



A Major Update for DOFUS Touch

Two islands for the price of one: That's the gift wrapping on the content to be added with the **December update for DOFUS Touch**. Inside you'll find **Orado Island**, a zone filled with new content (monsters, quests, etc.), as well as its neighbor **Ascension Island**, which features 50 **competitive PvM** stages, a **first** in Ankama's touch-screen MMO!

Roubaix, December 12, 2018: The biggest change coming with the update, scheduled for **December 12**, is the mega-dungeon **entirely reserved for PvM**, for players of level 100 to 200. It will consist of 50 stages split into 18 brackets, to be completed in Classic or Nightmare mode, and will feature various monster families taken from the game's bestiary. Every two months, the content will be **reset** in order to modify the distribution.



To be unlocked are a **leaderboard**, which also resets every two months, various **rewards**, and the chance to acquire a **new Dofus**, the Dofushu.

The aptly named Ascension Island will be a stone's throw from the other new zone, **Orado Island**. Players will also be able to frolic in the Bayou, a level 100 area where they'll discover several **new features**: a monster family, a set, 7 quests, 3 achievements, and more.

That means DOFUS Touch enthusiasts will have plenty to stay busy in this update, an especially welcome sight as the holidays approach.

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