

TOURNAMENT RULES

"DOFUS CUP 2026"

SEPTEMBER 8–27, 2026

* ARTICLE 1 – INTRODUCTION

The company Ankama Games, a Simplified Joint-Stock Company (SAS), whose headquarters are located at 75 Boulevard d'Armentières, 59100 Roubaix, registered with the Lille Companies and Commerce Register (RCS) under number 492 360 730 (hereinafter referred to as the "**Organizer**"), is organizing, from September 8 to September 27, 2026 (local time in Paris, France), a PvP competition for the video game DOFUS called the "DOFUS Cup 2026", which shall take place exclusively online (hereinafter the "**Tournament**"), as set forth in these rules.

* ARTICLE 2 – ACCEPTANCE OF THESE RULES

Participation in the Tournament implies and entails the unconditional acceptance by the participant of these rules (hereinafter the "**Rules**"), of the concept of the Tournament, of Ankama's [Terms of Use](#), and of the [general rules](#) of the website <https://ktarena.com> (hereinafter the "**KTA website**"), as well as the applicable ethical standards on the Internet. Any person who violates one or more articles of the Rules, or of the aforementioned conditions and rules, shall not be eligible to participate in the Tournament or receive any prize to which they may otherwise have been entitled.

The Organizer may, at any time, amend the Rules by informing the participants without delay via the website <https://www.dofus.com/> or the KTA website.

* ARTICLE 3 – ELIGIBILITY AND TERRITORIAL SCOPE

Participation in the Tournament is open, subject to the provisions of Article 2 of the Rules, to any physical person who is 12 years old or older on the first day of the qualifying phase, has access to an Internet connection, and is in possession of an Ankama game account that is certified in their name, excluding the Organizer's employees and their family members (spouses, ancestors, descendants, and siblings).

Any minor participating in the Tournament and qualifying for the second part of the Tournament is required to submit a parental authorization form to the Organizer via email at community@ankama.com. This parental authorization form must be duly completed and signed by a legal guardian and accompanied by official documentation as proof of identity of both the legal representative and of the minor (said proof of identity must be legible and must include the full name, date and place of birth, photograph, and signature of the holder, as well as the dates of issue and expiry of the document, and the issuing authority). The parental authorization form may be requested by email at community@ankama.com.

The Organizer reserves the right to perform any verifications, as well as to disqualify any participating minor who does not submit their authorization.

* ARTICLE 4 – TERMS OF PARTICIPATION

Participation in the Tournament is open to any DOFUS player, with the only space limit being the Tournament server's capacity. The operation of the Tournament server is explained in Article 5 of the Rules.

Participation in the Tournament is free of charge.

Multi-accounting is allowed.

Any participation that does not comply with the Rules will lead to sanctions, up to and including the automatic disqualification of the player(s) at fault. The Organizer reserves the right to perform any and all verifications of compliance with the Rules at any time, without necessarily being required to systematically verify all players; the Organizer may notably limit such verification to Tournament prize winners. The Organizer reserves the right to put any prizes awarded to the team prior to its disqualification back into play, or to withdraw those prizes from the prize list.

* **ARTICLE 5 – TOURNAMENT SERVER**

The entire Tournament is played on the "Tournament Server", on which the participants may have:

- all level-200 classes in the game DOFUS with all additional characteristic points and common spells;
- a permanent bonus of 1 extra AP (Action Point), 1 extra MP (Movement Point), and 1 extra RA (Range); and
- all equipment required for level-200 competitive matches (including Dofus, prysmaradites, trophies, and weapons, including modified items, pets, petmounts, mounts, and cosmetic items). The only exception is that legendary powers for pets and petmounts are not available.

All players can access the tournament server with a tournament account, the login details for which can be obtained via the KTA website. Every registered character receives an account. These tournament accounts are loaned, and access to them may be withdrawn at any time without notice. Players are responsible for the actions taken on these accounts.

Smithmagic will not be available on the tournament server.

During the fight preparation phase, participants do not see the initiative order in the timeline, nor the positions of their opponents on the map. This information is revealed once all characters have clicked "ready" and the fight begins.

