



Ankama Boardgames Is Releasing *Brothers* Worldwide

Is the breeder war about to resume? The **Boardgames** division of **Ankama**, the French multimedia entertainment creator, is publishing ***Brothers***, an asymmetrical strategy game that's as fast as it is fun. Two brothers try set up as many pens as they can on the same field: Which of the two will win? Don't miss *Battle It Out in the Meadow!*

Roubaix, July 10, 2018: Created by **Christophe Boelinger** and published by **Ankama** (Roubaix, **France**), ***Brothers*** pits two brothers who raise animals in the Cania Plains against each other. The first builds long, straight pens for his Wabbits (a cute rabbit). He's convinced that this shape soothes them and helps them reproduce better. The second raises Gobballs (a sweet sheep) and prefers to build L-shaped pens. He thinks this shape stimulates their wool to grow better.



Every spring, the brothers fight over who will get to build their pens where, and get the greenest grass. But there's always a winner and a loser at this game: One of the two brothers will have more pens than the other... The fight is on and dirty tricks are allowed! Be clever, hinder your opponent's plans, place more pens than them, and prove that YOU are the one who's right!

Brothers can be played with **2 or 4 players**. Released in **France** in early June, it is **now available** in the **USA** and will be distributed in **Quebec, Belgium, the Netherlands, Germany, the United Kingdom, China, Russia, and South Korea**.

Distributors

France: [Blackrock Games](#) **Belgium** and the **Netherlands:** [Asmodee Belgium/Netherlands](#)

Germany: [Boardgame Box](#) **South Korea:** [Korea Boardgames](#) **Russia:** [Fabrika Igr](#) **China:** [One Moment Games](#) **United Kingdom:** [Asmodee UK](#) **Quebec:** [Distribution Dude](#) **Canada:** [Universal Distribution](#)

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About the Ankama group

Ankama is an independent company that creates, publishes and distributes works of entertainment worldwide. From video games to board games, from animations to mangas, it controls the production chain of its creations from A to Z. Known for its MMORPGs and the animated series *DOFUS* and *WAKFU*, part of a vast universe called the Krosmoz, it released its first full-length feature film in 2016, *DOFUS – Book I: Julith*. Its many other creations include: the *Krosmaster Arena* board game and figurines; the mobile video games *Tactile Wars*, *King Tongue*, *DOFUS Pogo*, *Nindash*, *WAKFU: The Brotherhood* for smartphones and tablets; and manga and graphic novels such as *Mutafukaz*, *Shangri-La*, *City Hall*, *Radiant*, and *Freaks' Squeele*. Indeed, since 2004, the Ankama teams have been applying the principles of transmedia and creating universes that they develop through multiple stories in multiple media, thereby offering their communities of players, readers and spectators a full and immersive narrative experience across all popular platforms. At Ankama, every story is unique, but they are all interconnected. To get an idea of what's going on at Ankama, take a look at: *DOFUS Touch*, the tablet and smartphone version of *DOFUS*, released in late 2016; *Krosmaga*, the collectible card game combining combat and strategy; season 3 of the animated series *WAKFU*, aired on France 4 and Netflix France in 2017 (and worldwide from April 2018); and the movie *MUTAFUKAZ* with Orelsan, Gringe, and Redouane Harjane, released on the big screens in France on May 23, 2018. <http://www.ankama.com/>