

Ubisoft videogame sales nearly double

July 23 2010



The logo of French games-maker Ubisoft is seen at a games convention in Los Angeles. The French firm has reported that its sales nearly doubled in the fiscal quarter that ended June 30.

French videogame powerhouse Ubisoft reported on Thursday that its sales nearly doubled in the fiscal quarter that ended June 30.

Ubisoft racked up 161 million euros (208 million dollars) in sales, a 94 percent jump from the 83 million euros (107 million dollars) taken in during the same period last year.

The figures were fueled by the popularity of freshly-released "Tom Clancy's Splinter Cell Conviction," which sold 1.9 million units, as well as continued demand for titles such as "Assassin's Creed II" and "Avatar."

Game software crafted for play on Microsoft [Xbox 360](#) consoles accounted for 45 percent of the sales, according to figures released by [Ubisoft](#).

Ubisoft hopes to build on the sales momentum with the releases of aerial combat videogame "H.A.W.X. 2" and strategy game "R.U.S.E." this quarter.

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Citation: Ubisoft videogame sales nearly double (2010, July 23) retrieved 27 April 2024 from <https://phys.org/news/2010-07-ubisoft-videogame-sales.html>

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