



Ubisoft and Patrice Désilets have come to an agreement over the rights to project 1666 Amsterdam

Montreal, April 25, 2016 – Ubisoft and Mr. Patrice Désilets have agreed today to put an end to the legal dispute with regards to project 1666 Amsterdam. Following this agreement, Mr. Désilets is withdrawing his legal action against Ubisoft from the Superior Court of Québec. The company thereby also give the rights of project 1666 Amsterdam to Mr. Désilets, who will hereafter have all creative and business control over the project.

“Putting aside our past differences, Patrice and I are above all interested in the creation of videogames and the evolution of this medium of entertainment,” said Yannis Mallat, Chief Executive Officer of Ubisoft Montréal and Toronto. “This agreement is good news for everyone. Ubisoft’s creative teams are currently working on innovative projects that will mark our industry for years to come. This is precisely where we want to focus our energy, on our teams, to continue what we have been building in Quebec for nearly 20 years. As we have always said, Patrice is a talented designer and we wish him all the best in the development of his future endeavours.”

“I’m glad Ubisoft and I were able to come to an agreement that will allow me to obtain the rights to project 1666 Amsterdam,” said Mr. Désilets. “I will now devote myself entirely to the development of Ancestors: the Humankind Odyssey, my next game with Panache Digital Games. This is what matters most to me today: making the best games and showing the world the creative talent of Quebecers. I also wish every success to the Ubisoft teams.”

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 videogame 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 2014-15 fiscal year, Ubisoft generated sales of €1,464 billion. To learn more, please visit www.ubisoftgroup.com.

About Patrice Désilets:

With a background in film and literature, Patrice Désilets' creative vision revolutionized game design with the original 2007 Assassin's Creed game. 2009 brought the Assassin's Creed II sequel and in 2010, Assassin's Creed Brotherhood. Désilets' other credits include Prince of Persia: The Sands of Time, as well as many others. His new AAA original IP, Ancestors; The Humankind Odyssey, is presently under development at Panache Digital Games. More about the studio here: www.panachedigitalgames.com