



PRESS RELEASE

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Ubisoft Discontinues Development on XDefiant

*Company Closes Production Studios in San Francisco, Osaka and Ramps Down
Production Team in Sydney*

PARIS – December 4, 2024 – Ubisoft announced that it will discontinue development on XDefiant, its free-to-play first-person shooter title. The decision follows a thorough review of the game's performance, profitability, and market conditions, and aligns with the company's increased selectivity in its R&D investments. Season 3 of XDefiant will still launch and servers will remain active until June 3, 2025.

As a result, half of the XDefiant team worldwide will be transitioning to other roles within Ubisoft. This decision also leads to the closing of our San Francisco and Osaka production studios and to the ramp down of our Sydney production site, with 143 people departing in San Francisco and 134 people likely to depart in Osaka and Sydney.

The Games-as-a-Service (GAAS) category remains a central pillar of Ubisoft's strategy and a strength for the company, with notable successes like Rainbow Six, The Crew, For Honor and more. Although XDefiant generated initial excitement it did not retain a large enough player base to establish it as a viable competitor in the free-to-play first-person-shooter genre nor to support the company's continued investment in its development. Ubisoft will apply the lessons learned from XDefiant to future free-to-play titles.

Ubisoft remains focused on executing its strategic plan and continuing its organizational transformation. By harnessing its key strengths – a robust portfolio of proprietary IPs, strong partnerships, cutting-edge in-house technology, and one of the biggest creation and production capacities in the industry – Ubisoft is well-placed to navigate this challenging period for the industry and emerge more agile, more resilient, and better positioned to deliver long-term value to its stakeholders.

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About Ubisoft

Ubisoft is a creator of worlds, committed to enriching players' lives with original and memorable entertainment experiences. Ubisoft's global teams create and develop a deep and diverse portfolio of games, featuring brands such as Assassin's Creed®, Brawlhalla®, For Honor®, Far Cry®, Tom Clancy's Ghost Recon®, Just Dance®, Rabbids®, Tom Clancy's Rainbow Six®, The Crew® and Tom Clancy's The Division®. Through Ubisoft Connect, players can enjoy an ecosystem of services to enhance their gaming experience, get rewards and connect with friends across platforms. With Ubisoft+, the subscription service, they can access a growing catalog of more than 100 Ubisoft games and DLC. For the 2023–24 fiscal year, Ubisoft generated net bookings of €2.32 billion. To learn more, please visit: www.ubisoftgroup.com.

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