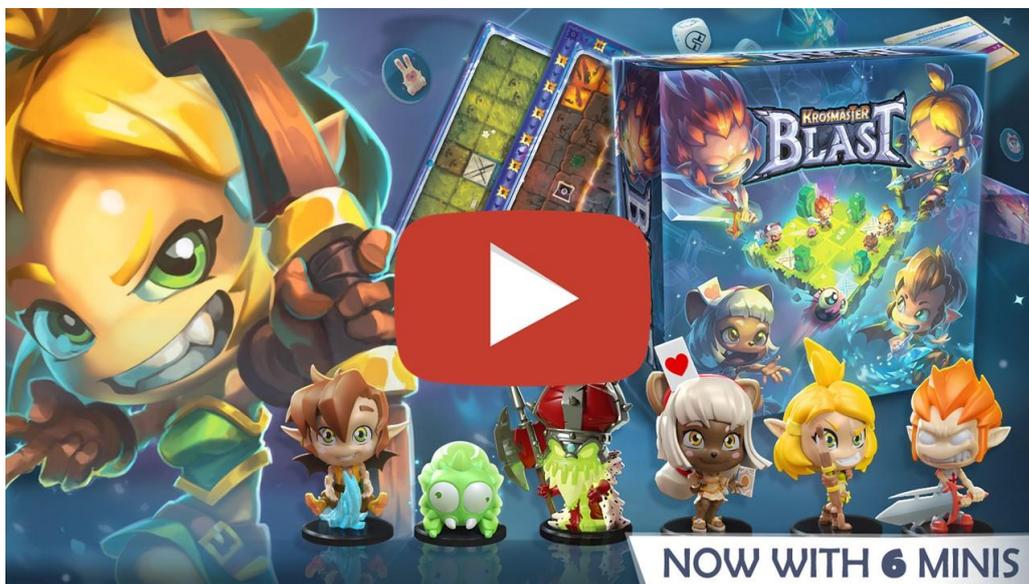




## New Blast Off for *Krosmaster Blast*

Attentive to feedback from its public, Ankama is re-launching the [Kickstarter campaign](#) for [Krosmaster Blast](#) today and taking this opportunity to offer a revised and [supplemented edition](#) of its board game, crowdfunded on the famous platform through November 29.

**Roubaix, November 15, 2018:** More miniatures, multiplayer modes, set packs of miniatures instead of blind boxes – the Kickstarter campaign for [Krosmaster Blast](#) is blasting off again today! This revised and improved edition **meets the expectations of a community committed to** the future of the game, as the many comments received by Ankama Boardgames show.



### **Considerably expanded, the base game now contains:**

- **six miniatures** (instead of four), compatible with [Krosmaster Blast's](#) older sibling, *Krosmaster Arena*;
- a board and pieces for use with the "Brawl" variation (for two to four players), the first in a series of **multiplayer modes**; and
- various **game elements** (challenges, minions, special cards, terrain tiles, etc.).

Ankama also took into account wishes that have been expressed regarding the future miniatures, which will now be released **in the form of packs, rather than boxes left up to luck**, for both [Krosmaster Blast](#) and *Krosmaster Arena*. This last game was what inspired the creators of [Blast](#) to build a game that successfully combines demanding **tactical gameplay** and **easy-to-grasp rules**.

**More miniatures** means more possible combinations and therefore even greater **replay value**, further enhanced by **double-sided game boards** that can be rotated for use in any direction. Ankama's dynamic and colorful aesthetic is fully present as well, along with its universe through the miniatures representing emblematic characters in its works.

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