



DOFUS: The Temporis Servers' Big Comeback

After their successful first run, the **Temporis servers** have opened their doors again for a second run, with **new rewards** to win. First resources, first dungeons, first boss – these temporary servers give DOFUS players the fun of reliving all those emotional "firsts". With level-1 characters and only their gameplay knowledge to their advantage, they have **a little more than two months** to rise to the challenge and enjoy this gaming experience that comes with **new rules**, **rankings**, and **brand new rewards**.

Roubaix, January 30, 2019: With six temporary servers filled during pre-registration, Temporis II confirms the success of its first run in April 2018.

Like last year, players are invited to join **limited duration servers** to start their adventure over from scratch in an **entirely reset universe**.



This year, they'll need to make the most of their in-game experience, with the **additional challenge of winning brand new rewards** that they can then use in the permanent version of DOFUS, and dealing with new rules based on obtaining powerful equipment directly from the monsters they fight. Everyone will be on equal footing, novices and experienced players alike. Everyone will start their adventure from scratch, and everyone can hope to earn these new rewards.



The theme for these much-coveted items was inspired by crawling and flying critters that are eternally annoying and terrifying: **insects**. The countdown has started, and the Temporis II servers will be open until April 2.

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; *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/>