



VOODOO  
GAMES

#1

JAN 2022

# VOODOO VANGUARD

## THE VANGUARD

Voodoo Games' monthly news magazine is here!

## NEW YEAR, NEW VOODOO

Find out all about the recent logo change and new company strategies

## KNIGHT TALES

Production is nearly done and shipping is in preparation

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The logo for Voodoo Vanguard is a purple circle with a stylized 'V' shape inside. The words 'VOODOO' and 'VANGUARD' are written in white, bold, sans-serif capital letters across the top and middle of the circle respectively. A small circular icon with a stylized 'V' is positioned to the right of the word 'VOODOO'.

**VOODOO  
VANGUARD**

## THE VANGUARD IS HERE!

Today we celebrate the release of the first issue of our monthly digital news magazine, "Voodoo Vanguard"!

The Voodoo Vanguard will replace our former newsletter and will be made available online and for download through our website:

**[WWW.VOODOO-GAMES.COM/VANGUARD](http://WWW.VOODOO-GAMES.COM/VANGUARD)**

Each issue will feature a selection of detailed information of our games, production timelines for current projects and even short articles about future projects. We'll also share insights into game development and inform you of special events or deals.

Additionally, we'll have a space dedicated to our community in which you can ask us questions you are curious about or leave a comment about our games.

**DO YOU LIKE THE NEW  
VOODOO VANGUARD?**

**SUBSCRIBE HERE TO MAKE SURE  
YOU DON'T MISS AN ISSUE!**



# NEW YEAR, NEW VOODOO

Some of you might have already noticed that Voodoo Games has a brand new logo.

So, what happened?! And why?!

In the last quarter of 2021, while we dealt with several struggles on our latest project, **Knight Tales**, we hit a point where we realised that we needed to make some significant steps as a company. Voodoo Games had clearly outgrown our initial idea of two board game fanatics designing their own games and publishing them.



As a first step, we had to put more focus on our Kickstarter update process. Backers deserved regular weekly updates and luckily our English rules editor David was happy to help us out. That was one task we could cross off our long list of responsibilities.

For our second step, we recruited Jessy to take control of our social media presence. We now have a plan for regularly scheduled posts on both **Instagram** and **Facebook**.

With these steps taken, we felt it was time for a comprehensive reboot of Voodoo Games and the beginning of the new year felt like the perfect time for a change. We have always loved our original logo, created by the infamous **MICO**, but it always felt more like a piece of art than a traditional logo. So, a new logo was designed to represent Voodoo Games in a cleaner, simpler style.

To finish our reboot we have ensured the website is up to date and we've started our monthly news magazine - the Voodoo Vanguard!



# KNIGHT TALES

We know this has taken a lot longer than any of us predicted! We've had to deal with numerous delays caused by the ongoing COVID-19 pandemic, as well as fixing a few minor issues during production of the game. But we've finally managed to get everything done.

Manufacturing is wrapping up and we'll soon move to fulfilment. It's been an ordeal, but the end really is in sight.

**Knight Tales, The Last Stand**, the Dragon exclusives, playmats, coins and sleeves will soon be packed into containers destined for our fulfilment centres.

We expect it to take quite a few weeks for the cargo to arrive at the various hubs.



Once the freight arrives, our fulfilment partners will start sorting the products and packing the various pledges before finally shipping them to our backers.

We anticipate the sorting and packing stage to take another 3-4 weeks.

We want to thank all our backers who have waited patiently for this game to be delivered and we genuinely hope you feel the end product was worth the wait.

## THANK YOU!



[> DETAILS](#)

# DO YOU VOODOO?

Discover more of our games at [www.voodoo-games.com](http://www.voodoo-games.com)



## KNIGHT TALES

1-4 players stand against hordes of monsters and must cooperatively or semi-cooperatively defend a remote village and the heir to the kingdom for three days and three nights.



## ISLES OF TERROR

1-4 players each control an exploration team discovering the uncharted isles of a tense and story-driven campaign while facing dangerous encounters and discovering buried secrets.



## FLAUTZ!

As panicking apprentices, 2-10 players attempt to exchange the right spells, summon their familiars and win the secret contest of the wizards' apprentices – the FLAUTZ!



## XIBALBA

In Xibalba, 2-4 players gather resources, expand their bases, weaken their opponents and enter the contested ark to loot the precious Paragon in order to emerge



# BOARDGAMERAGS

DON'T PLAY NAKED!



## WANT SOME VOODOO MERCHANDISE?

Check out our website [www.boardgamerags.com](http://www.boardgamerags.com) where we create and sell not only shirts for our games but also for many other board games, publishers, artists and channels.



We're still at the beginning of our journey and are always looking to expand our BoardGameRags range. Stay tuned for more partners and designs!

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