



## WAKFU: Make Our Nations Great Again!

Rebuilding a world submerged by a cataclysm: that is the (**political** and **ecological**) challenge for WAKFU players. This online adventure game launched in 2012 will undergo **its biggest update so far** on Tuesday, December 11: the Nation Revamp.

**Roubaix, December 10, 2018:** The curtain rises on a far distant planet, the World of Twelve. An unprecedented disaster has triggered a cataclysmic rise in water levels. Only a few islands remain... And thus begins the **Wakfu** Era. The survivors have one goal: rebuild the world. Henceforth, the future is in the players' hands.



One of the structuring elements of this **MMORPG** is that the world has been organized into **four nations**, which players join based on their preferences. Elaborated over the years, these nations are grouped around a capital, each with its own identity. **Update 1.62**, available Tuesday, December 11, further reinforces the **singularity** of these nations. Graphic and musical ambiances **overhauled in depth**, stronger characterization of places, **zones entirely reworked** – **it is a new WAKFU for players**.

Far from being a purely cosmetic revamp, this update is a true **renovation** designed to satisfy **novice** and experienced players: grouping centers of interest in the hearts of tighter cities, **better distribution of dungeons** (some of which have been overhauled), **brand new** quests, improvements to more than **600 items**, allocation of specific monster families to each nation, etc.

According to the production team, the goal is in essence to "**make character progression more fluid and more agreeable**, favor encounters and interactions among players, and encourage them to explore or rediscover a maximum of game zones."

#### About the Ankama Group

Ankama is an independent company that creates, publishes and distributes works of entertainment worldwide. From video games to board games, and animation to manga, 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 feature film *MUTAFUKAZ* with Orelsan, Gringe, and Redouane Harjane, released in theaters in France on May 23, 2018. <http://www.ankama.com/>