

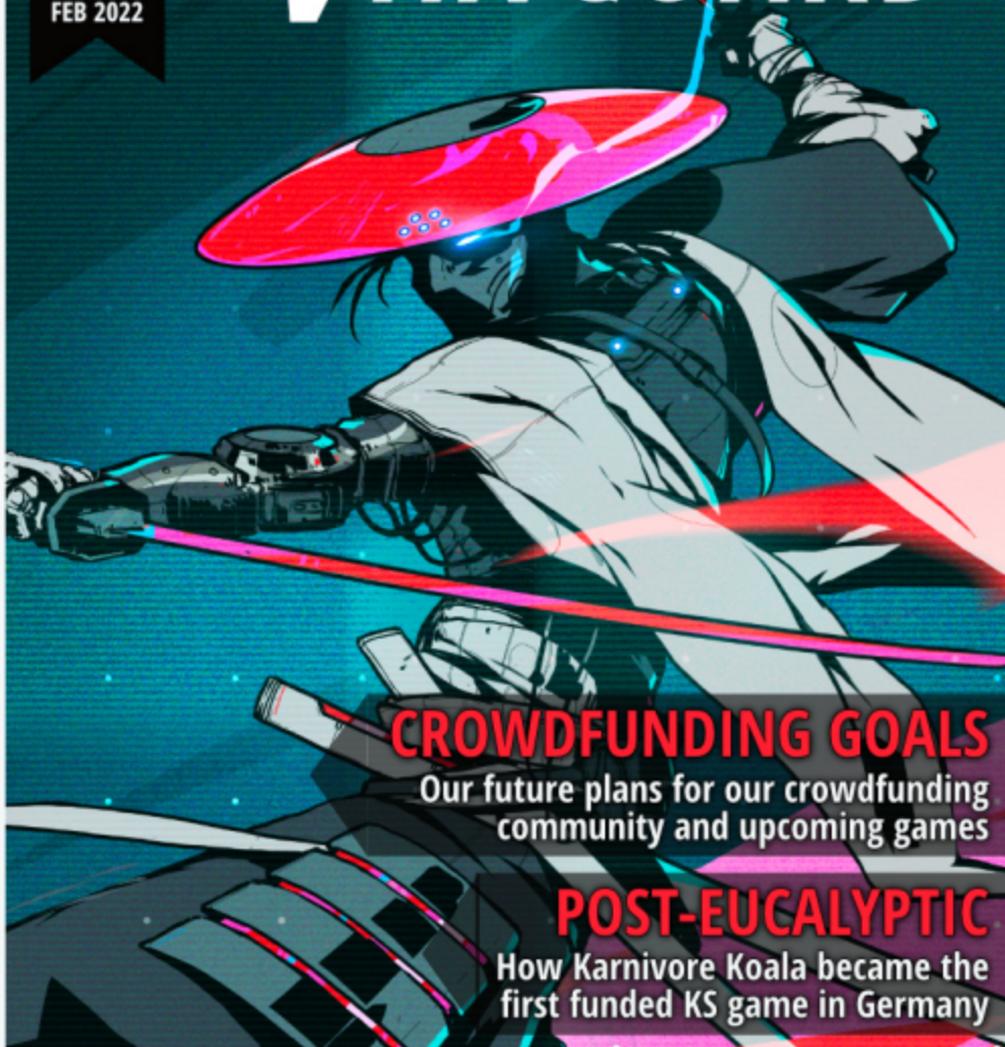


VOODOO  
GAMES

#2

FEB 2022

# VOODOO VANGUARD



## CROWDFUNDING GOALS

Our future plans for our crowdfunding community and upcoming games

## POST-EUCALYPTIC

How Karnivore Koala became the first funded KS game in Germany

PREPARE YOURSELF FOR

# CYBERDOME

# CROWDFUNDING GOALS

If you're aware of Voodoo Games, maybe even possess one of our games, chances are good that you're a backer of one of our four previous crowdfunding projects!

Crowdfunding and Voodoo Games have gone hand in hand since we successfully launched our first game, *Karnivore Koala*, on **Kickstarter** back in 2015.

Since that first project we have relied on Kickstarter, as it was the only way to finance our games and make them a reality.

Thanks to all our great backers out there we've continued to successfully fund all our games and are looking forward to our next project!

As great as Kickstarter is a crowdfunding platform, it has never been an easy endeavour to setup and manage new projects.

While the overall functionality is great, one of the big downsides of Kickstarter was the lack of a natural add-on functionality and an overall overview of a backers' pledge amount and reward choices.

This caused lots of headaches on both sides – backers, unsure what to pledge for and how to select their rewards and project owners, having to deal with tons of questions and instructions about it... thankfully Kickstarter has finally integrated a better add-on option!

