

VOXIES



OCToBER 2024
IN REVIEW

Voxies October 2024 Announcements and Events

Tu 1

We 2

Th 3 **v1.1.6 Release**

Fr 4 **v1.1.7 Release**

Sa 5

Su 6

Mo 7

Tu 8

We 9

Th 10

Fr 11

Sa 12

Su 13

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Tu 15

We 16

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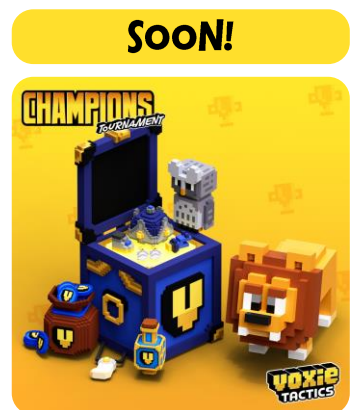
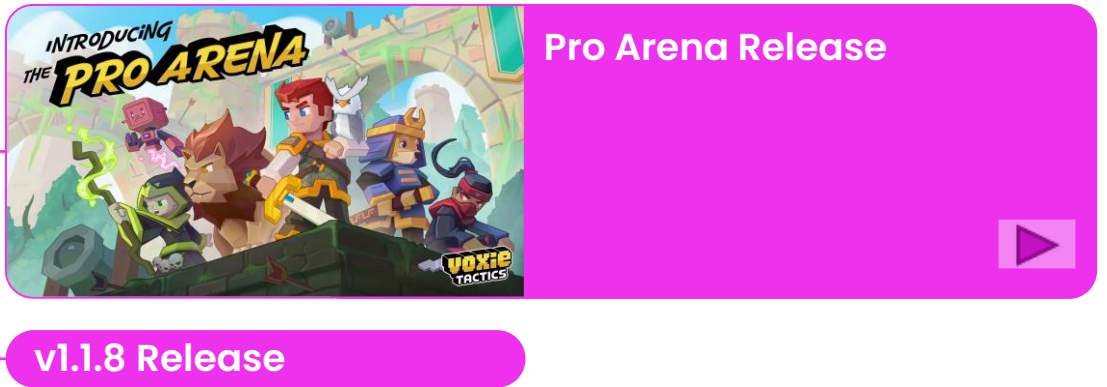
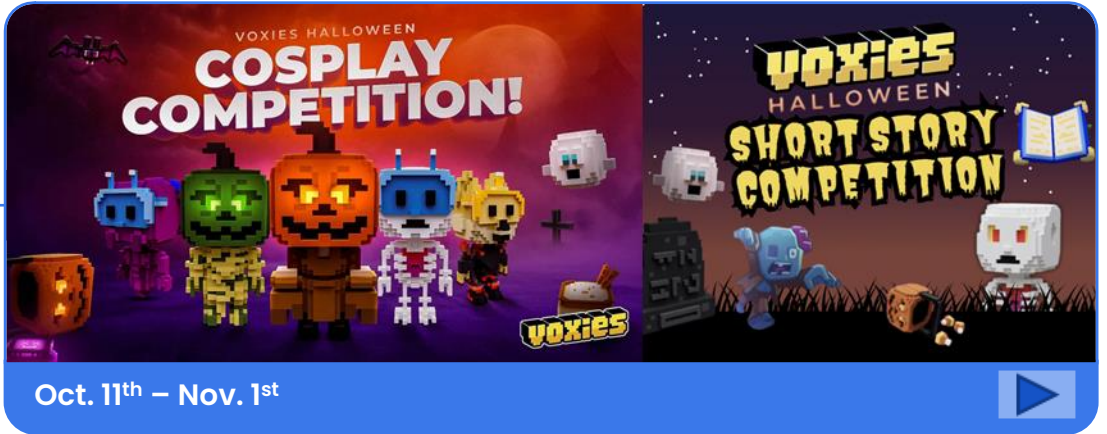
Su 27

Mo 28 **v1.1.9 Release**





Tu 29

We 30

Th 31



Project Metrics (October 2024)

 **Voxies NFT Owners: 1,222**
 **Voxie Tactics Items: 289,409**
No. of Holders: 10,590
 **X/Twitter Followers: 70,323**
 **Discord Members: 12,176**

VOXEL Token Last 3 Months Trend (VOXEL/USD)



Voxies Marketplace

Marketplace Total Sales Volume: 57,803.0 VOXEL
Sale Listings Sold: 1,148

Rentals Free Market Rentals: 13,619
Reserved Rentals: 1,242 [Go to NFT Rental Price Average](#)




Arcanist's Forge (No. of Forges)

Random **Recipe**

Rare	Epic	Leg.	Identify	Infuse	E. Swap	L. Swap
9	703	205	47	262	—	2

[Go to Market Trends](#)

NFT Floor (in OpenSea, ETH, October 31, 2024)

 **October 2024 Total Volume**
 **Voxies NFT 6.06 ETH**
Sales: 72
 **Voxie Tactics Items: 0.021 ETH**
Sales: 9

Voxies NFT
For sale: 76 Voxies

[Go to OpenSea Floor Breakdown](#)

Common	Uncommon	Rare	Epic	Legendary	Godly	Special
0.04	0.07	0.18	0.26	1.00	—	—

Voxie Tactics Item NFT

For sale: 132 Items

Rare	Epic	Legendary	Godly	Special
0.0002	0.003	—	—	—

Table of Contents

- [Voxies October 2024 Announcements and Events](#) 2

- [Project Metrics](#) 3

- [The New Pro Arena](#) 4-5

- [Voxie Tactics Version Releases in October 2024](#) 6-10

- [VOXEL in Quickswap Farms](#) 10

- [Voxie Tactics Dev Diaries - Summary for October 2024](#) 11

- [Voxie Battle Bytes — October 2024](#) 12

- [Voxies Halloween — Cosplay Competition](#) 13-14

- [Voxies Halloween — Short Story Competition](#) 14-15

- [Voxies Market Trends for October 2024](#) 16

- [Voxies/Item Upfront Rental Fee Average — October](#) 17

- [OpenSea Voxies/Item NFT Floor](#) 18

- [Voxie Tactics Items — October Mint Trend](#) 19

- [Voxies Social Media Content – Oct. 2024](#) 20

The New Pro Arena



PRO ARENA IS LIVE!

The Pro Arena was released on October 16th, aiming to enhance new players' onboarding experience and ensure a fair and competitive environment for all. The rollout of this new arena also marks the first phase of the Voxel Champions event launch!

A Level Playing Field

The Pro Arena addresses large disparities in player strength. By limiting equipment rarity to Common (Virtual), Uncommon (Virtual) and Rare (NFT) categories, the arena ensures that players with less powerful gear can compete based on strategy and skill rather than be overwhelmed by opponents with significantly better gear.

This approach emphasizes skill, strategy, and creativity in team compositions for players who don't possess higher-level (i.e., Epic rarity and above) gear.