* **ARTICLE 6 – FORMAT**

The Tournament is divided into two phases:

- A phase with 10 Swiss rounds for all registered teams
- A final single-elimination phase for the best 32 teams from the Swiss rounds

All matches are played as three-versus-three (3-versus-3) challenges on the Goultard Arena maps. Teams can have up to four (4) characters, and three (3) of them must be present for each match.

From the start of the 16th turn of each match, the "Golden Kill" rule applies – the first team to have a numerical advantage wins the match. Players must manually pause the match in this case after taking a screenshot proving the situation.

Matches are played after a preliminary draft phase to determine the composition of each team. The schedules reflect the times when the drafts must be started. The draft phase takes place according to the following format in which A and B represent the players of teams A and B, respectively:

- A bans a class
- B bans a class
- A bans a class
- B bans a class
- A picks a class
- B picks a class
- B bans a class
- A bans a class
- B bans a class
- A bans a class
- B picks a class
- A picks a class
- A bans a class
- B bans a class
- A picks a class
- B picks a class

When a class is banned, neither of the two teams can pick or ban it again. When a class has been picked by one of the two teams, the other can no longer ban or pick it. There can therefore be no class duplicates. Each team has 30 seconds to perform their action.

* **ARTICLE 7 – REGISTRATION**

Registration for the Tournament will take place from 2:00 p.m. on August 24, 2026, to 11:59 p.m. on September 6, 2026 (local time in Paris, France), on the KTA website. Participants must first create their team by entering a team name; then, each member of the team must complete a form indicating a nickname and the Ankama account ID to which any prizes will be awarded.

The team names, nicknames, and character names must comply with the rules set forth in Article 4.2.2 of the ToU, or the team will be disqualified by the Organizer.

* **ARTICLE 8 – QUALIFYING PHASE**

General Information

The Tournament begins with 10 Swiss rounds between all registered teams. The Swiss rounds will be played at the following dates and times (local time in Paris, France):

- **Tuesday, September 8**
 - 8:00 p.m.: Round 1
 - 9:45 p.m.: Round 2
- **Thursday, September 10**
 - 8:00 p.m.: Round 3
 - 9:45 p.m.: Round 4
- **Sunday, September 13**
 - 8:00 p.m.: Round 5
 - 9:45 p.m.: Round 6
- **Tuesday, September 15**
 - 8:00 p.m.: Round 7

- 9:45 p.m.: Round 8
- **Thursday, September 17**
 - 8:00 p.m.: Round 9
 - 9:45 p.m.: Round 10

Each team must participate in the 10 rounds shown on the schedule. The time of the second round for each day is given for informational purposes only; the start of these matches may be delayed, for whatever reason. Participants must ensure that they are available on match days and must pay attention to any announcements made in the in-game red channel to launch their fights. They must be prepared to play at a slightly later time than that announced. No rounds will be launched with a delay of more than one hour. No delays or absences will be tolerated. Any team that is absent or late will be considered to have lost by forfeit.

Teams can be up to 10 minutes late for the scheduled start of the draft. Any team that is not ready on time may be declared to have lost by forfeit by its opponents. Once the draft is complete, the teams must begin the match within no more than 20 minutes.

As a reminder, the "Golden Kill" rule declares the first team to have a numerical advantage from the start of the 16th turn to be the winner. If no team gains an advantage by the start of the 21st turn, then the fight is over, at which point the match is declared a draw. This drawn match rule does not apply to the 10th round, during which matches will continue until a winner is determined.

Any team declared to have lost by forfeit in two rounds will be eliminated.

Matching Process

Round-1 matchups are determined by a random drawing. Starting from round 2, teams will be matched up based on the number of points they have accumulated. Teams that have accumulated the most points are matched up first.

If there is an uneven number of teams in a points bracket, one team will be matched up with a team in the bracket below. If there is an uneven number of teams in the lowest points bracket, one of those teams drawn at random will be automatically awarded a victory. They do not fight in the current round, but they get 3 Tournament Points (TP). No single team may benefit from more than one automatic victory.

The random drawing of matches is carried out automatically by the KTA website.

