

POXIES



MAY 2024
IN REVIEW

 Always
Geeky
Games

Voxies May 2024 Announcements and Events

We 1

v1.0.4 Release

Th 2

Fr 3

Sa 4

Su 5

Mo 6



Unity Trailer Release

Tu 7

v1.0.6 Release

We 8

Th 9

v1.0.7 Release

Fr 10

Sa 11

Su 12

Mo 13

Tu 14

We 15

Th 16

v1.0.8 Release

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Mo 20



Discord AMA with AlwaysGeeky Games Team

Tu 21

We 22

Th 23

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Sa 25

v1.0.9 Release

Su 26

Mo 27

Tu 28

We 29



The Arcanist's Forge – Service Resumption

Th 30

Fr 31

Project Metrics (May 2024)

1283
 229,202 No. of Holders: 9,661
 71,079
 12,449

VOXEL Token Last 3 Months Trend (VOXEL/USD)



Voxies Marketplace

Marketplace

Total Sales Volume: 85,697.3 VOXEL
 Sale Listings Sold: 507

Rentals

Free Market Rentals: 10,666
 Reserved Rentals: 1,308

Arcanist's Forge (No. of Forges)

Recipe							
Random	Rare	Epic	Leg.	Identify	Infuse	E. Swap	L. Swap
26	294	24	5	176	—	0	3

