

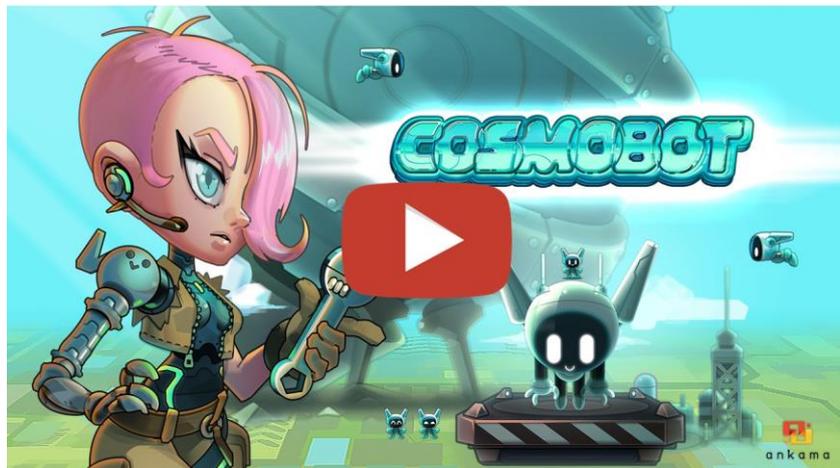


A Smooth Take-Off for *Cosmobot*

After [WAKFU The Brotherhood](#), [Nindash](#), [Drag'n Boom](#) and [Tactile Wars](#), Ankama Mobile is releasing its newest **mobile game**, *Cosmobot*, in a **soft launch** this Tuesday, August 14. This ultra-dynamic one-button game has **drones**, outer space, **gravity**... and a super cute **mechanic**!

Roubaix, August 14, 2018: **Canada, Australia and Singapore** have been selected as the initial launch pads for *Cosmobot*, the latest brainchild from [Ankama Mobile](#), whose release is expected in September – exclusively on **iOS**.

Space conquest has become too expensive so **drones** are now being sent out to explore the infinite universe. While staying in constant contact with **Megan** (a **mechanic** as ravishing as she is surly), control cutting-edge **cosmobots** and take them on voyages that become more and more distant and more and more... dangerous!



- **Hyperjump:** Gain altitude... at the speed of light!
- **And 1, and 2, and... 1,000 cosmobots:** How many machines will you need to go ever further? **Compare your scores with your friends'** and become the greatest pilot ever or, instead, a real scourge for your little robots!
- **Enemies**, always more enemies: You're not alone out there in space! That obstacle might have been child's play, but can you overcome the next?
- **Dozens of bonuses:** You have a reputation as an excellent pilot, but a little help to reach those unexplored horizons always comes in handy!
- **Gravity:** This is your best ally when it comes to advancing and overcoming adversity. Playing *Cosmobot* without gravity is out of the question!

[Download the Game for iOS](#)

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 Krosnoz, 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, Gringé, and Redouane Harjane, released on the big screens in France on May 23, 2018. <http://www.ankama.com/>