What Sets the Pro Arena Apart?

The core mechanics of arena matchmaking, tiers (i.e., Trainee to Tactician) and the reward system remain unchanged, with player ELOs being reset for this new arena on release.

Conditions for Entry: Players must **own or rent** at least **one Rare** Voxel Tactics **Item NFT** to compete in the Pro Arena. Owning or renting a Voxel is not required, however any Voxel (Starter or NFT, any rarity) is permitted!

Equipment Limitations: The Pro Arena prohibits the use of Epic, Legendary, Godly and Special rarity gear. This restriction establishes a more level playing field.

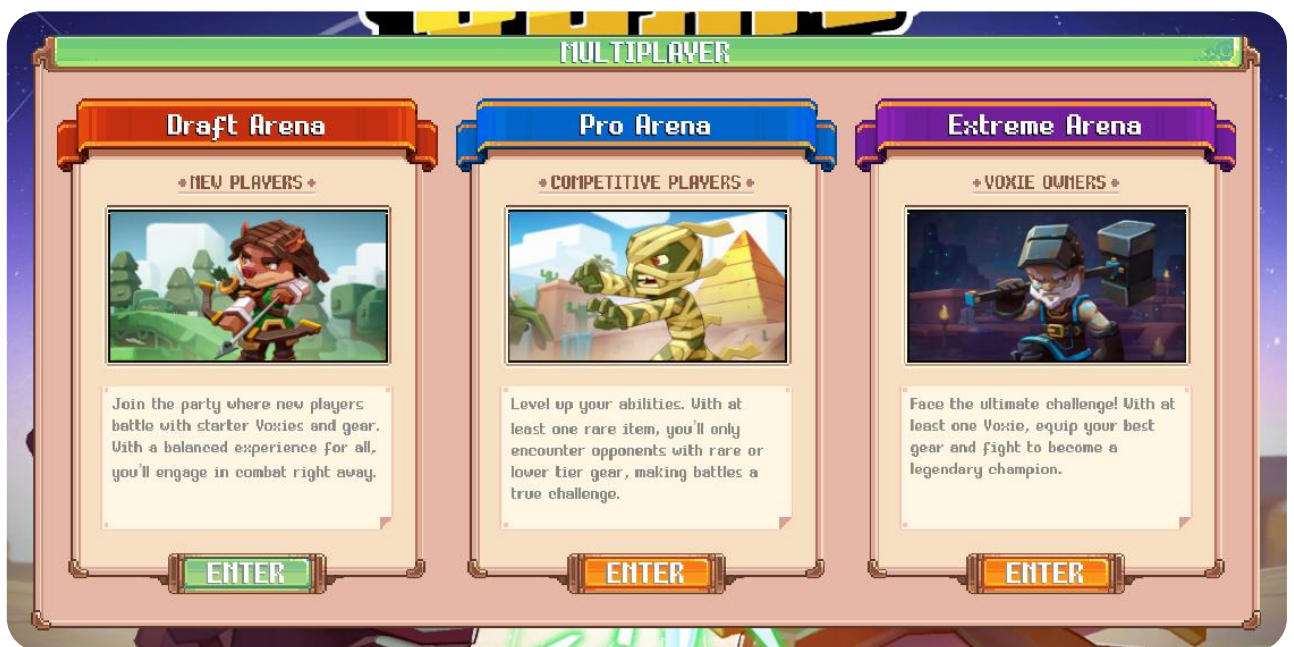
How Are Rewards Different in the Pro Arena?

On average, participating in the Pro Arena can yield rewards in **VOXEL** that are **approximately four times greater than** those in the **Draft Arena**, based on Team Composition and Voxel Rarity.

Moreover, the Pro Arena also improves the likelihood of item drops, offering players a chance to **earn items twice as frequently as in the Draft Arena**.

Finally, it's worth noting that the Extreme Arena remains the most highly rewarded arena in which to compete.

Accessing the Pro Arena



The Pro Arena can be accessed in the updated Multiplayer Menu. To access the Pro Arena, players must follow entry requirements related to their gear. This means players are responsible for managing their gear across the different arenas.

ChainBrainX, Brad and Zueljin held a Voxel Tactics Twitch stream to kick off the new Pro Arena on October 17th. The hosts discussed how the Pro Arena works, with Brad also playing a few live games in Pro Arena and giving the usual leaks.



Watch the recorded Twitch stream on YouTube [here](#).

Voxie Tactics Version Releases in October 2024

Release Summary

1.1.6 – October 3, 2024

Get ready for epic combat upgrades! Dual Wielding is now sharper than ever, and the new Mixed Wield mechanic lets you unleash double the chaos with different weapon ranges. Knights and Undead are hitting harder with full weapon damage restored, while attack animations are faster and flashier.

1.1.7 – October 4, 2024

Evade bug fix.

1.1.8 – October 16, 2024

Step into the Pro Arena! This new battleground is all about strategy, with only rare or lower tier gear allowed and a 25% reduction in ability damage for balance. We've also refreshed some gear stats - boosting health, mana, and armor on certain items while slightly reducing damage on others. Plus, check out the updated Arena Selection Menu!

1.1.9 – October 28, 2024

Matchmaking has been improved, some issues with leaderboards loading improperly have been fixed and you should no longer be unequipped in Party Roster after leaving Pro Arena. Equipment has also been upgraded in the Draft Arena.

Release Details

GAME CLIENT

UX / UI

- [1.1.8] Updated Arena Selection Menu with new refreshing look!
- [1.1.9] Fixed Issue with Leaderboard loading improperly.

Bug Fixes

- [1.1.6] Fixed issue allowing players to back out of matchmaking after a game had already been started.

GAME SERVICES

Multiplayer

- [1.1.8] Welcome to the **Pro Arena**! Step up to a new challenge in this arena, where only rare or lower tier equipment is allowed. To enter, you'll need at least one rare item. This arena levels the playing field, giving players with less powerful gear a fairer fight and offering new players an easier entry point into our in-game economy.
- [1.1.9] Improvements to help with issues during Matchmaking.



Voxie Tactics Version Releases in Oct. 2024 (continued)

GAMEPLAY

General

• [1.1.6] New Dual-Wield and Mixed-Wield Mechanics

Experience enhanced combat versatility with the improved dual-wield and mixed-wield mechanics! These updates introduce separate attacks for primary and offhand weapons, balanced elemental effects and adjusted offhand damage—offering deeper tactical options in every battle.

Dual-Wield vs Mixed-Wield

- **Dual-Wield:** Dual-wielding is limited to weapons of the same range for combined attacks.
 - Basic attack will hit the target twice (primary & offhand), consecutively.
 - Both weapons will attack a single target.



Attacking Voxie:

Thief equipped with Wasp crossbow (primary) and Piety gun (offhand). Both are **ranged** weapons.



