

UBI SOFT ENTERTAINMENT

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Second quarter 2004–2005 sales up 9%* at E68 million – Second half growth expected to exceed 13%*

– Main successes in the first half of 2004–2005 (ended September, 30):

. Tom Clancy's Splinter Cell® Pandora Tomorrow™: 1.2 million units sold in the first half making a total of 2.8 million since its launch.

. Tom Clancy's Rainbow Six® 3: Black Arrow™: Top–selling game for Xbox** when launched in France, Germany and the United Kingdom and No. 3 in the United States.

. Myst® IV: Revelation: No. 3 in PC sales** in France, and No. 5 in Germany at its launch.

– High growth expected for the second half of 2004–2005 due to the launch of:

. Prince of Persia® Warrior Within™ (November 2004 release). The title has just received two exceptional ratings: 10/10 in the Official US PlayStation Magazine, and 9.6/10 in the Official US Xbox Magazine, placing it among the year's most highly rated releases.

. Tom Clancy's Ghost Recon™ 2 (November 2004 release). The first previews are excellent and it has been quoted as "best of the series" by IGN.

. Brothers In Arms™ (February 2005 release). According to industry analysts, this is one of the most highly anticipated games in its category for the start of the year.

. Tom Clancy's Splinter Cell® Chaos Theory™ (simultaneous release on all platforms in March 2005) expected to be one of the blockbusters of 2005. . Two games to be released in the United States at the DS launch, the all–new portable console from Nintendo.

– Enhanced positioning on licenses and a strong presence on new generation consoles in the medium term.

. Ubisoft intends to strengthen its position on license–based games. With Star Wars®: Revenge of the Sith™ (Spring 2005 release on Sony's PSP™, Nintendo DS™ and Game Boy® Advance) and King Kong (Christmas 2005 release), Ubisoft will take part in the two film events of 2005.

. Ubisoft development teams are actively preparing numerous games for the launch of the new generation of consoles. This investment will ideally position the Group to win new market shares.

– Solid prospects:

. Third–quarter sales for fiscal year 2004–2005: E180–E190 million.

. Annual sales: growth in excess of 10%*.

. Earnings before interest and tax: E40–E45 million according to French accounting standards and E38–E43 million according to the pro–forma standard.

. Net income excluding exceptional items (before depreciation of goodwill and business assets): E18–E22 million according to French accounting standards and E17–E21 million according to the pro–forma standard.

. Net free cash flow (excluding acquisitions): –10 to +10 million euros versus +15 to 25 million euros due to the postponement of Tom Clancy's Splinter Cell® Chaos Theory.

* at constant exchange rates

"After a better-than-expected first half, the second part of the fiscal year looks very promising with several launches of high quality titles planned on a fast growing market. We are also making steady progress towards one of our main objectives for the year: the strengthening of our studios. As of the end of September, we had attained 70% of our annual objective of new talent recruitment. Ubisoft will therefore continue to gain market share and expand its product range in all current and future formats," stated Yves Guillemot, CEO of Ubisoft.

Consolidated sales (millions of euros)	2004-2005	2003-2004	2004-2005 vs.2003-2004	2003-2004 vs. 2002-2003
First quarter	62	66	-6%	+107%
Second quarter	68	63	+8%	+21%
First half-year	130	129	+1%	+54%

Note: the fiscal year runs from April 1st to March 31st.

** source : NPD, Chart Track,GfK

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About Ubisoft: Ubisoft is an international producer, publisher and distributor of interactive entertainment products. A leading company in the multimedia industry, Ubisoft's strong and diversified lineup has grown considerably, as has Ubisoft itself. As well as steadfastly continuing to partner with several high-profile companies, Ubisoft has also confirmed its presence on the global market by developing its own exceptional properties. Founded in 1986 in France, Ubisoft is now present on every continent, both through offices in 21 different countries including the United States, Morocco, Germany and China and through sales of products in over 50 countries. The group is dedicated to delivering high-quality, cutting-edge video game titles to consumers around the world. Ubisoft generated a turnover of 508 million euros for the 2003/2004 fiscal year, up 22.5% at constant exchange rates over the previous fiscal year. To learn more, visit www.ubi.com

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APPENDICES

Geographic split of sales in %		
	% CA	% CA
	H1 2004–2005	H1 2003–2004
Europe	57%	41%
North America	37%	55%
ROW	6%	4%
TOTAL	100%	100%
Split of sales per platform in %		
	H1 2004–2005	H1 2003–2004
PC	29%	23%
PS2	38%	37%
XBOX	16%	18%
G-CUBE	8%	6%
PSX	1%	6%
GBA	7%	7%
Other	1%	3%
TOTAL	100%	100%
Split of sales per activity in %		
	H1 2004–2005	H1 2003–2004
Development	76%	75%
Publishing	17%	19%
Distribution	7%	6%
TOTAL	100%	100%

Release Schedule (October 2004 – December 2004)		
Prince of Persia Warrior Within	PS2 / Xbox / GameCube / PC	
Ghost Recon 2	PS2 / Xbox	
Alexander	PC	
IL2 Pacific Fighters	PC	
Crime Scene Investigation Miami	Xbox / PC	
Ape Escape: Pumped Primed (US)	PS2	
Chessmaster (US)	Xbox	
Tom Clancy's Triple Pack (US)	Xbox	
Everquest 2 (Europe)	PC	
Dukes of Hazzard : Return of General Lee (Europe)	PS2 / Xbox	
Alexandra Ledermann 5 (France)	PC	

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