



DOFUS Touch Takes You to the Edges of Time

The year's culmination is at hand! It's on December 3 for players of **DOFUS Touch**. For almost a year now, through the various updates, they've been escorting **Epsilon** – an iconic, anachronistic character who has an evocative verbal tic – in adventures throughout the ages. But as everyone knows, you can't travel through time without consequences...

Roubaix, December 3, 2019: The end of the *DOFUS Touch* 2019 season is imminent – the time for revelations has come! All year long, players have been trying to right the mistakes of the past. **Epsilon**, who has been guiding them this whole time, is opening a **new time bubble**, this time on **Frigost Island before it fatefully froze over**. At the end of this chapter, players will finally find out if they changed things while wandering in the past, or if they simply kept the relentless wheel of destiny moving.

As we can discover in the **video below**, opening this breach was not without mishap – quite the opposite, in fact, since a tidal wave from Ogres's Chaos flowed over **Cania** in the time of *DOFUS Touch*. The result was a **revamp of the zone** that led to new maps, monsters and equipment.



In addition to **this narrative content**, this update comes with **all kinds of improvements**: the **competitive dungeon** on Ascension Island for greater interest and stakes in exceeding your limits and going up in the rankings, and a **shield revamp** for better accessibility and new gameplay.

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 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; *Krosnaga*, 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/>