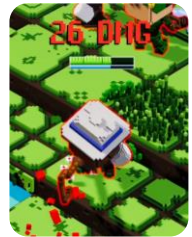
ATTACK



PRIMARY
ATTACK



OFF-HAND
ATTACK



Attacking Voxie:

Pirate equipped with Machete IH sword (primary) and Celestial Avenger mace (offhand). Both are **melee** weapons.



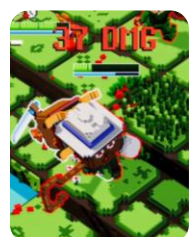
ATTACK



PRIMARY
ATTACK



OFF-HAND
ATTACK



Voxie Tactics Version Releases in Oct. 2024 (continued)

GAMEPLAY

General (Continued)

- **Mixed-Wield:** Thief and Pirate classes now have the ability to mixed-wield by using weapons with different ranges.
 - Basic attack will hit the target with the primary weapon only.
 - Added ability to attack a second target with your Offhand weapon as a Bonus Action.
 - Allows for separate attacks on distant and nearby enemies within 1 turn

When Thief or Pirate is equipped with a melee and ranged weapon, the Offhand action is added to the Bonus Action group in the Battle UI.



Mixed-Wield Example:

Pirate weapons: **Primary** - Machete (1H sword, melee)
Offhand - Desolation (gun, ranged)



Damage Calculation

- **Primary Hand Swing:** Deals full damage based on the weapon's stats.
- **Offhand Swing:**
 - **Dual-Wielding Classes:** Deals 80% of the weapon's normal damage. Refer to the next page for the list of dual-wielding classes.
 - **Others:** Classes not innately skilled in dual-wielding have offhand damage reduced to 40%. This currently applies for the following classes and items:
 - Squire/Undead/Drako/Chemist: Dual-wield daggers (Candy Cane Daggers, Twilight Twin Blades, DoppelDaggers)
 - Ranger/Chemist: Dual-wield guns (Regal Repeaters)

Offhand Damage Calculation Example:

Class: **Thief** (dual-wielding class)

Equipped Weapon: Candy Cane Daggers



Primary Weapon Average Damage: 31.5
 Offhand Weapon Average Damage: 24.0
 Offhand/Primary %: 76.2% ≈ **80%**

Class: **Squire** (non-dual-wielding class but can equip dual-wield daggers)

Equipped Weapon: Candy Cane Daggers



Primary Weapon Average Damage: 29.0
 Offhand Weapon Average Damage: 11.0
 Offhand/Primary %: 37.9% ≈ **40%**

Voxie Tactics Version Releases in Oct. 2024 (continued)

GAMEPLAY

General (Continued)

[Dual-Wield/Mixed-Wield] Elemental Effects

- **Primary Hand Proc Counter:** Hits contribute to triggering elemental effects (e.g., fire, poison) after a certain number of strikes.
- **Offhand Weapon:** Does not contribute to or trigger elemental procs, ensuring balanced gameplay.
- [1.1.8] Ability damage in the Pro Arena has been reduced by 25%. This adjustment applies to all abilities that deal damage without relying on weapon damage.
- [1.1.9] Draft equipment has been upgraded to help the pace of Draft Arena battles.

Bug Fixes

- [1.1.6] Fixed issue causing attacks to fail that exceeded 200 damage.
- [1.1.7] Fixed issue causing Evade status to not apply correctly.
- [1.1.9] Fixed issue with equipment being removed in Party Roster if unequipped in Pro Arena.

CHARACTERS

Classes



Knight

- [1.1.6] **Damage modifier removed.** Weapon Dmg 85% → 100%



Warrior

- [1.1.6] Improved animations for **Whirlwind!**
- [1.1.6] **Dual Wield:** Overwhelm foes wielding **dual axes**.



Monk

- [1.1.6] Improved animations for **Cyclone Kick!**



Thief

- [1.1.6] **Dual Wield:** Execute swift, deadly strikes with **dual daggers, crossbows, or guns**, maximizing close-range and ranged damage.
- [1.1.6] **Mixed Wield:** Combine the precision of a **dagger** with the versatility of a **crossbow** or **gun** for tactical advantage.



Undead

- [1.1.6] **Damage modifier removed.** Weapon Dmg 85% → 100%



Samurai

- [1.1.6] Improved animations for **Kenjutsu!**



Ninja

- [1.1.6] **Dual Wield:** Execute swift, precise strikes with **dual 1H swords or daggers**.








Pirate

- [1.1.6] **Dual Wield:** Master the balance of gunplay and brutal close-quarters combat with **dual 1H swords, daggers, maces, or guns**.
- [1.1.6] **Mixed Wield:** Utilize a **sword/dagger/mace** in one hand and a **gun** in the other for ranged and melee versatility in combat.

Voxie Tactics Version Releases in Oct. 2024 (continued)

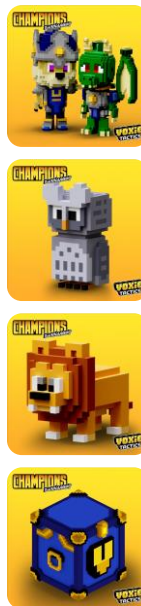
ITEMS

Weapons

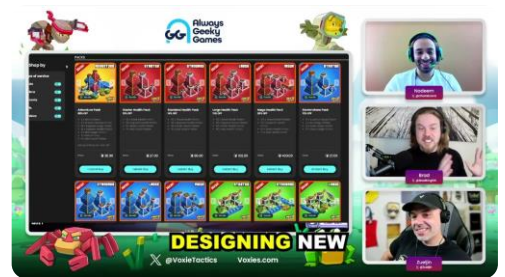
- [1.1.6] Added Spear attack animation.
- [1.1.6] Added Dagger attack animation.
- [1.1.8]  **Crimson Massacre**
 - Increased Health from 20 to 40.
- [1.1.8]  **Reaper's Judgement**
 - Increased Health from 30 to 35.
 - Increased Mana from 10 to 15.
- [1.1.8]  **Willow's Wand and Ward**
 - Increased Armor from 0 to 26.
- [1.1.8]  **Fan Axe** (All 9 Legendary Elemental Versions)
 - Decreased damage from 25-55 to 24-48.
- [1.1.8]  **Twilight Twin Blades**
 - Increased HP from 60 to 70.
 - Increased MP from 20 to 30.

SPOILERS AND LEAKS

Spoilers For Voxie Champions



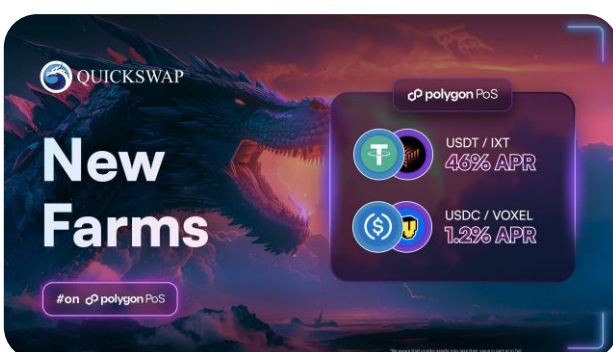
Voxie Twitch Clips - Big Leaks!



