



VOODOO
GAMES

#5

MAY 2022

VOODOO VANGUARD



THE MAYAN UNDERWORLD

Join the apocalypse and step into the world of Xibalba

GET TO KNOW US - PART I

Let's take a closer look at who is behind Voodoo Games

THE MAYAN UNDERWORLD

In Mayan mythology there is a place that they refer to as Xibalba, essentially their underworld.

Xibalba roughly translates into “place of fear” and that’s exactly what earth has become in our board game of the same name.

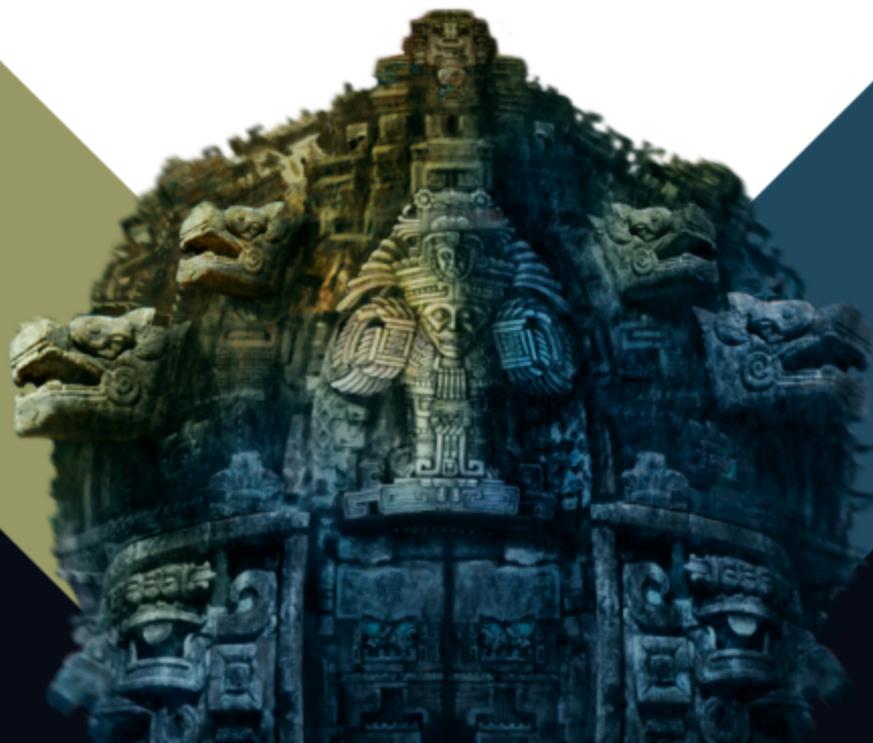
Imagine a world in which our technologic advancements yield powerful diesel-driven machines of the early 20th century.

A world in which the discovery of an alien resource has changed industrial evolution forever. Where military arsenals have never been used to incite world war, but are necessary for the very survival of mankind. It is the year 1948 and the world as we know it has ceased to exist.

Welcome to Xibalba, where the remains of civilization fight for their very survival in an inter-apocalyptic dieselpunk world.

Originally, we called Xibalba “Paragon” as this is the fictional resource the game is all about. But close to its release, a big video games company released a game with the identical name. So, we renamed our game to Xibalba at the last second and had to redesign the logo to match the new name.

Xibalba was actually the first game ever invented by André and its development started over a year before any thoughts of Karnivore Koala – the latter won the race and officially became the first release of Voodoo Games.





But Xibalba was in good hands as we struck a deal with Heidelbär Games and we were pretty amazed by that! Still, we had to come up with the initial funding and our choice fell to Kickstarter once more.

Appreciatively we managed to exceed the funding goal and thus Xibalba became a reality.

But, unfortunately luck wasn't on our side as its release was overshadowed with the sudden passing of Harald, the CEO of Heidelbär Games, the person who got us in and believed in Xibalba.

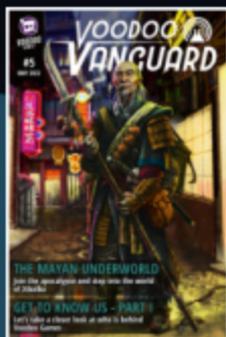
It was a sad time for everyone but we are so glad to have had the chance to meet this great icon in person and spend some time with him playing our games.

Now we're making initial plans for an improved version of Xibalba and we'll see how this turns out and whether it will be a realistic endeavor.



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GET TO KNOW US

PART ONE

Voodoo Games was founded on 1st April 2014 by Martin and André. Today we want to take a closer look at those early days and we will progress through the company's history in upcoming articles of future Vanguard issues.

It all started when André was leaving Megalith Games and he came up with the idea to put his creative energy into a new company. He didn't want to start this undertaking on his own and was determined to find a more suitable partner this time. The obvious choice was Martin, a close long-term friend who knows pretty much everything there is to know about board games.

Luckily, Martin did not need much persuading and jumped at the chance, bringing his first game idea into a company that did not even have a name. Soon after though a name was agreed, and Voodoo Games was born.

A few weeks later, they registered the company and the first goal was to get a logo. André contacted the mighty MICO, who was working on the artwork for Shem Phillips' "Shipwrights of the North Sea."

André showed MICO his first design ideas and a few days later the initial Voodoo Games logo was finished and uploaded to the website.

With two game ideas in mind, a fresh logo and a new website filled with the first information about Voodoo Games, we were off to a very good start and couldn't wait to get the game development rolling!

If you want to know how this story continues, check future Vanguards for more information!



VOODOO
GAMES

DO YOU VOODOO?

Discover more of our games at 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



VOODOO GAMES

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