Scoring

At the end of each match, teams can earn Tournament Points (TP) and have an Opponents' Winning Percentage (OWP) that changes. A victory earns 3 TP, a draw earns 1 TP, and a defeat earns 0 TP.

The OWP is calculated by dividing the sum of all victories won by the teams fought by the number of matches played by these teams. For example, after three (3) rounds, if the teams fought have the results 3/3, 2/3, and 0/3 victories, the OWP is $5/9 = 55.56\%$. Ties count for half a victory in the calculations.

The OWP is a way to illustrate the difficulty encountered by giving an advantage to teams that faced stronger teams.

The teams are ranked according to four (4) criteria of descending importance:

1. TP
2. OWP
3. any direct faceoff that took place during the Swiss rounds between the teams concerned
4. the position of the highest-ranked defeated opponent during the Swiss rounds

* **ARTICLE 9 – ELIMINATION PHASE**

Once all the rounds have been played, the top 32 teams from the Swiss rounds qualify for the finals, in a single-elimination bracket where the 1st-place team faces the 32nd-place team, the 2nd-place team faces the 31st-place team, and so on.

The matches are played in a "best two out of three" format (BO3), except for the final, which is "best three out of five" (BO5).

The dates and times are as follows (local time in Paris, France):

- **Sunday, September 20, 8:00 p.m.:** Round of 32
- **Tuesday, September 22, 8:00 p.m.:** Round of 16
- **Thursday, September 24, 8:00 p.m.:** Quarterfinals
- **Saturday, September 26, 3:00 p.m. and 5:00 p.m.:** Semifinals (the time of the second semifinal may be delayed if the first has not finished)
- **Sunday, September 27, 3:00 p.m.:** Final

Teams can be up to 10 minutes late for the scheduled start of the draft. Any team that is not ready on time may be declared to have lost by forfeit by its opponents; if it is late for the first draft, then it will be declared to have lost by forfeit for the entire faceoff. Once the draft is complete, the teams must begin the match within no more than 20 minutes up through the quarterfinals, or within 15 minutes for the semifinals and the final.

At the end of a match, teams are entitled to a 10-minute break to start the next draft, with no delays possible.

The choice of which team is team A and which is team B for the draft is made by the teams, with the team with the better ranking in the rounds having the choice of letter for matches 1, 3, and 5, and the other team having the choice for matches 2 and 4.

During this phase, matches cannot end in a draw.

Starting with the quarterfinals, each team must be in the voice chat room assigned to it on the KTA Discord server during each of its matches (including the draft and preparation phases). It is forbidden to receive assistance from outside the team from the start of a draft until the end of the associated match.

* **ARTICLE 10 – RULES AND SANCTIONS**

The Tournament is subject to a series of specific rules that aim to ensure that the event runs smoothly. Violations of any of these specific rules will result in sanctions being applied by the Organizer.

Specific Rules

- All participants agree to comply with the code of conduct as set forth in the Rules.
- All participants must respect the other participants, commentators, and organizers. Any insults or provocations will be sanctioned.
- Multi-accounting is allowed.

- When logging in to the game, participants must only use tools and methods offered and accepted by Ankama.
- If a team member is absent, one of the players who is present is permitted to use their own secondary tournament account to replace the absent player. The nickname for this secondary account must be similar enough to the one for their primary account that it is immediately apparent that both accounts are being used by the same player.
- Tournament players must search for their opponents to start the scheduled matches at the specified time. It is possible to send a private message in DOFUS using the "/w CharacterNickname" command, or to search for opponents on KTA's Discord server. Player nicknames are available on the KTA website's tournament pages.
- It is forbidden to invite opponents as a group in order to see their equipment.
- It is forbidden to leave the preparation phase of a fight while being alone in the team.
- It is forbidden to leave a match if doing so impacts how the fight is played out.
- It is forbidden to fix the result of a match.
- Using certain bugs may be sanctioned; the list of applicable bugs (if any) will be provided during the Tournament. Bugs not included on this list may also result in sanctions if they are unknown or not widely known and are exploited deliberately. You must consult the Organizer if in doubt.
- If a team wishes to benefit from a forfeit victory due to an error made by its opponents, the team must inform the organization and opponents as soon as the error has been committed. Continuing the draft or match without informing the Organizer and opponents of the error waives the right to win by forfeit.
- A match for which a valid result has already been announced shall never be started again unless the Organizer decides otherwise.
- Spectator Mode must stay on during all matches.
- At the end of all matches, including if an opponent loses by forfeit, the teams must report the result on the KTA website. Reporting false results will lead to sanctions.