Go to Market Trends

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

May 2024
Total Volume

8.88 ETH
Sales: 74

0.007 ETH
Sales: 5

Go to OpenSea Floor Breakdown

Common

Uncommon

Rare

Epic

Legendary

Godly

Special

0.09

0.10

0.14

0.29

1.05

—

—

Voxie Tactics Item NFT
 For sale: 194 Items

Rare

Epic

Legendary

Godly

Special

0.0008

45 USDC

—

—

25 USDC

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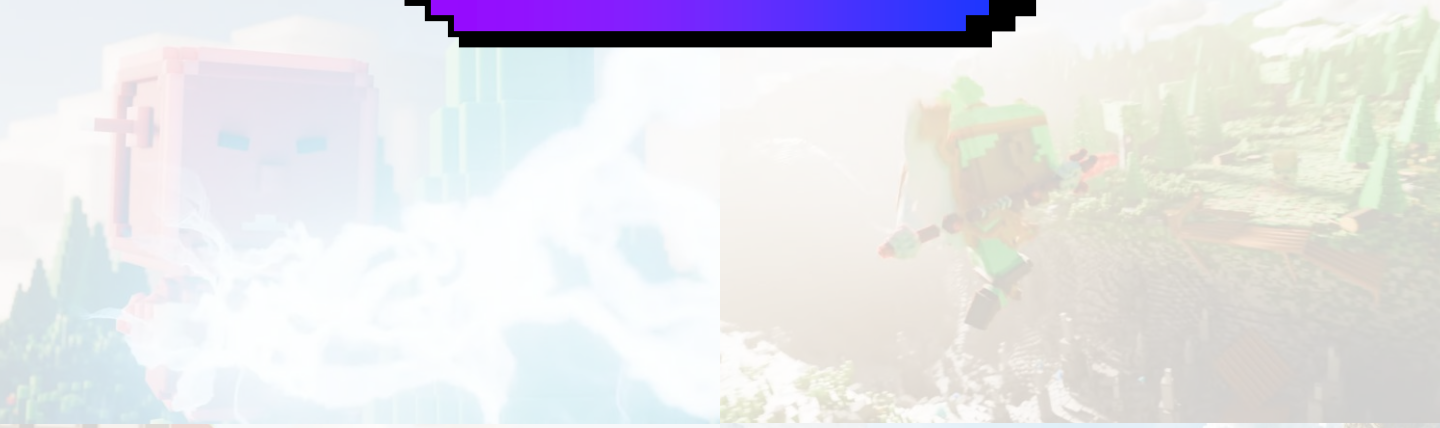
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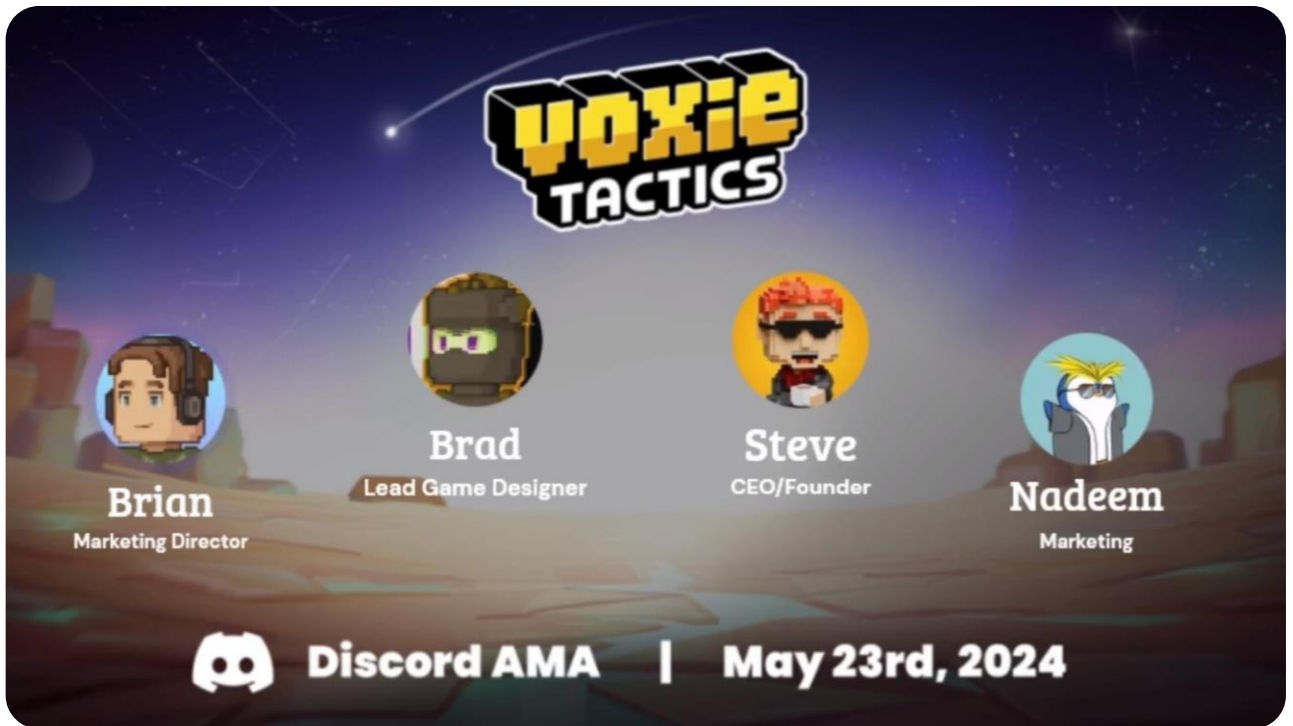


UNITY TRAILER

Watch the Trailer



Discord AMA with AlwaysGeeky Games Team



The Discord AMA with Steve, Brad, Brian and Nadeem was held on May 23rd, covering questions from the community around Voxie Tactics and the launch on the Unity Engine. Questions were submitted in advance in the General and Voxie Fam chats of the Voxies Discord server. There was also a VOXEL giveaway wherein the team voted for the top 3 questions. The winners were Luigixb, yuwan, and Nightmare, each winning 100 VOXEL.

[Listen to the AMA Recording \(Voxies Discord\)](#)

Below are the questions and topics discussed by the team, with the relevant discussions and answers summarized:

Question: How does the development team balance the depth of information provided in the Tutorial Mode to ensure new players grasp essential mechanics while avoiding overwhelming them with excessive complexity, and how does this approach contribute to the overall accessibility and enjoyment of Voxie Tactics for players of varying skill levels?

- The team discussed how the tutorial will be basic at first, then build up as new mechanics come out, being more extensive than the Training Mode of the Legacy version. The plan for training mode is for it to be customizable like choosing classes and AI difficulty, letting players test team compositions and abilities before PVP.

Topic: Battle AI System

- The Battle AI system is an important part of the game and is being worked on to be robust and scalable for different use cases such as Charm status effect AI and PvE. The team is also testing out introducing AI for PVP, but might not be implemented in the same way as the PVP AI in the Legacy version.