Rapid-fire leaks from Brad the Leak King from a previous Twitch stream!

Watch the clips on YouTube: youtube.com/watch?v=_INxRMv_gp54

VOXEL in Quickswap Farms



The **USDC / VOXEL** pool is now available in **Quickswap Farms** for Polygon PoS. Announced by Quickswap in an [X post](#) on Oct. 3rd, the liquidity pool features APR for up to ~1.2%.

Link for Quickswap Farms: quickswap.exchange/#/farm

Voxie Tactics Dev Diaries – October 2024

The **Voxie Tactics Dev Diaries** is an update of what the team have been working on. Check out what the team has been up to for October! This summary covers Dev Diaries for October 25th.

Game Development

- Added the all-new **Pro Arena**
- **Revamped Arena Selection UI** for easier navigation to your preferred Arenas!
- Revamped **Map Graphics**
- Added **new Battle Animations** to bring more life into combat encounters
- **Mobile UI Progress** towards release
- Working on adding **French** 🇫🇷 as a **language** option! Bonjour to our French-speaking players



Game Design

- Class Balance Auditing to ensure fairness across all classes
- Fixes to Armor and Weapon Stats
- Exciting new designs for upcoming items for **Voxie Champions**
- **Adjusting Recruit Gear** to balance the playing field for newcomers
- **New Pet Ranch Designs** for more variety for your pet collections
- Design Documentation as we lay the groundwork for future updates



Game Economy

- Testing and Balancing rewards in the Pro Arena
- Upcoming Balances and Updates for the **Arcanist's Forge**
- Balances and Tweaks for the Upcoming **Voxie Champions Rewards and Drop Rates**
- Working on the **Mobile Economy Design** for our Upcoming Mobile Release



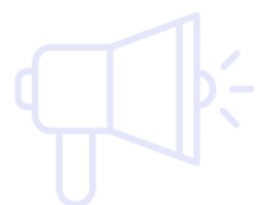
Web Development

- Integrating the Voxie Champions Event into our Game
- Ongoing Bug Fixes



Marketing

- Preparing our Go-To-Market Strategy for Voxie Champions
- Preparing Creative Assets and a New Trailer!
- Preparing Content for an Upcoming Forge Update
- Rolled out our Voxies Halloween Cosplay Event
- Finalized new Logo Animations to showcase our Brand!
- Launched New Video Content Style across all socials!



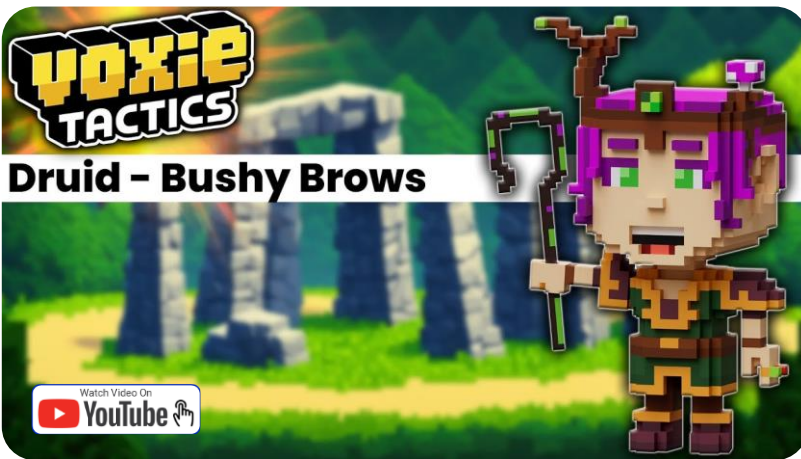
Voxie Battle Bytes – October 2024

Check out the Voxie Battle Bytes for October 2024 by Voxies Player Ambassador Zueljin Gaming!



Warrior's Whirlwind Attack Has A Hidden Utility!

Warrior's powerful **Whirlwind** ability can strike up to three opponents including any enemy Voxie using their stealth ability!



Druid's Bushy Brows Skill Deals Big Damage and Blindness!

Druid's **Bushy Brows** ability blinds your enemies, making their attacks and buffs very likely to miss! Did we mention it also inflicts considerable damage?



Priest Resurrect Ability Will Revive Your Fallen Allies To Fight Again!

In addition to healing powers, Priest Voxies have the ability to **Resurrect** fallen allies and completely shift the tides of battle!

Also check out this month's Voxie Tactics gameplay video by Zueljin:



Voxie Tactics Gameplay - Magefire Marksmen vs Corrupted Clergy

Today in Voxie Tactics Zueljin faces off against a Hawk Knight, Priest & Ninja using a team composition of a Ranger, Black Mage, and Drako!

Voxies Halloween – Cosplay Competition



Contest Details:

Event Period: Oct. 11 – Nov. 1

How To Participate: Submit your photo(s) in the #halloween-cosplay channel in the Voxie Discord server, holding your Discord name in the picture

Prize Pool: 1500 VOXEL, to be sent between the second and the third week of November

CONGRATULATIONS TO THE WINNERS!



2nd Place (400 VOXEL)

jhin4 



1st Place (600 VOXEL)

Peralta 

3rd Place (200 VOXEL)

DiamondHands 

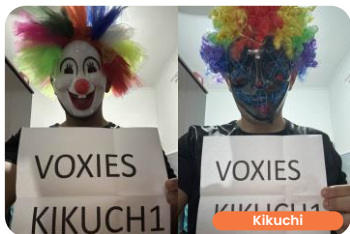


Honorable Mentions (100 VOXEL each)

icathianrain_

Edu P

Other Entries (20 VOXEL each)



Voxies Halloween — Short Story Competition



Contest Details:

Event Period: Oct. 11 – Nov. 1

How To Participate: Write a short scary story in English that will keep us awake at night, with a limit of 10,000 characters. Submit your story in the #halloween-horrors channel of the Voxies Discord server

Prize Pool: 1000 VOXEL, to be sent between the second and the third week of November

Winners

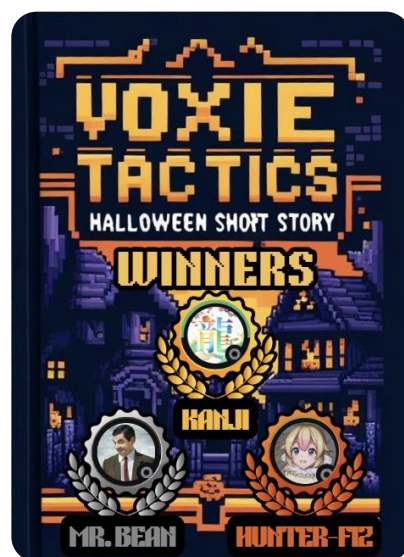
Main Prizes

- 1st Place (400 VOXEL): Kanji
- 2nd Place (250 VOXEL): Mr. Bean
- 3rd Place (150 VOXEL): hunter-fiz

Honorable Mentions:

- Triggy (100 VOXEL)
- Leave eM (100 VOXEL)

The top 3 short stories are featured on the next page. You can read the other entries in the [#halloween-horrors](#) channel of the Voxies Discord server.