Sanctions

Sanction Details

- Warning: Although warnings do not have direct consequences, they are recorded and may lead to more serious sanctions for the team in the event of repeat offenses.
- Imposed Defeat: The team that committed the violation is automatically considered the loser of the fight in progress or of their next fight.
- Disqualification: The player who committed the violation is eliminated from the Tournament and relinquishes any possible prizes, and a sanction may be applied to their Ankama account.

List of Sanctions:

- Insult or provocation: One of the team members insulted or provoked another player, a commentator, or an organizer.
 - Warning
 - Disqualification in the event of a repeat offense
- Breaking the match rules: Any of the rules set forth above was not complied with.
 - Imposed Defeat
 - Disqualification in the event of a repeat offense
- Misuse of a gameplay system: The player deliberately exploits a faulty system in the game during a fight to gain an advantage over their opponent.
 - Disqualification

- Cheating / Use of methods or tools not approved by Ankama: The player uses methods or tools that are not offered and/or accepted by Ankama.
 - Disqualification
- Account lending: A player played using the account of a player who is not on their team.
 - Disqualification (for both players)

This sanction table is provided for reference only and may be adjusted to ensure the smooth running of the Tournament.

* **ARTICLE 11 – PRIZES**

- Winning team: a Champion Set + 400 Warrior Tournokens + 200,000 ogrines + a Premium Ivory Lottery Token + a physical trophy + an invitation to a playtesting session at Ankama's studios
- Second-ranked team: 250 Warrior Tournokens + 100,000 ogrines + an invitation to a playtesting session at Ankama's studios
- Teams eliminated in the semifinals: 150 Warrior Tournokens + 50,000 ogrines + an invitation to a playtesting session at Ankama's studios
- Teams eliminated in the quarterfinals: 100 Warrior Tournokens + 25,000 ogrines
- Teams eliminated in the round of 16: 50 Warrior Tournokens
- Teams eliminated in the round of 32: 20 Warrior Tournokens
- All teams that complete the Tournament without being declared to have lost a match by forfeit and without receiving a sanction (excluding warnings) will receive an Ivory Lottery Token

The Champion Set, Warrior Tournokens, Lottery Tokens, physical trophy, and invitation to the playtesting session are awarded to each member of the team.

The ogrines are a prize won by the team and will be divided equally between the members of the winning team.

The playtesting session to which the top four (4) teams will be invited will be held at Ankama's studios at 75 boulevard d'Armentières, 59100 Roubaix, France, at a date to be communicated later. Any winner who cannot attend on this date will lose the benefit of this prize, with no option to reschedule and no possibility of replacement or compensation in any form whatsoever.

This prize includes, up to a maximum of €200 (two hundred euros), including tax:

- OUTBOUND TRAVEL from the train station or airport closest to the winner's place of residence to Roubaix, and RETURN TRAVEL from Roubaix to the train station or airport closest to the winner's place of residence for one (1) person. The Organizer is solely responsible for choosing the means of transportation for the outbound and return travel, and the Organizer reserves the right to combine multiple means of transportation. Organizing and reserving transportation will be done by the Organizer. The unavoidable costs of travel (for example, a Paris metro ticket if there is a station change in Paris) may be refunded on presentation of the original supporting documents only and other documents requested by the Organizer (including, but not limited to, bank account details);
- entry into Ankama's studio between 9:00 a.m. and 5:00 p.m. (Paris time) and participation in a playtesting session for one (1) person; and
- accommodation for one (1) person, but only in cases where it is deemed necessary due to the unavailability of transportation, and for a maximum of two (2) nights, organized and reserved by the Organizer, with the choice of the type, options, and location of the accommodation being at the sole discretion of the Organizer. Each player is hereby informed that they may be required to share their hotel room, if applicable, with one or more other players. The Organizer will make every effort to house players on the same team in the same room.