Topic: Earnings and Rewards

- Earnings and rewards, balancing and game economy are top priorities for the team, with the Unity version now letting the team be more agile and quicker in adjusting these aspects. Changes in the Unity version such as reward structure and leaderboard and ranking earnings are not final and are works in progress, with the team monitoring and balancing them.

Discord AMA with AlwaysGeeky Games Team (continued)

Question: What do the mini dragon pet, the diamond, trophy, Dogecoin, crown and coin items do and what RNG percentage do they add to battle?

- The bonus RNG that these items give are currently active in the game. The team emphasized that these items must be present at the end of the battle for the bonuses to apply.

Topic: Gear score, different game modes and different arenas

- The team discussed how gear score will help with making matchmaking fairer for the players, being likened to team power level seen in other games. They also focused on gated arenas such as the Rare Arena, which only allows rare rarity items to be used, setting expectations for players in terms of difficulty. These changes will help with player onboarding and retention, especially with the mobile release and the expected influx of new players that will come with it.

Question: When is mobile version release?

- Mobile version is being worked on, but still planned to release this year (2024) as is shown in the Roadmap, with core features and improvements such as good on-ramp for new players and PVP matchmaking being prioritized before mobile is released.

Topic: Future Events

- Reoccurring events and integrating the Battle Pass into some or all of the events are planned.

Topic: Marketing Strategy

- Brian, Marketing Director, discussed about strengthening the Voxies IP by branding cohesion, improving communications, and strategies for player acquisition.

Question: When will see some new class skills?

- No exact dates for new class skills, but these are being actively worked on. The game now being in Unity means that it's now much quicker for the game designers to put new features such as class skills in the game.

Question: What if we undergo to the point where there are plenty of players who want to play but they can't because Voxies has a limited supply? If ever it happens, what will be your solution?

- The team has a plan and design in place for expanding the Voxies NFT collection while ensuring that it will be supported by the playerbase and demand. The team has learned from other NFT projects with breeding mechanics to prevent the number of next generation of Voxies to inflate.

Topic: The Roadmap

- The team highlights the Battle Pass in the 2024 Roadmap, which is still on-track for 2024 release and provides player account progression and features such as in-game emotes and character visual customizations. The Pet Eggs and Pet Ranch are also noted to be very important parts of the Roadmap.

Voxie Tactics Version Releases in May 2024

Release Summary

1.0.4 - May 1, 2024

This patch brings a slew of bug fixes and adjustments to equipment and abilities in the game. Ability tweaks range from altering targeting mechanics for certain skills to adjusting status effects. Additionally, issues with Monk Fists' stats and Samurai damage have been addressed and corrected.

1.0.6 - May 7, 2024

The team focused on enhancing the overall gameplay experience with several key improvements. The team worked to resolve issues related to Link Weapons, ensuring they now equip correctly during battles. Furthermore, optimizations have been implemented to reduce GPU usage, leading to smoother performance.

1.0.7 - May 9, 2024

Time Mages, Pirates, Samurai, Druids, Rangers, and Robos are all getting pumped up with thrilling adjustments. The team fine-tuned torment mechanics for Necros and Squires, and trimmed Evade duration to two turns. They also tackled rendering glitches, optimized GPU usage, and polished UI and error messaging.

1.0.8 - May 16, 2024

Spears now strike true over two tiles. Class enhancements include Thief's Stick Up now unequipping armor, Samurai's Dragon Rush delivering more damage, and Time Mage's Quicken now exclusively aiding allies. Blind now reduces hit chance correctly on abilities, and jump animations are smoother than ever. Worn Bone Wings no longer grant flying, and the rarities for key items were corrected. Issues with Voxel Balance and Combat Preview were also fixed, ensuring a seamless experience.

1.0.9 - May 27, 2024

Magic abilities now bypass armor and are mitigated by the target's Intelligence stat, adding a new strategic layer to battles. To keep things balanced, the base Intelligence for several classes were adjusted. Notably, abilities across various classes that were affected by the damage calculation changes were fine-tuned. Additionally, Necromancer's Mooch Life now requires less mana. Plus, the Pigeon pet's Pigeon Poop ability has been updated to apply the Stop effect instead of Blind, shaking up your tactical options.