Kanji's team were questing for the godly lost artifact. This artifact was rumoured to be able to cast aoe regen and haste simultaneously once a battle. The most powerful artifact of them all. The team had caught wind that the artifact was last located in the dilapidated mansion somewhere in the foggy woods. The fog is so dense here, you cannot see more than two tiles away from yourself.

But still, a white mage, a black mage and a brave warrior knew they would need this godly artifact to win the upcoming Voxie Champions event. And so they set forth...

"We are doing our best, but it is hard to tell if we are even travelling in a straight line anymore", the white mage said to his comrades.

"I agree", replied the warrior, "The thickness of the trees, with the vines and fog make this arduous. Can you light a torch?"

"I can, but our position will be given away", replied the black mage.

"We can defend ourselves", the warrior said with bravery.

The black mages fireball torch did indeed light up the surrounding area better, though the dense fog still

made things difficult. The team continued their walk for about 15 minutes with the white mage saying, "The mansion cannot be much further now."

Suddenly there was a rustling sound in the background.

The white mage stumbled and fell using both arms forward to break the fall.

A flash of steel glimmered through the air. The white mage screamed in agonising pain! A samurai had cut off the white mage's arms at the elbow as he fell. The white mage rolled around on the floor screaming, blood spraying out of the short stubs that were left.

The warrior took a massive vertical swing with his fan axe, narrowly missing the samurai. The black mage, with all his power discharged a massive lighting charge from his hands frying the samurai through his armour. The lighting charge was so relentless that the samurai's eyeballs exploded with blood trickling down his face. The samurai lay lifeless, like the strings cut from a puppet. The aroma of burnt flesh permeating the air. The white mage had died from blood loss. The warrior, adrenalized and in disbelief. The black mage, looking with sinister intent at the dead samurai. What scene of carnage had just unfolded.

Game Over: The Curse of Voxie Tactics

Mr. Bean 

I was playing Voxie Tactics once more, pushing my zombie team to the top. I earned a lot of money playing the game and was a top player. I would play for twenty hours every day, sometimes completely ignoring my sleep. It was the same tonight. Even though my eyelids were weary, I continued till eventually I fell asleep in my chair.

Things became strange in my dream. My zombies, the ones I had devoted so much effort to building up, emerged from my screen and approached me. One of them lunged forward, biting down hard on my arm as their lifeless eyes met mine. I let out a scream, but then I saw a timer ticking away above my head. "Early Grave"

Every steps felt more difficult as I attempted to run, it's like my zombies using "Fear" against me. Breathing became difficult as my lungs burned and I felt a poisonous substance seeping through me. The clock continued to tick down, and I was growing weaker. My entire body felt like it was dying.

The timer finally dropped to just one.

I turned, and one of the zombies was right in front of me, grinning that awful, dead grin. I wanted to scream, and I did, as everything went dark.

I jolted awake in my chair after that. I pinched my cheek to make sure I was truly awake, and my heart was pounding. It was only a fantasy. I chuckled to myself, shook my head, and returned to my computer, prepared to play Voxie Tactics once more.

However, a weird fear overcame me as I logged on, and my heart began to race. I dismissed it, but as soon as I pressed "Enter," the following notice appeared on the screen.

"User account * was banned."

I stared at the message, feeling a chill of fear creep in. Since I was the best player, this was not possible. I caught a glimpse of my room's reflection on the screen through the corner of my eye.

I turned slowly around.

My zombie team was standing there, right behind me, watching me with those same lifeless, dead eyes. waiting for their game to begin again.

The Curse of Dadao of Darkness

hunter-fiz 

The cursed land of Voxies Tactics, darkness reigned. Warrior Thorne, a strong fighter, ventured into the Necromancer's Hollow, seeking to end the reign of dread brought by the necromancer Malabo the air was thick with decay, and shadows danced ominously.

As Warrior pressed deeper, he encountered an undead creature, its hollow eyes glimmering with malice "turn back, warrior," it hissed, but Warrior raised his 2 handed sword defiantly. The creature lunged, but with a swift strike, he shattered its bones, only for it to reform and poisoned himself and grinning wickedly.

Emerging from the shadows, Malabo cackled, (known as Necromancer) his decaying robes swirling like toxic. "You think you can defeat me?" He raised his staff, summoning a black mage from the depths of darkness. The mage's eyes burned like embers, casting spells like a Comet from outer space that twisted reality itself.

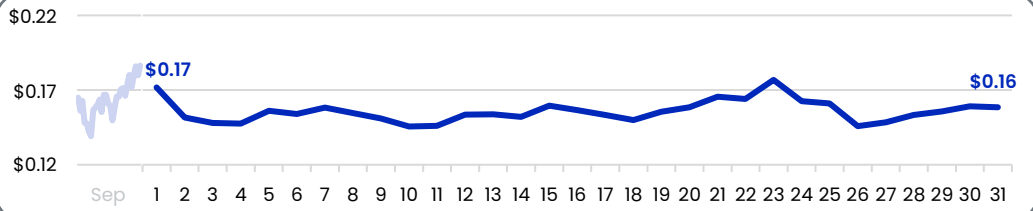
Thorne the Warrior fought bravely, but with each blow, he felt his strength weakening. The undead swarmed him, relentless. Just as despair threatened to consume him, but he saw a glimmer of hope a powerful relic hidden in the depths of the hollow that's the new bundle in tavern the (Miracle Berry and other consumable potion and other stuff).

With renewed resolve, Thorne dashed toward it, battling through the undead hordes. But the undead see the relic and swing his 2 handed sword but Thorne taunted him and quickly drink the potion and Grabbing the relic (the relic is a legendary weapon Dadao of Darkness a 2 handed sword), he unleashed its power, turning the tide. The undead shattered, and Malabo's laughter turned to toxic air as he perish.

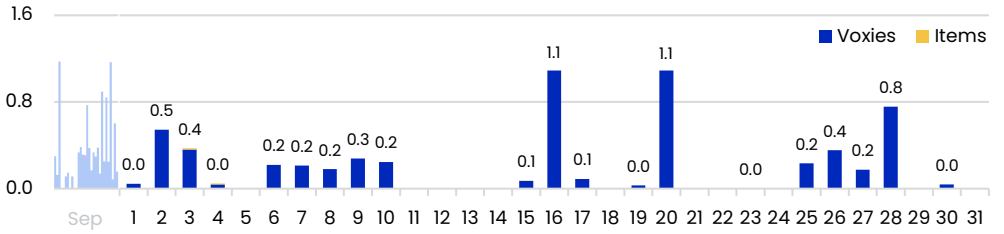
But as silence fell, Thorne the Warrior realized too late: the relic's power had claimed him too, binding his spirit to the hollow, forever guarding the darkness he sought to destroy.