## OUR PAST KICKSTARTER PROJECTS



**KARNIVORE  
KOALA**



**XIBALBA**



**ISLES OF  
TERROR**



**KNIGHT  
TALES**

**CLICK THE IMAGES TO LEARN MORE ABOUT EACH CAMPAIGN**



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Nevertheless, we must face the fact that there is a new platform out there and you might have already heard about it - we are talking about **Gamefound**.

Starting out as a post-campaign pledge manager that provided project owners a toolkit for their backers to manage their Kickstarter pledges and reward options, we have personally always liked Gamefound a lot. Now that it has become its own crowdfunding platform, offering all the services we feel Kickstarter was or is still missing, and having built up a strong community dedicated purely to board gamers, we strongly feel it's time for us to switch.

We have a few projects in the queue that we would like to bring to Gamefound. While one of them is a brand new game (yes, we're referring to Cyberdome!), we are also planning to launch reprints for our (nearly) sold out games, such as Isles of Terror and Karnivore Koala.

In addition, we would like to give Knight Tales another go, as we won't have much stock left after we've supplied our backers and distributors.

So, we anticipate a busy year and we hope to see you all joining our next game project on Gamefound!

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

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



# POST-EUCALYPTIC

Do you still remember how our journey began?

After founding Voodoo Games in 2014, refining their ideas for the first game and getting the amazing artist The Mico on board, André and Martin embarked on their first Kickstarter adventure in May 2015 with their crazy card & dice game *Karnivore Koala*. Then **YOU** got it funded in under 24 hours!

Actually, it was the first German board game funded after Kickstarter was made available to German publishers! Well, aside from the one game that was technically quicker but only asked for a €50 funding goal... sooo....

Ultimately, our first game gained a whopping 1107 backers, got a bucketful of unlocked cards and was printed in the requested additional languages, German and French.

The production went pleasantly fast and even beat the estimated distribution date of December 2015 by nearly 3 months. But due to a delay in shipping, the games arrived shortly before everything had to be packed for the SPIEL games fair in Essen. This meant that dispatch to the backers was held up until afterwards.

Luckily, almost everyone was very understanding and we were able to not only showcase, but distribute and sell the game at the SPIEL '15.

The Voodoo crew even got the opportunity to meet some of the backers who picked up their copies in person, or just visited our booth for a demo game and a chat. It was such an amazing feeling to hand over the finished game and a lot of fun to present *Karnivore Koala* to so many interested people!





On the flip side, André and Martin still had to package, label and ship out all the remaining backer copies after returning from a week of trade fair madness.

The bulk of the packages went out during the next five weeks and fortunately only about 40 pledges had issues.

These took a bit longer to complete but were still within the original timeframe.

All in all, the Karnivore Koala Kickstarter and distribution went quite smoothly and successfully. This trippy gem paved the way for our other games and now - seven years later - all the German copies have found a new home.

We only have a few English copies left. And a few more of the French games left.

Maybe you want to adopt some of these cute Koalas right [here](#)?



# CYBERDOME

Have you ever wondered how it would feel like to be a hacker in a distant future, neurally linked to the most popular and deadly game of its time? Controlling, manipulating and fighting with avatars taking part in a battle royale arena match? Wonder no longer!

In Cyberdome, our upcoming game planned for late 2022, you'll find yourself in a neon cyberpunk universe, as a renowned hacker offering their services in order to influence bets and the course of the most popular battle royale - Cyberdome.

With millions of credits being bet, won and lost on this sport, many infamous corporations, independent gentlemen and other crooks have a vested interest in manipulating the outcome of the matches - that is, of course, where you and your exceptional skills come in!

Cyberdome is a tabletop miniature board game for 2-4 players who compete in an arena battle royale match in order to score the most credits for their sponsor by defeating avatars, manipulating wagers and keeping their favorite team alive as long as possible.

Instead of controlling specific avatars, you are able to hack into any avatar on the game board ensuring that you are never eliminated from the game. Your paths to victory are many and varied as you not only fight your way through the arena but also perform clever hacks, manipulate wagers, manage your skill cards and use the arena to your advantage!

While the game will transport many concepts from digital battle royale games to the tabletop, it also adds a host of new ideas and interactions to bring you a whole new experience.



With Cyberdome currently in development, you can expect to hear a lot more news about it as we progress!

If you want to stay up to date, make sure you follow us on Instagram or Facebook.



# PREVIEW RENDER/ LOTUS SAMURAI 001

LIKE WHAT  
YOU SEE?

LET US KNOW!



# 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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Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany.

[www.voodoo-games.com](http://www.voodoo-games.com)

