



UBISOFT[®] AND NVIDIA TEAM UP ON ASSASSIN'S CREED[®] UNITY, FAR CRY[®] 4, THE CREW[™] AND TOM CLANCY'S THE DIVISION[™]

SAN FRANCISCO — June 4, 2014 — Ubisoft and NVIDIA today announced the next chapter in their strategic partnership bringing amazing PC gaming experiences to life in Ubisoft's highly anticipated upcoming titles including Assassin's Creed Unity, Far Cry 4, The Crew and Tom Clancy's The Division.

NVIDIA's GameWorks Team is working closely with Ubisoft's development studios to incorporate cutting edge graphics technology and gaming innovations to create game worlds that deliver unprecedented realism and immersion. NVIDIA's GameWorks technology includes TXAA antialiasing, which provides Hollywood-levels of smooth animation, soft shadows, HBAO+ (horizon-based ambient occlusion), advanced DX11 tessellation, and NVIDIA PhysX technology.

"Working with NVIDIA has enabled us to bring an enhanced gameplay experience to our PC players," said Tony Key, senior vice president of sales and marketing, Ubisoft. "We look forward to continuing our partnership with NVIDIA on our biggest upcoming titles."

This announcement builds on the successful collaboration between Ubisoft and NVIDIA that added visually stunning effects to Tom Clancy's Splinter Cell[®] Blacklist[™], Assassins Creed[®] IV Black Flag and Watch Dogs[™].

"We're excited to continue our long-term partnership with Ubisoft in bringing our latest PC technology to their games", said Tony Tamasi, senior vice president of Content & Technology at NVIDIA. "Through GameWorks, we have been able to add unique visual and gameplay

innovations to deliver amazing experiences for these stellar Ubisoft games, I can't wait to play them myself."

For the latest on all of Ubisoft's games, please visit the UbiBlog: ubiblog.com

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 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 2013-14 fiscal year Ubisoft generated sales of €1,007 million. To learn more, please visit www.ubisoftgroup.com.

About NVIDIA

Since 1993, NVIDIA (NASDAQ: NVDA) has pioneered the art and science of visual computing. The company's technologies are transforming a world of displays into a world of interactive discovery — for everyone from gamers to scientists, and consumers to enterprise customers. More information at <http://nvidianews.nvidia.com> and <http://blogs.nvidia.com>.

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