Please note: If the winner is a minor, they must be accompanied by a legal guardian. The service will then be extended to the person of legal age, who is responsible for the underage winner and will accompany them. However, the Organizer will only cover the

costs of transportation and accommodation for the underage winner and their accompanying adult up to a total amount of €200 (two hundred euros). If the legal guardian refuses to accompany the minor, the prize shall be forfeit.

The dates and times of departure and return will be determined later by the Organizer in consultation with the winner, taking into account the latter's availability. However, if no agreement can be reached in good faith between the winner and the Organizer, or the winner does not respond to the Organizer in the necessary timeframe, the prize shall be forfeit.

ALL PARTICIPANTS ARE HEREBY INFORMED THAT TRANSPORTATION AND ACCOMMODATION ARE STRICTLY PERSONAL AND THAT THE ORGANIZER WILL NOT COVER THE COST, EITHER IN PART OR IN WHOLE, OF TRANSPORTATION, MEALS, AND/OR ACCOMMODATION FOR ANY PERSON ACCOMPANYING THE WINNER (UNLESS THE WINNER IS A MINOR, UP TO THE LIMIT SPECIFIED ABOVE).

It is the winner's sole responsibility to verify that the documents and paperwork necessary for them to receive the prize are in order and up to date. The Organizer may not be held responsible should the winner not have the necessary documents and paperwork in order and up to date, in which case the prize shall be deemed forfeit.

The Organizer shall not be held responsible for any delays, cancellations, strikes, or other events outside its control that may affect the chosen means of transportation.

The Organizer only agrees to cover costs up to a maximum total of €200 (two hundred euros), including tax. If the costs exceed this total of €200 (two hundred euros), including tax, the winner must cover the overage out of their own pocket.

Players will be responsible for any damage they cause and will have to pay any related financial costs.

Participation in the playtesting session may be subject to signing a confidentiality agreement. In the event that a winner refuses to sign such an agreement, they will be unable to participate in the session and shall have no claim to any form of compensation. The physical trophy will be given to the winners during the playtesting session or will be sent by mail if they are unable to participate in the session.

Virtual prizes are strictly personal and non-transferable, and therefore cannot be sold, exchanged, loaned, assigned, or transferred to or benefit any third party, ascendant, descendant, beneficiary, or other person for any reason whatsoever unless otherwise stipulated by the Organizer. Prizes awarded to the winner's Ankama account can under no circumstances be transferred to another Ankama account, whether the account belongs to the winner or not, unless otherwise stipulated by the Organizer. The virtual items in the prize pool can only be used within the DOFUS MMORPG.

The Organizer reserves the right to suspend, cancel, or delete any prize (in whole or in part) if it suspects that any of the aforementioned actions has been performed or attempted, for as long as the prize is valid.

No compensation may be claimed by the winners on the day that the DOFUS MMORPG ceases to be published and/or distributed in its current form or in any other form, or if it is subject to modifications no longer allowing the winners to utilize the prizes (in whole or in part) that they have won in the Tournament.

* **ARTICLE 12 – CLAIMS**

Prizes cannot be reimbursed, replaced, or exchanged, and no cash equivalent will be awarded, under any circumstances whatsoever, even in the event of force majeure. Prizes in kind are not subject to any guarantee.

The Organizer cannot be held responsible if, for reasons beyond its control, the competition, its terms and conditions, and/or the prizes must be delayed, modified, or canceled, in whole or in part.

* **ARTICLE 13 – ACCESS TO THE RULES**

The Rules are available on the website <https://www.dofus.com/> and/or on the KTA website. A copy of the Rules may be provided free of charge to any person who requests it. Such requests must be mailed to the following address: ANKAMA GAMES, Service Tournoi/Concours – Règlement, DOFUS Cup 2026, 75 Boulevard d'Armentières, BP 60403, 59057 Roubaix Cedex 1, France.

Postal fees related to any requests for a copy of the Rules will be reimbursed provided that these requests are made in writing and mailed to the Organizer, and that they include the full contact information of the person making the request (first and last name,

address, postal code, city/town), limited to one request of the same nature per household (same name, same address). Postage will be reimbursed based on the prevailing regular rate for letters under 20 grams as of the effective date of the Rules.

