

Shareholders Express Massive Support For Ubisoft's Management And Strategy During Company's Combined General Meeting

PARIS -- September 22, 2017 – Today, Ubisoft convened its Combined General Meeting for shareholders under the chairmanship of Mr. Yves Guillemot.

The quorum was set at 82.67% (compared to 76,54% in 2016). Shareholders expressed their overwhelming support for Ubisoft's management and strategy by approving all ordinary resolutions on the agenda, including:

- The renewal of Board of Directors positions for Didier Crespel, Laurence Hubert-Moy, Christian Guillemot,
 Claude Guillemot, and Michel Guillemot.
- The resolutions to appoint two new independent directors, Corinne Fernandez-Handelsman and Virginie Haas, to the Board. The Board is now comprised of a majority of independent Directors (6 out of 11).

Shareholders also approved the proposed extraordinary resolutions, resolutions requiring more than two-thirds of the overall vote, including a resolution giving employees the possibility, upon decision of the Board of Directors, to participate in capital increases.

Extraordinary resolution 31, which concerns the program to grant free shares to employees, was rejected. As was the case in 2016, due to the abstention of Vivendi this resolution did not pass.

Share-based compensation is an essential tool for recruiting and retaining top talent in the videogame industry, and is a standard practice for competitive, modern, high-tech companies. Alternative solutions will be put in place to guarantee competitive compensation for talents.

The complete results of the votes will be available on the Company's website under the heading "General Meeting."

Yves Guillemot, Chairman and CEO of Ubisoft, said: "We are delighted with the massive support of shareholders, which strengthens our determination and ability to defend the interests of all shareholders, and to pursue our strategy of growth and value creation. Ubisoft consolidates its position in the industry among the world's leading video game and entertainment companies."

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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, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs. 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 2016–17 fiscal year Ubisoft generated sales of €1,460 million. To learn more, please visit www.ubisoftgroup.com.