Voxies Market Trends for October 2024

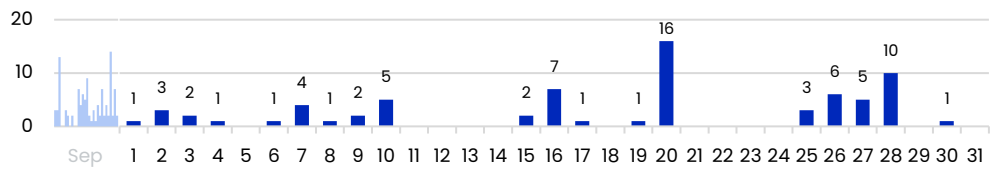
VOXEL/USD



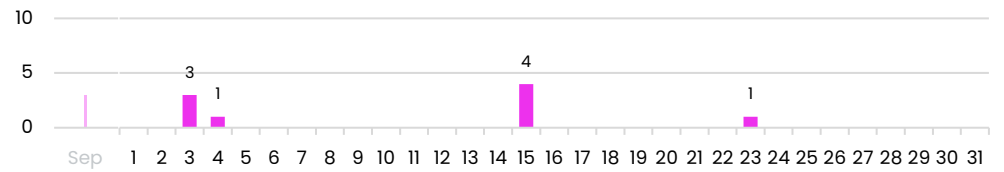
OpenSea Sales (ETH)



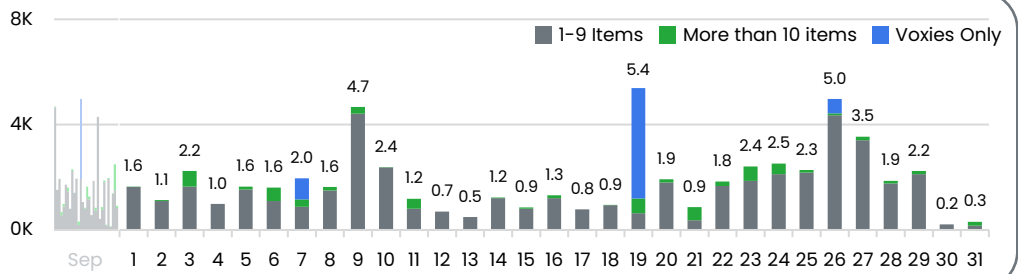
OpenSea Voxies NFT (No. of Sales)



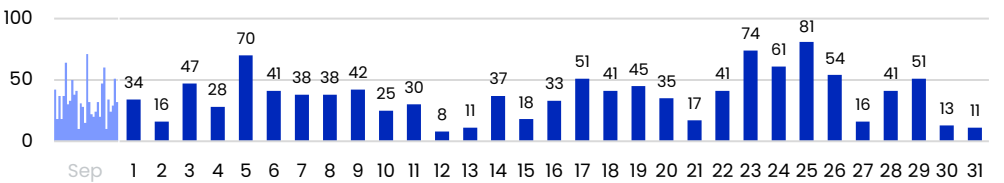
OpenSea Items NFT (No. of Sales)



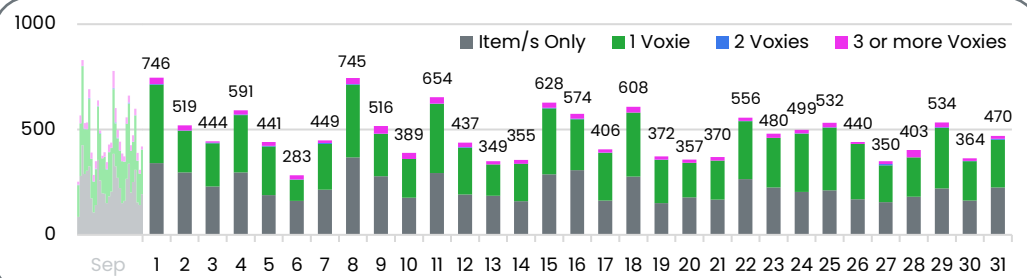
Voxies Marketplace Sales (VOXEL, in thousands)



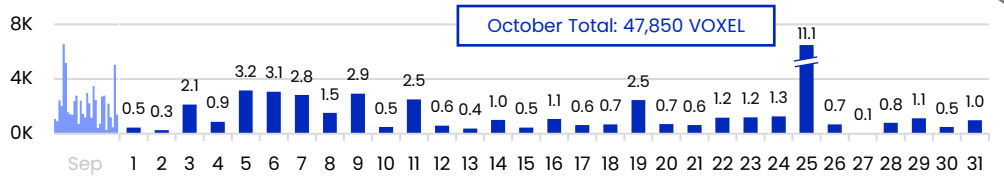
Voxies Marketplace (No. of Sales)



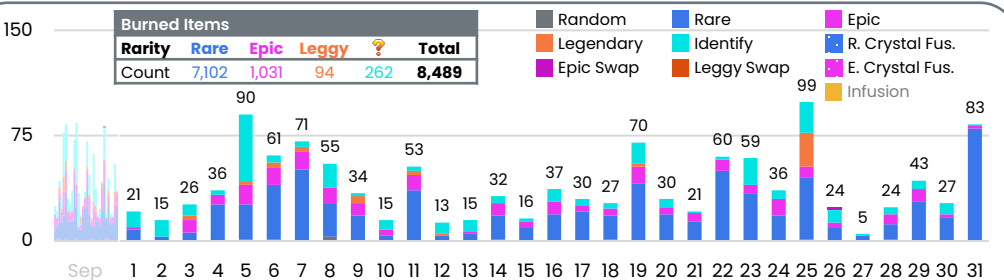
Rented NFTs (No. of Loans)



Arcanist's Forge (Total VOXEL spent, in thousands)



Arcanist's Forge (No. of Forges)



Voxies/Item Upfront Rental Fee Average – October

Voxies Average Rental Price (VOXEL/day)

Parameters: Rented, 1 Voxel per listing, no items, Upfront fee > 0 VOXEL, % share = 0%, Daily price = Upfront fee/Duration, NFT to Renter