* **ARTICLE 14 – SECURITY**

Participants are responsible for the security and stability of their Internet connection. The Organizer cannot be held responsible for damage caused by a connection problem or an external attack.

We strongly advise against the use of client-to-client voice chat programs because they allow ill-intentioned people to easily get your IP address. It is better to use software packages that operate via server (Discord, TeamSpeak, Mumble, etc.), choosing your server carefully, of course.

* **ARTICLE 15 – APPENDIX**

In unforeseen circumstances and whenever necessary, the Organizer reserves the right to modify all or part of the Rules to ensure that the event can continue under the best possible conditions.

* **ARTICLE 16 – DATA PROTECTION AND CIVIL LIBERTIES (CNIL) PROVISIONS**

Any personal information the Organizer may request from you, as appropriate, is necessary to record your entry, determine the winners, communicate with participants when necessary, distribute the prizes, and verify compliance with the rules of participation, as well as to satisfy certain legal and regulatory requirements. The legal basis for this processing is legitimate interest (see Article 6.1.f of the European Data Protection Regulation). This information is provided to the Ankama Group.

You may access and obtain a copy of your personal data, object to the processing of this data, have the data corrected, or have the data erased. You also have the right to limit how your data is processed (visit cnil.fr for more information about your rights). You can exercise your rights either by visiting the Ankama Support website (<https://support.ankama.com/>), or by writing to the address listed in Article 13 and including the words "Personal Data" next to the address on the envelope. Out of concern for your privacy and to protect your personal data, we must verify your identity before replying to your request. Additionally, any request to exercise your rights must be accompanied by a copy of a signed identity document.

For any questions or claims relating to the processing of your data, you can contact us by mail, under the same terms as those referred to in the previous paragraph, or by email at privacy@ankama.com. You may also contact our data protection officer at the same addresses. If, however, you believe that we have not met your expectations, you may submit a complaint with a competent data protection supervisory authority.

• **ARTICLE 17 – DISPUTES AND LIABILITY**

Participation implies understanding and accepting the characteristics and limitations of the Internet, the absence of protection for certain data against possible misappropriation or piracy, and the risks of infection by viruses that may be present on the network. It is, therefore, the responsibility of each player to take all appropriate measures to protect their data. The Organizer shall not be held responsible in the event that a malfunction on the Internet network prevents access to or proper operation of the Tournament. Any defeat resulting from a connection problem or external attacks will not be sufficient grounds to restart the fight, and the Organizer shall not be held responsible for any damage caused.

In the event of a computer virus, external attack, fraud, or technical malfunction, the Organizer reserves the right to cancel or modify the terms of the Tournament at its discretion and shall not be held liable therefor by the players. Under these circumstances, the

Organizer reserves the right to withhold prizes and/or take legal action in any courts of competent jurisdiction against the parties who have committed such acts of fraud.

The Organizer shall make the exclusive and final decision in any dispute relating to the Tournament and its Rules. There will be no reply to any requests by telephone or in writing concerning the interpretation or enforcement of the Rules, the Tournament's terms and conditions, or the awarding of prizes.

The Organizer reserves the right, if the circumstances so demand, to shorten, extend, modify, or cancel this Tournament. It cannot be held liable as a result. In particular, the Organizer reserves the right to void and/or cancel the Tournament, in whole or in part, if necessary, if it appears that fraud or malfunctions have occurred in any form whatsoever.

The Organizer cannot be held liable in these cases, and players cannot therefore claim any compensation or indemnity of any kind whatsoever.

- **ARTICLE 18 – GOVERNING LAW AND SETTLEMENT OF DISPUTES**

The Rules are governed exclusively by French law.

Any disputes or claims arising in relation to this Tournament must be submitted in writing and sent to the address set forth in Article 1. Any disputes or claims submitted beyond one (1) month from the end of the Tournament will not be accepted.

Any disputes arising from the performance or interpretation of the Rules shall be subject to the jurisdiction of the competent courts of the Lille Metropolitan Area, even in the event of multiple defendants, incidental claims, or third-party proceedings.