



UBISOFT RIDES INTO THE STORM OF WAR™: BATTLE OF BRITAIN

***New Flight Simulator Developed by 1C: Maddox Games to
Hit Stores November 2006***

San Francisco – May 11, 2006 – Today Ubisoft, one of the world's largest video game publishers, announces ***Storm of War™: Battle of Britain***, to come in November 2006 for PCs worldwide. ***Storm of War: Battle of Britain*** is the first instalment in the new ***Storm of War*** franchise from award-winning developer Maddox Games. Ubisoft and Maddox games previously collaborated on the acclaimed *IL-2 Sturmovik* and *Pacific Fighters* games.

In ***Storm of War: Battle of Britain***, players will take to the skies during the famous Battle of Britain. Using classic World War II planes, the game offers a variety of historical missions through solo campaigns or online combat and cooperation. ***Storm of War: Battle of Britain*** includes a new 3D engine and damage model technology, enabling genre newcomers to enjoy a smooth ride thanks to a state-of-the-art flight simulator and scalable gameplay.

"The Maddox series of flight simulators became instant references of the genre and we know that PC gamers are eagerly awaiting the next occasion to ride the skies," said Tony Kee, vice president of marketing for North America at Ubisoft. "***Storm of War: Battle of Britain*** guarantees a thrilling ride; it is the genuine heir to flight simulator hall-of-famer *IL-2*."

"We've invested our time and talent to create new technology so players will be stunned by the quality of ***Storm of War: Battle of Britain***," said Oleg Maddox, creator of the acclaimed *IL-2* series. "Our collaboration with Ubisoft has been very fruitful and we're sure that gamers will be excited to join the 'proud few' in this recreation of an important battle of the Second World War."

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About Ubisoft

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through its strong and diversified lineup of products and partnerships. Ubisoft has offices in 21 countries and sales in more than 50 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. Ubisoft generated revenue of 547 million Euros for the 2005–2006 fiscal year. To learn more, please visit www.ubisoftgroup.com.