Release Details

GAME CLIENT

General

- [1.0.6] Implemented enhancements to login error message clarity and accuracy.
- [1.0.6] Optimizations that reduce GPU usage.
- [1.0.7] Further optimizations that reduce GPU usage.
- [1.0.7] Miscellaneous fixes related to UI and error messaging.
- [1.0.9] New and Improved Voxie Tactics game icon.
- [1.0.9] Further optimizations that reduce GPU usage.

UX / UI

- [1.0.4] Display message when there are too many login attempts.
- [1.0.6] Fixed issues with profile view.

Bug Fixes

- [1.0.8] Fixed an issue causing Voxel Balance to load improperly.
- [1.0.8] Fixed an issue when attempting to hover on a Voxie under the Combat Preview.

Voxie Tactics Version Releases in May 2024 (continued)

GAME SERVICES

General

- [1.0.6] Fixed an issue causing a discrepancy when a rental ended which was causing Naked Voxies to join a battle.

Multiplayer

- [1.0.4] Time penalty for leaving a battle early increased.
- [1.0.4] Minimum time before a player can leave a battle with no penalty increased.
- [1.0.6] Adjusted ranking tiers by 100 ELO points, you are now 100 points closer to the next rank.
- [1.0.7] Matchmaking in the Extreme Arena has been improved so players are more likely to match against opponents with similar skill and ranking tiers as themselves.

Reward System

- [1.0.4] Bounty values increased.
- [1.0.4] Rewards for when an opponent leaves a battle early increased.
- [1.0.6] Fixed issues with claim process.

GAMEPLAY

General

- [1.0.4] Characters can now melee attack units with a height difference of up to 2.
- [1.0.6] Weapons now proc or provide a proc counter on a kill shot.
- [1.0.6] Weapon based AoE abilities will now apply the weapon's status effect on a single target.
 - AoE damage still applies to all targets.
 - When the weapon proc counter is full, the status effect will be applied to one (1) random targeted character.

- [1.0.7] Evade duration has been changed from 4 turns to 2 turns.

Clarification on Ability Durations: When casting a spell with turn-based effects, such as Evade, the duration includes the turn it is cast. For the caster, this means the effect lasts until the end of their next turn, effectively appearing as one turn due to it starting immediately. When cast on an ally, the effect persists until the end of their second turn post-casting. This implementation is by design to synchronize with the status processing system, though the team recognize the potential for refining this mechanic to improve clarity and gameplay experience.

- [1.0.8] Blind now correctly reduces the hit chance of abilities.
- [1.0.8] Improved the Jump animation for smoother transitions.
- [1.0.9] Several important changes to how Intelligence (INT) and Armor interact with magic abilities in Voxie Tactics were implemented:
 - Intelligence stat reduces magic ability damage: Magic abilities are influenced by the target's Intelligence stat. Higher Intelligence will reduce the damage taken from these abilities before elemental resistance is applied, adding depth to character building and combat strategy.
 - Magic abilities now ignore armor: All magic abilities that do not rely on weapon scaling will now bypass armor and only take into account resistances and the targeted Voxies Intelligence.
 - Adjusted base Intelligence for several classes: To accommodate the new mechanics where Intelligence reduces ability damage and Armor is bypassed by magic abilities, we have adjusted the base Intelligence of several classes. This ensures balanced gameplay and proper tuning of all classes to these updates.
 - Heavy Armor classes base Intelligence adjusted from 40 to 70.
 - Medium Armor classes base Intelligence adjusted from 40 to 85.

Voxie Tactics Version Releases in May 2024 (continued)

Bug Fixes

- [1.0.6] Fixed issues with Link Weapons equipping incorrectly in battle.
- [1.0.7] Fixed issue that was displaying the damage Undead would receive from Healing abilities on the combat preview incorrectly.
- [1.0.7] Fixed Red Robo rendering legs improperly.

CHARACTERS

Classes



Monk

- [1.0.4] **Monk Fists** will now provide appropriate stats.
- [1.0.4] **Diamond Hands** – Targeting fixed.



Knight

- [1.0.4] **Bow Down** – Can now Cleanse again.
- [1.0.9] **Jeopardize** – Damage adjusted from 50 to 35-45, and Proc Chance reduced from 100% to 80%.
- [1.0.9] **Disarm** – Damage adjusted from 50 to 35-45, and Proc Chance reduced from 100% to 80%.



