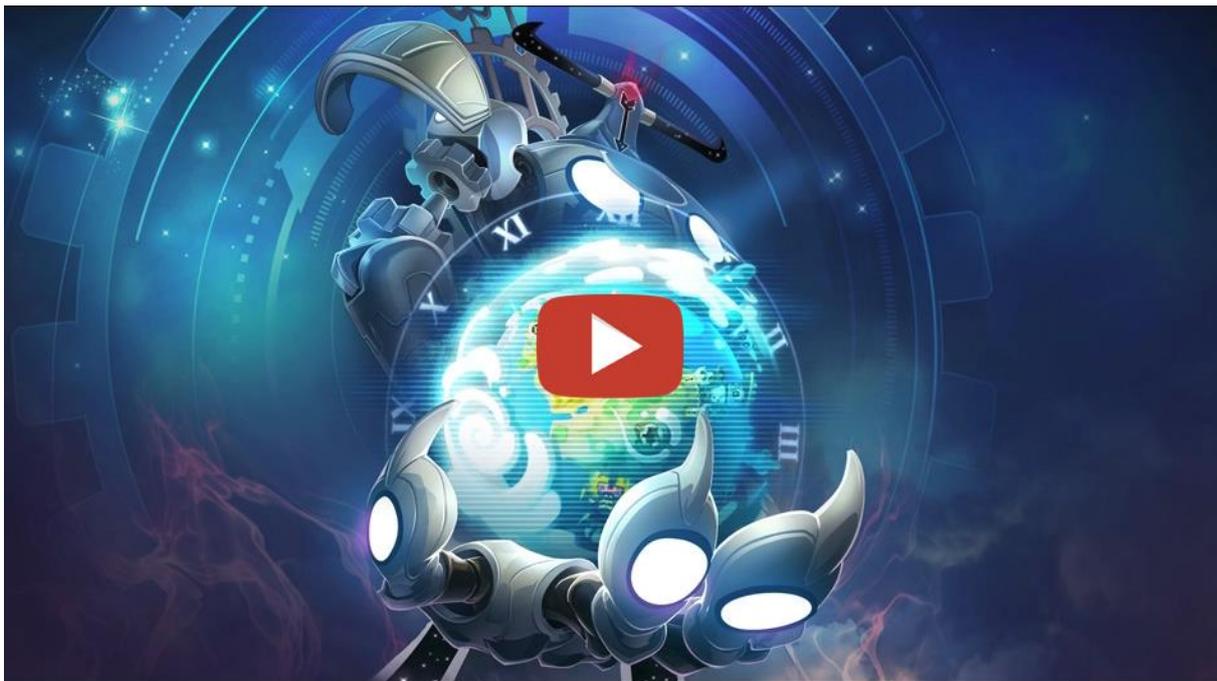




## Temporis Server: DOFUS Has Reinvented the Time Machine

"If only I'd known..." Who's never dreamed of going back in time and getting a do-over zknowing what you know now? This is what the **Temporis servers** set up recently by Ankama offer: re-live all the **feelings of those first times** in DOFUS, enjoy **streamlined gameplay**, and rely on **cooperative** gameplay to shoot for the top of the **rankings**. An initiative that the community clearly loved, because it took only 48 hours for the first server opened to fill up!

**Roubaix, April 25, 2018:** Baptized "Temporis", two **single-account servers** are offering players of the *DOFUS* MMO a universe that's been reset. As the name suggests, these servers will open for a **limited period** of time, in part to preserve the notion of freshness and **renewal**, and in part to provide a competitive framework for **die-hard rankings fans**.



First resources, first dungeons, first bosses... The players will be able to re-experience what it felt like those "first times", and re-live them fully thanks to a revamped gameplay that favors **immersion**: more dynamic game mechanics, and simplified quests and professions. **Rewards** are up for grabs, and adventurers will earn them all the more easily if they **unite** in guilds and alliances. And to boost players even more, a **leaderboard** with several themes will be updated live.

The Temporis servers will be active **from Wednesday, April 25 through Tuesday, July 31**. [Preregistering](#) guarantees **priority access**, and gives **seven days on the server free (from April 25 through May 1 only)**. After that, all you need is a *DOFUS* **subscription** to take a trip in the time machine.



FOLLOW US ON TWITTER  :

<https://twitter.com/AnkamaPress>

#### 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 (with worldwide release in April 2018); and the movie *MUTAFUKAZ* with Orelsan, Gringe, and Redouanne Harjane, scheduled to hit the big screens in France on May 23, 2018. <http://www.ankama.com/>

Tarak Aoufi. Head of Communication . [presse@ankama.com](mailto:presse@ankama.com)

75 Boulevard d'Armentières, 59100 Roubaix. [www.ankama.com](http://www.ankama.com)