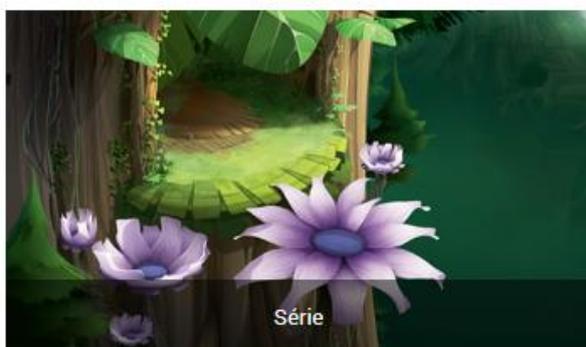




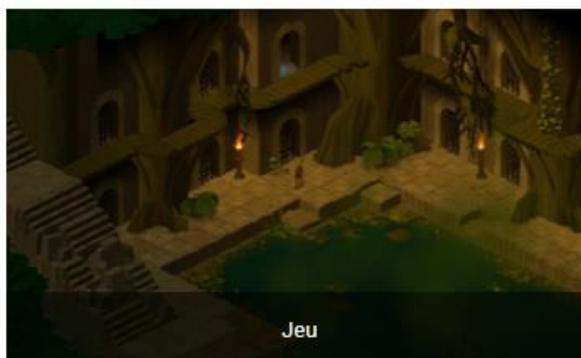
WAKFU is Making the Sadida Kingdom Shine

To close out the year on a high note, **WAKFU** is giving players the chance to discover a brand-new Sadida Kingdom **starting Tuesday, December 10**. This lush environment is well known to fans of the **WAKFU animated series**: an iconic land where nature abounds, then threatened by the terrible Nox, who coveted the energy of the Tree of Life. But that's a whole other story, one from the past – well, the future, since it's not in the game yet!

Roubaix, December 10, 2019: The next **WAKFU** update will see a prettier, bigger, more transmedia-fied Sadida Kingdom to match its reputation. Until now, it didn't equal the visual richness of the version in the animated series, but the **WAKFU** team has worked tirelessly to change that.



With the latest update, this famous territory will feature **4 new areas**: the Boowolf Clearing, the Web-Entangled Hill, the Deforested Forest, and the Gerbean Galleries. Also included are brand-new resources, new NPCs, **4 dungeons**, and **4 monster families** (2 of which are new).



This update is also the last of the year – the climax and conclusion of the story told to players in 2019. For the occasion, a charismatic villain will be casting a chill over this idyllic scenery: **Count Harebourg**, a character from the *DOFUS* game and an antagonist in the Brotherhood of the Tofu in the special episodes of the *WAKFU* animated series. It's hard to say what mad scheme he's devised, but players will have to solve this **puzzle**. Though there's a good chance it's directly connected to the **Eliocalypse**, the narrative arc that began early this year...

Finally, extensive changes have been made to **Haven Bag** chests – which, among other things, allow adventurers to store all the items they've collected throughout their quests – to improve the game experience.

Now it's up to *WAKFU* players to make this last update of 2019 go down in history.

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 movie *MUTAFUKAZ* with Orelsan, Gringe, and Redouane Harjane, released on the big screens in France on May 23, 2018. <http://www.ankama.com/>