Movement Stat	Common			Uncommon			Rare			Epic			Legendary			Godly		
	3	4	5	3	4	5	3	4	5	3	4	5	3	4	5	3	4	5
Classes																		
Squire	1.15	1.44	0.91	2.39	2.21	2.52	5.23	6.78	5.80	11.72	12.37	13.16	29.06	26.91				
Undead	1.57	1.89	1.99	2.89	3.49	3.91	6.88	6.85	7.01	12.83	13.33	14.70	27.99	31.58	30.04			
Robo	0.91	1.87	1.39	1.94	2.04	2.38	5.15	5.52	5.89	12.52	12.98	12.95	28.95	29.80				
White Mage	0.94	1.33		2.69	2.25	3.13	5.59	6.08	6.67	12.62	12.08		27.44					
Priest	1.33	1.76	0.96	1.86	1.81	2.43	4.94	5.25	5.80	11.97	11.59	13.57	19.97	28.33				
Black Mage	1.83	2.27	2.79	3.75	4.49	4.78	7.52	8.97	9.82	14.16	13.53		28.88					
Warrior	1.10	1.45	1.86	2.33	2.67	4.01	6.03	6.90	7.26	12.81	12.08	17.86		28.11				
Necromancer	1.66	1.91	2.38	2.75	3.24	3.56	7.85	7.38	7.90	14.81	12.43	12.22	25.20					
Ranger	1.08	1.50	1.83	2.50	2.67	3.17	5.95	6.33	8.00	13.42	12.83	12.32	31.61		30.40			
Knight	1.30	1.34	1.31	2.01	2.40	3.17	5.23	5.74	6.00	12.41	12.12		27.70	27.75				
Ninja	1.17	1.48	1.83	2.36	4.25	2.70	6.03	5.77		11.72	13.07		28.57					
Bard	1.38	2.17	2.51	2.95	3.57	3.22	7.24	7.42	8.76	14.05	16.43		23.33	29.86				
Druid	1.26	1.47	1.67	3.16	3.72	3.85	6.31	7.78	7.92	12.57	14.45	15.00		30.36				
Monk	1.52	1.46	2.21	2.70	3.18	4.44	5.73	7.43	7.09	12.95	11.84							
Thief	0.91	1.24	1.00	2.17	1.92		4.98	6.43	6.39	11.06	14.88							
Hawknight		2.54	2.86	3.05	3.00	5.43	7.39	8.54		12.73	14.26		28.82		32.29			
Drako	1.55	1.87	1.88	2.98	2.91		6.80	6.56	6.43	12.29	15.21			21.64				
Time Mage	1.59	1.70	1.14	2.45	3.73		7.52	7.50		12.86	12.98							
Chemist	1.15	1.22	2.02	2.29	2.86		6.02		6.67	9.33								
Samurai	1.29	3.57		2.22	3.58		7.09	7.30		13.47	15.00	17.86						
Pirate	1.18	1.37		3.57	4.02		6.75	7.04		14.12	15.29		30.10	31.43	30.48			

Item Average Rental Price (VOXEL/day)

Parameters: Rented, 1 Item per listing, Upfront fee > 0 VOXEL, % share = 0%, Daily price = Upfront fee/Duration, NFT to Renter

Item Type	Rare		Epic		Legendary		Godly		Special	
	3	4	3	4	3	4	3	4	3	4
One H. Sword				0.18		0.58				0.57
Dagger	0.11			0.36		0.72				
Axe				0.21		1.06				1.09
Mace	0.07			0.19		0.72				
Katana	0.11			0.22		1.13				
Spear				0.19		1.18				
Two H. Sword				0.59		1.34				0.33
Monk Fists				0.18		0.97				
Crossbow				0.19		0.48				
Two H. Bow	0.18			0.31		1.39				
Gun	1.09			0.29		0.98				
Instrument				0.24		1.18				
Wand	0.15			0.33		0.90				
Staff	0.13			0.26		0.85				
Mag. Artifact	0.14			0.22		0.74				
Shield				0.16		0.46				
Accessory	0.23			0.43		1.37				1.96
Armor Type										
Light										
Head	0.07			0.25		1.25				
Chest	0.09			0.16		0.85				
Gloves	0.10			0.19		1.29				
Legs	0.07			0.19		0.87				
Medium										
Head	0.14			0.35		0.73				
Chest	0.29			0.16		0.87				
Gloves				0.22		0.95				
Legs				0.15		0.79				
Heavy										
Head	0.46			0.33		0.65				
Chest				0.27		0.85				
Gloves				0.24		0.86				
Legs				0.20		0.83				
All										
Head										0.08
Legs										6.88
Pets										
Giraffe:	0.29									
Reindeer:	0.70									
D. Goat:	0.96									
Bone D.:	0.46									
V. Bat:	0.15									
Pumpkin:	0.29									

OpenSea Voxies/Item NFT Floor – Oct.

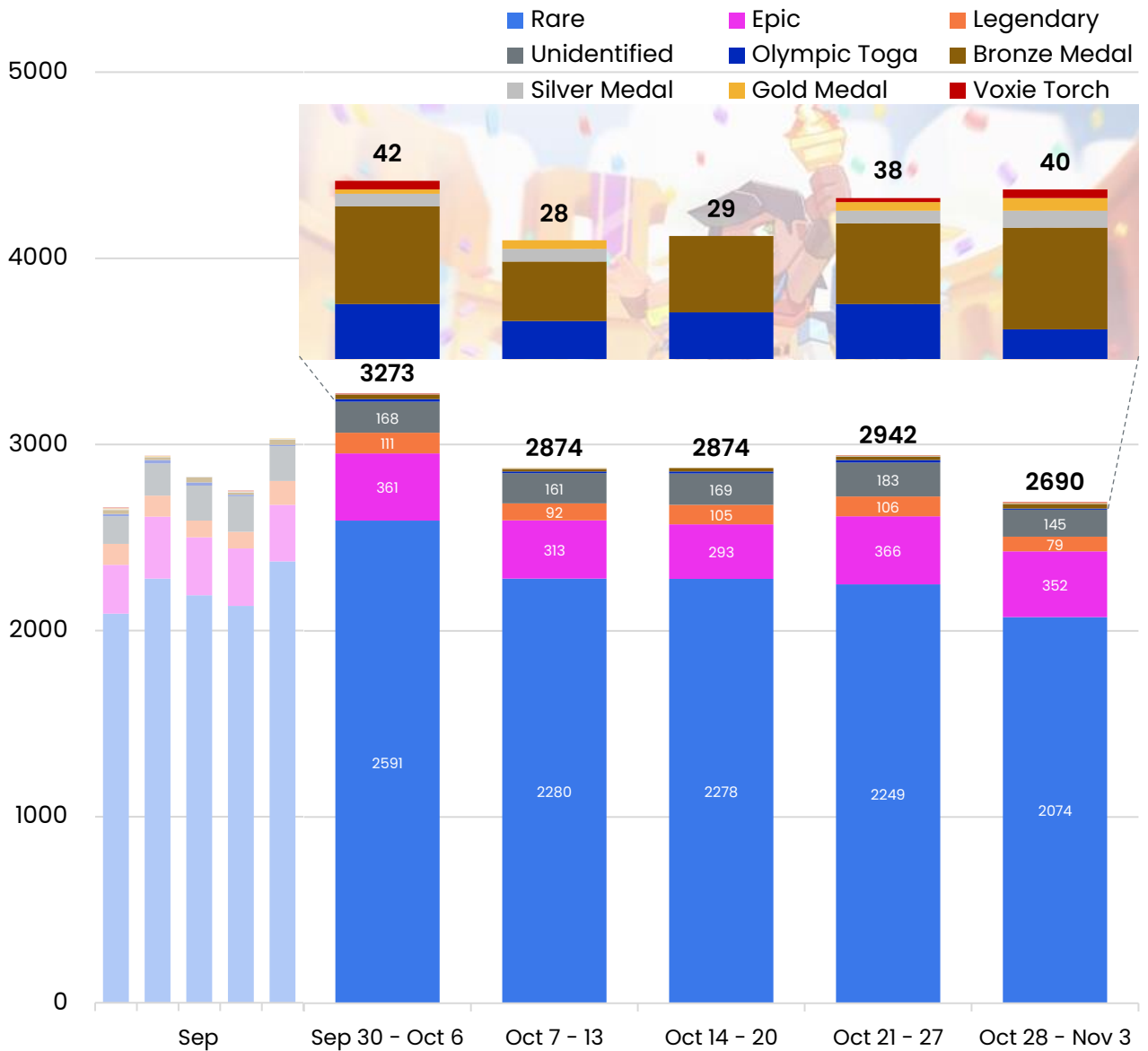
(in ETH, or ≈ETH if POL/USDC)

