



VOODOO
GAMES

#3

MAR 2022

VOODOO VANGUARD



SUMMON YOUR FAMILIARS

Learn how to cast your spells and become the winning wizard of the FLAUTZ! tournament

WHAT ARE WE UP TO?

Updates on Knight Tales shipping and our new game Cyberdome

HELP US HELP UKRAINE

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These are very tough times and it's hard to conceive the most appropriate way to start this news.

All Voodoo Games' staff are deeply shocked by the current events in Ukraine.

None of us would have ever believed such an unconscionable act would even be possible in the 21st century. We are all totally speechless, outraged and terribly sad.

But we are not helpless!

In the past week, we have taken initiative and discussed with our landlord the possibility of converting our current warehouse space into a safe shelter for Ukrainian refugees.

Our warehouse space is essentially a basement apartment in the house André lives in, which had previously been used as a regular apartment until building authorities shut it down several years ago.

They have given their approval for it to be opened as an apartment again, so there's a whole 80m² living space that will soon be available for refugees!

We have already started to clean out the apartment by moving all our inventory and physical assets to private spaces, but we simply don't have space to maintain our stock long term. This mainly effects a whole pallet of our game FLAUTZI! and another pallet with lots of French Karnivore Koalas.

WHY WE ASK FOR HELP

But how does this relate to you and why are we asking for your help?

Well, we've decided to donate the remaining stock of French Karnivore Koalas to a charitable organization in France that works to help children in need. But we would also like to try our best to raise some money for Ukrainian aid organizations.

In this way we could solve our excess stock issues, whilst also being able to donate some additional money on behalf of Voodoo Games to Ukrainian aid.

If you want to help us help Ukrainian refugees in these terrible times, here's a simple way to do so:

We will offer a complete FLAUTZI! bundle including the base game and the two mini expansions for a total of 15€ including worldwide shipping.

For every game we sell, we will donate 5€ to the following aid organization:

Deutsches Rotes Kreuz e.V

www.drk.de

Bank für Sozialwirtschaft

IBAN DE63 3702 0500 0005 0233 07

Subject: Nothilfe Ukraine



We really hope that we can put the remaining games to good use and raise some more money to help those in need.

Let us stand together against war and terror!

Your help would be greatly appreciated and even though you might not want to take advantage of this offer, please consider if there's anything else you can do to help out!

There are lots of other great help organizations and you are not forced to donate money - you can also offer donations in kind.

Thank you so much!

Our thoughts are with the people of Ukraine and all the innocent people affected by this war!

>> CLICK HERE <<



The bundle contains:

- Base Game
- Necromimicon Expansion
- Voodoo Expansion

Each FLAUTZ! bundle contains the English, German, French, Italian and Spanish rules.



JUST 15€ - PLEASE HELP!



FLAUTZ! – The wizards, witches, druids, faeries and necromants from the Magic Academy of Rolzberg call it their traditional gathering.

During this event, you and the other apprentices transform the study of the mage tower into your own arena and contend in a most secret competition!

It's now time to impress the other participants by summoning magical creatures – the familiars. This would have been a simple task, but for an errant training spell that swirled the magic scrolls of all attendees throughout the room!

Since you have very little time until the masters return from their gathering, everyone is desperately trying to catch some of the scrolls and cast their spells (even though not all of them are from their own collection...).

You might still be able to triumph in the **FLAUTZ!**. Equally this may possibly end in total chaos...



FLAUTZ!

The idea for FLAUTZ! came about when André noticed that despite being a game designer he hadn't designed a single game easy enough for his younger brother to play.

André's brother, Alexander, suffers from an intellectual disability. So, in the spirit of equality and equity, André sat down to design a simple card game that would find its place among those regularly played by his brother and his friends, games such as UNO or SKIP-BO.

In addition, it needed a catchy theme and given the nature of creating something magical that could enchant literally anyone, having wizards (or their apprentices) seemed to be the right choice.

Another important aspect were the visuals. André wanted to offer something more evocative than just a few numbers on plain colored cards.

This is where Dominik Mayer came into play. Dominik had recently contacted Voodoo Games and with FLAUTZ! we had a first chance of working together.

Even though the artworks for FLAUTZ! were "a little bit" out of Dominik's usual artistic discipline, it was great fun and he did an awesome job bringing a simple card game to life!

After several weeks of playtesting, the team and especially Alexander were all really happy with the final game and so FLAUTZ! was born!

FLAUTZ! was also the first game that Voodoo Games produced and published without the aid of a Kickstarter campaign.

Since then, it has made many kids, parents and friends of all ages very happy!

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

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YOU DON'T MISS AN ISSUE!**



WHAT ARE WE UP TO?

Things here at Voodoo Games are always busy. That's because we have great ambitions but little resources.

Currently we are dealing with the shipment of our latest successful project Knight Tales. We have arranged everything and while you are reading this, the distribution in Asia through VFI has already begun.

At the same time, the vessels for EU and US/AZ are booked. Soon, the whole journey should come to an end and the long wait will reward players when they finally open their pledges!

In addition, we are in the final design stages of our upcoming game **CYBERDOME**. We've been playtesting it for over a year now and have had many iterations with lots of rule changes. But we have reached a state that we believe is perfect! So, we are now going to start on designing the final game components and prepare everything for its launch.

With the rules development for one game out of the mind (mostly), new ideas and concepts arise that will soon also find their way into the test caves of the Voodoo team!



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



BOARDGAMERAGS

DON'T PLAY NAKED!



WANT SOME VOODOO MERCHANDISE?

Check out our website 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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