



The WAKFU animated series launches its Kickstarter campaign in June 2020

Starting on Monday, June 8, the creators of the animated series that hooked a whole generation of fans is now calling them to **Kickstarter** to help give the team the creative freedom it needs to prepare a **fourth season**. This explosive French-made series has grown up with its audience, and now addresses mature themes that make it harder than ever to classify. This funding campaign will allow us to co-create the fourth season with our community while maintaining total creative freedom and staying completely in charge of the result.

Roubaix, May 19, 2020: It all started a little over twelve years ago. Following the success of the *DOFUS* video game, Ankama created an **animated series** that takes place in the same universe (the Krosmoz), but nearly a thousand years later. Initially broadcast in October 2008, *WAKFU* is the animated series that a whole generation of fans have grown up with, **reaching the million-viewer mark** at the peak of its viewership numbers on France Télévisions. The series now includes **three seasons** and **five special episodes**, available worldwide on **Netflix**.

WAKFU presents the adventures of **Yugo**, an adopted boy who discovers he has extraordinary powers. While searching for his roots with his old friend **Ruel**, he befriends the red-headed warrior **Percedal**, a princess named **Amalia** and her bodyguard **Evangelyne**, before eventually finding his dragon brother **Adamai**. Together, they have grand adventures, share moments of joy and pain, and make their way through all kinds of danger. Together, they become the Brotherhood of the Tofu.

What stories will season 4 have to tell?

After facing **Nox**, a mage who controlled the gears of time; **Qilby**, a distinguished representative of Yugo's people with exceptional powers and intelligence; **Ogrest**, an ogre who lives at the top of Mount Zinit and is the source of a series of catastrophes that have struck the world; and the omniscient **Oropo**, a philosophical adversary who forced our heroes to confront their worst fears, what threat awaits the World of Twelve this time?

At the end of season 3, we left **Yugo and his friends** at the gates of Inglorion, **the kingdom of the gods**. The floating lands seemed completely devastated. What happened? Where are the Twelve Gods? Is there a connection between their recent victory and the chaos in Inglorion? How far will our heroes have to go this time to make it through? These questions form the **starting point of the new fourth season**.

WAKFU is also a video game in the same style as *DOFUS*. With *WAVEN*, Ankama's next game, they form a **trilogy** that takes place in the **Krosmoz** universe.

Season 4 represents **the next chapter in the adventures of the Brotherhood of the Tofu**, and the **pivotal moment between the Wakfu Era and the age of WAVEN**.





WAKFU has been a huge success, and is lucky enough to have large and loyal audience that truly loves it. But like its fans, the series has grown up over the years, and now addresses topics that are gradually moving beyond the kids' animation category. A **crowdfunding** approach will let Ankama take the series to **places it wouldn't be able to go without its fans**. By supporting the campaign, backers will be giving WAKFU total creative freedom and the opportunity to further develop the story and the characters with no artistic constraints.

Each episode costs several hundred thousand euros. This Kickstarter campaign will fund a part of their production. Ankama will commit to producing **three episodes** once the first goal of 100,000 euros is reached, and each additional 100,000 euros will then unlock **another episode**. **Rewards** will be given for different levels of support: in-game gifts, art or collectors' items, figurines, and more.

With **three TV series** (*Kerub's Bazaar*, *WAKFU*, *Abraca*), **two films** in theaters (*DOFUS – Book I: Julith*, *MFKZ*) and several projects currently in progress, Ankama is known as an important player in the French entertainment industry.

Ankama has also acquired plenty of crowdfunding experience through its board game division (*Monster Slaughter*, *Krosmaster Blast*, *Monster Slaughter Underground*, *Arkeis*), and has proven the seriousness of its efforts and its ability to fulfill its commitments.

With the support of its fans, Ankama will be able to create the next chapter in the adventures of the Brotherhood of the Tofu by producing a number of episodes that reflects the results of the campaign. The studio's talents will all join forces as artists, animators, musicians and scriptwriters who worked on seasons 1, 2 and 3 and the special episodes return to their posts and share their knowledge and expertise with a new generation of passionate creators who want to contribute to this incredible saga.

Leading the team, the creator of the WAKFU universe, Anthony Roux a.k.a. ToT, will be in charge of the script, and will make sure to meet all of his commitments to the community. Each of the characters reflects an important person in his life, so the community can count on him to give those characters the adventures they deserve.



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; *Krosmaça*, 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/>