Category		Common	Uncommon	Rare	Epic	Legendary	Godly	Special
Voxies NFT Floor		0.04	0.07	0.18	0.26	1.00		
Classes	Squire	0.06	0.21	0.18				
	Undead	0.20	0.07	2.00		1.00		
	Robo	0.10	0.12		0.26			
	White Mage	0.04	0.07	0.20				
	Priest	0.06	0.08	0.18				
	Black Mage	0.07	0.12					
	Warrior	0.12						
	Necromancer	0.04	0.20					
	Ranger	0.10	0.12					
	Knight	0.08	0.23					
	Ninja	1.00						
	Bard	0.16						
	Druid		0.13					
	Monk	0.08	0.12	0.25				
	Thief	0.12	0.10					
	Hawknight		0.28	0.30				
	Drako	0.40						
	Time Mage	0.15	0.13	0.51				
	Chemist		0.20					
	Samurai	0.30			0.75	3.00		
Pirate								
Voxie Tactics Item Floor				0.0002	0.003			
Item Type	One Handed Sword			≈0.01				
	Dagger			≈0.0013	0.038			
	Axe			≈0.0008				
	Mace			≈0.0063				
	Katana			≈0.0008				
	Spear			0.002				
	Two Handed Sword			≈0.0056	≈0.009			
	Monk Fists			≈0.0025				
	Crossbow			≈0.0075	≈0.011			
	Two Handed Bow			≈0.0038				
	Gun			≈0.0005				
	Instrument							
	Wand			≈0.0005				
	Staff							
	Magical Artifact			≈0.0038				
	Shield			≈0.0008				
	Accessory							
	Armor Type	Light	Head			≈0.0013		
Chest					≈0.0008	≈0.008		
Gloves								
Medium		Legs			0.0002			
		Head			0.001			
		Chest			0.003			
Heavy		Gloves			≈0.0013			
		Legs			≈0.0013	≈0.003		
		Head						
All		Chest			≈0.0002			
		Gloves						
Other		Legs			≈0.0005			
	Head							
All	Legs							
Other	Crystal			≈0.0003				
Pet	Giraffe: –							
	Reindeer: –							
	D. Goat: –							
Essences	Bone D.: ≈0.19							
	V. Bat: –							
	Pumpkin: –							
Others	Emb.: ≈0.0005							
	Aqua: ≈0.008							
	Frozen: –							
	Dust: –							
	Ener.: ≈0.003							
	Howl.: 0.0011							
	Tox.: ≈0.0008							
	Light: ≈0.0013							
	Shadow: –							
	Uniden.: ≈0.0002							

Voxie Tactics Items – October Mint Trend

All Voxie Tactics Items Minted Weekly in October 2024

Twice per week Mint of NFT Battle Rewards + Arcanist's Forge Rewards + Other sources

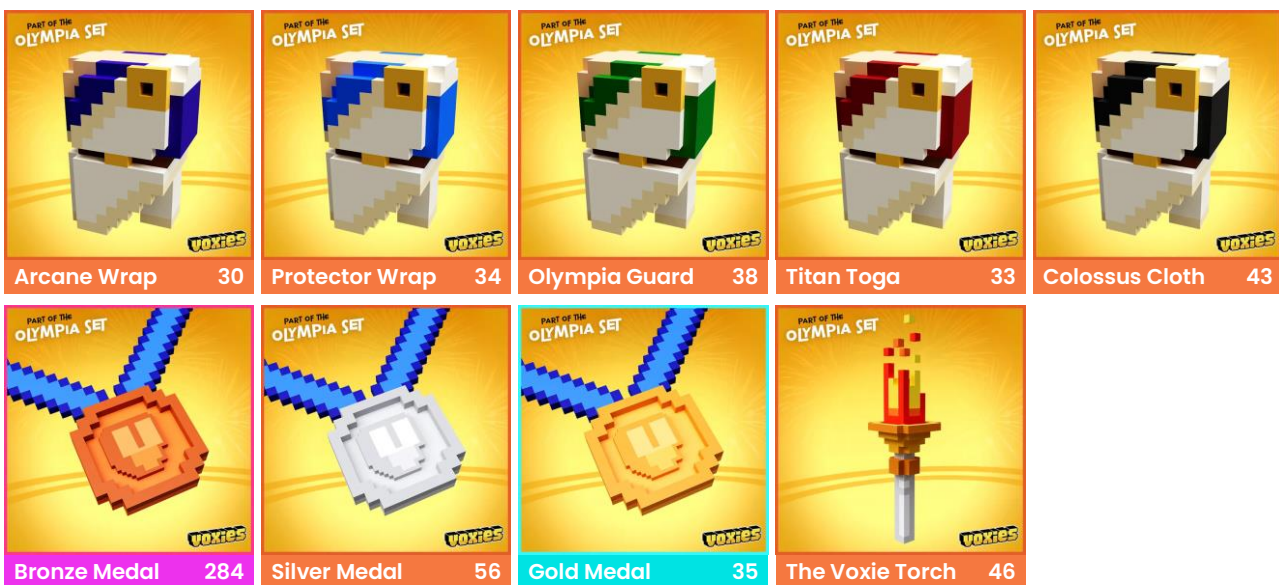


Total Items Minted in October (excluding Olympic Set Items in Epic/Legendary)

[% change vs last month]



Total Olympic Set Items Minted (Aug. 15 – Nov. 5)



VOXIES



October GM Campaign

GM from the Arcanist, Bard and Drako!



October Featured Classes/Races

Featuring the Alien race and Chemist and Necromancer classes!

About The Author



Moonscaper here! I'm a Voxies and Voxel Tactics Items NFT holder and I've been a part of the Voxies community since June 2021.

 @TheChonkyRabbit



I accidentally found out that the Mouse Mask accessory (attached to 708 Voxies) fits so well with Steelweave Faceguard medium head armor