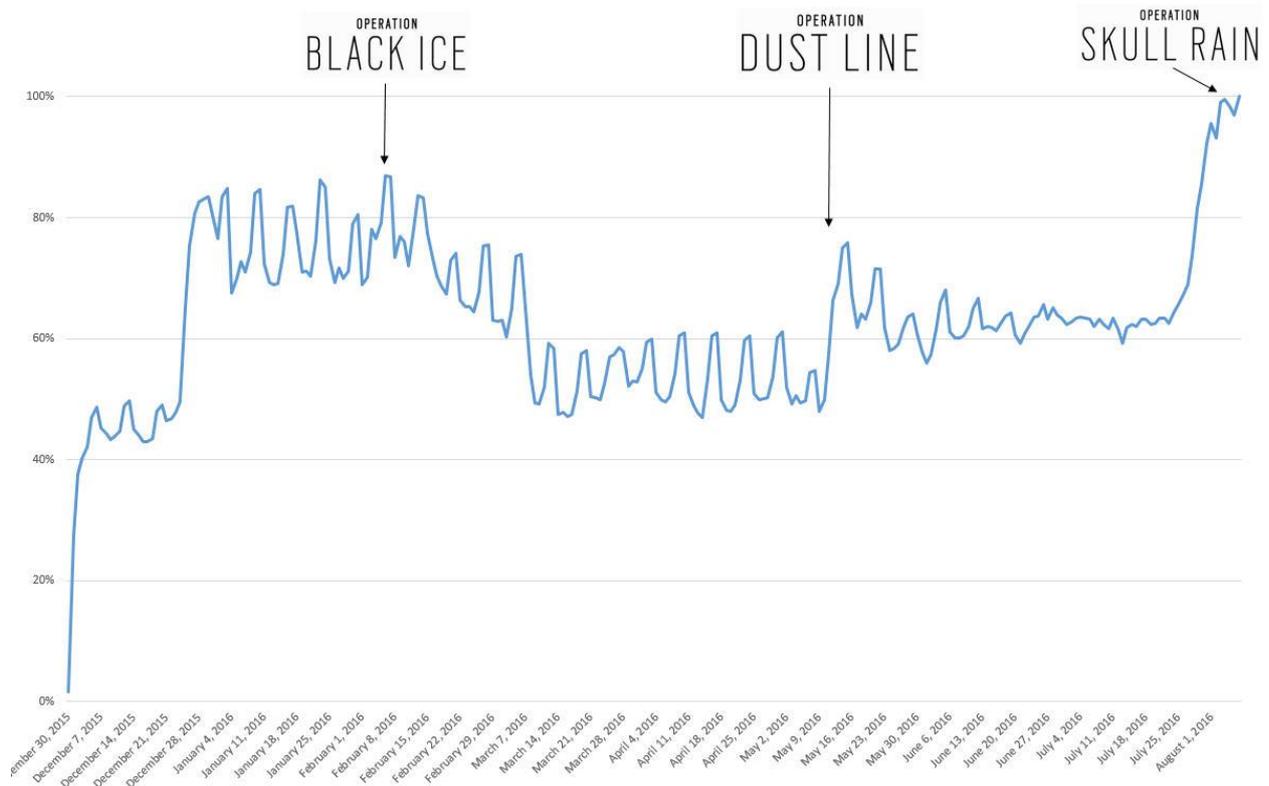
Paris - August 16, 2016 – Today, Ubisoft® announced that Tom Clancy's Rainbow Six Siege is currently reaching its highest results ever, with a nearly 40% increase in active players since the launch of its latest update, Skull Rain, released August 2. Nine months after its release last December, a period during which 3 major free content and 15 title updates have been released, Tom Clancy's Rainbow Six Siege continues to benefit from an outstanding support of its community, a community getting bigger with each event and enhancement brought by our seasoned Ubisoft Montreal team.

Through continuous improvements (including the introduction of the Battle Eye anti-cheating system on August 2), expanding content, regular free weekends and a non-stop dialogue with its highly active community, Tom Clancy's Rainbow Six Siege has never been this big. The Tom Clancy's Rainbow Six community itself is creating an increasing quantity of top quality content based on the game, generating for instance more than 28 million views on Youtube during the week of Skull Rain's launch (August 1 to 7).

On the eSports field, with the Rainbow Six Pro League Season 2 just finished, fans are not only excited when playing but also when watching the Tom Clancy's Rainbow Six Siege best teams compete against each other. More than 400 000 fans* watched Denial eSports defeat Strictly Business in the Xbox One Pro League finals on July 30, and the thrill grips more and more supporters at each competition.

And this is just the beginning, as Ubisoft's support to Tom Clancy's Rainbow Six Siege is here for the long term: with the fourth major free update adding new Operators and a new map coming up this Fall, the Pro League Season 3 starting August 29, and many in-game events to be revealed later this year, Tom Clancy's Rainbow Six Siege does not intend to stop its mission here: provide the best competitive multiplayer shooter experience to a community of players getting always bigger and stronger.

TOM CLANCY'S RAINBOW SIX SIEGE - PLAYER ACTIVITY



For more information about Tom Clancy's Rainbow Six Siege, please visit: www.rainbow6.com.

For more details on the latest major update for Tom Clancy's Rainbow Six Siege, Skull Rain, please visit: www.rainbow6.com/skullrain.

*Twitch viewers on Ubisoft owned channels

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About Tom Clancy's Rainbow Six Siege

Inspired by real-world counter-terrorist organizations, Tom Clancy's Rainbow Six Siege puts players in the middle of lethal close-quarter confrontations. For the first time in a Rainbow Six game, players will engage in sieges, a new style of assault where enemies have the means to transform their environments into modern strongholds while Rainbow Six teams lead the assault to breach the enemy's position. Tom Clancy's Rainbow Six Siege gives players unprecedented control over their ability to fortify their position by reinforcing walls and floors, using barbed wire and deployable shields, laying mines and more, or to breach the enemies' position using observation drones, setting charges, rappelling and more. The fast pace and uniqueness of each siege sets a new bar for intense firefights, strategic gameplay and competitive gaming.

About Ubisoft

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Watch_Dogs, Tom Clancy's video game series, Rayman and Far Cry. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2015-16 fiscal year Ubisoft generated sales of €1,394 million. To learn more, please visit www.ubisoftgroup.com

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