



**FARCRY<sup>®</sup> 2, UBISOFT'S' INNOVATIVE FIRST PERSON SHOOTER,  
SELLS THROUGH MORE THAN ONE MILION UNITS  
WORLDWIDE IN LESS THAN THREE WEEKS**

**Paris, France – November 11, 2008** – Today Ubisoft announced that Far Cry<sup>®</sup> 2, its open world first person shooter on Xbox 360™, PLAYSTATION®3 and PC, has already reached one million units sell-through worldwide in less than 3 weeks of availability at retail.

*"The holiday quarter is off to a solid start with the successful launch of Far Cry 2," said Yves Guillemot, chief executive officer at Ubisoft. "The game is well on track to achieve our expectations for the year."*

The unique game play of Far Cry 2 has impressed players around the globe, offering a true open world environment that allows gamers to create their very own individual game experience. Built upon the acclaimed Dunia engine, they are offered a lush visual landscape, where they can live a realistic 24-hour day to night cycle in the beautiful African savannah.

*IGN : "Ubisoft delivers a shooter like no other."*

*Yahoo Games : "Far Cry 2 is the next step in the evolution of first-person shooters."*

*Gamespot : "Far Cry 2's free-roaming terrain brilliantly harmonizes with the first-person combat."*

**About Far Cry 2**

Developed by Ubisoft Montreal, Far Cry 2 is the newest innovation from Ubisoft in the world of next-gen first-person shooters. More than just a visual and technological achievement, Far Cry 2 immerses players in an entirely new kind of gaming experience. Running on a tailor-made new gaming engine, Far Cry 2 features non-scripted enemy Artificial Intelligence, entirely destructible environments, dynamic fire and storm effects, and multiplayer game-play, all in a completely open world 50km2 environment. Players will find themselves immersed in a war-torn, African state, where they will be forced to make deals with corrupt warlords on both sides of the conflict in order to survive and move ever-closer to their primary objective – the Jackal. Players must identify and exploit their enemies' weaknesses, neutralizing their superior numbers and firepower with surprise, subversion, cunning, and of course brute force.

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**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 teams in 28 countries and distributes games in more than 55 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. For the 2007-08 fiscal year, Ubisoft generated sales of 928 million euros. To learn more, please visit [www.ubisoftgroup.com](http://www.ubisoftgroup.com).