Thief

- [1.0.8] **Stick Up** – Unequip type changed from Weapon to Armor.
- [1.0.9] **Stick Up** – Damage adjusted from 75-100 to 60-75, and Proc Chance reduced from 100% to 55%.
- [1.0.9] **Pickpocket** – Proc Chance reduced from 100% to 80%.



Druid

- [1.0.4] **Morning Dew** – Now once again an AoE ability and Cleanses.
- [1.0.7] **Morning Dew** – Additional effect added that restores 20 mana to targeted Voxies, now allows you to target enemies, and Mana adjusted from 75 to 85.
- [1.0.7] **Entangle** – Damage adjusted from 10-20 to 20-40.
- [1.0.7] **Bushy Brows** – Now is an AoE ability, hit chance adjusted from 100% to 85%, and VFX changed from Projectile Earth to Raining Earth.



Undead

- [1.0.9] **Disease** – Damage adjusted from 13-30 to 10-20.



Squire

- [1.0.4] **Banner Wave** – Targeting fixed
- [1.0.7] **Slingshot** – Torment is now applied before the damage portion of the ability.



Samurai

- [1.0.4] Samurai is now appropriately using **Dexterity** as its **Primary Stat**.
- [1.0.6] **Spirit Slash** – Damage corrected to 100% weapon damage.
- [1.0.7] **Showdown** – Additional effect added that applies 40% chance to taunt to targeted Voxies.
- [1.0.8] **Dragon Rush** – Damage multiplier adjusted from 125 to 150.



Pirate

- [1.0.4] **Pirate Talk** – Now appropriately Confuses the enemy.
- [1.0.7] **Scurvy** – Additional effect added that applies weapon damage to the targeted Voxie.
- [1.0.9] **Tell No Tales** – Damage adjusted from 75-105 to 75-90



Time Mage

- [1.0.7] **Cease and Desist** – Additional effect added that applies 30-45 damage to targeted Voxies, and chance to proc Stop adjusted from 85% to 60%.
- [1.0.7] **Impede** – Additional effect added that applies 20-30 damage to the targeted Voxie.
- [1.0.7] **Quicken** – Additional effect added that heals the targeted Voxie for 20-30 Health.
- [1.0.8] **Quicken** – Ability to cast on Self removed; now it can only be casted on Ally.



Bard

- [1.0.6] **Holy Hymn** – Silence chance reduced from 100% to 50%.

Voxie Tactics Version Releases in May 2024 (continued)



Ranger

- [1.0.7] **Ankle Shot** - Chance to root adjusted from 50% to 75%.
- [1.0.7] **Stalker Shot** - Damage adjusted from 100% to 125%.



Robo

- [1.0.7] **Spark Blast** - Chance to stop adjusted from 30% to 45%, and mana adjusted from 55 to 45.
- [1.0.7] **Overclock** - Additional effect added that restores 20 mana to targeted Voxie.



Hawknight

- [1.0.4] **Wing Slash** - Range adjusted.
- [1.0.9] **Airdrop** - Damage adjusted from 31-75 to 31-65.



Necromancer

- [1.0.7] **Incantation** - Torment is now applied before the damage portion of the ability.
- [1.0.9] **Mooch Life** - Mana adjusted from 95 to 65

Races



Red Robo

- [1.0.4] **Cyber Attack** - now Single Target.
- [1.0.7] Fixed Red Robo rendering legs improperly.



Undead Races

- [1.0.6] **Heals Hurt** - The world grows darker, heals only damage Undead for 65% of their healing power.

Pets



Parrot

- [1.0.4] **Squawk** - Now Single Target.



Bone Dragon

- [1.0.8] Rarity corrected to "Special".



Pigeon

- [1.0.9] **Pigeon Poop** - Status Effect applied changed from Blind to Stop

ITEMS

Weapons

- [1.0.4] **Starfall** - Remove Comet as a special ability.
- [1.0.4] **Chalice of Life** - Remove Second Chance as a special ability.
- [1.0.4] **Purity Codex** - Remove Diamond Stomach as a special ability.
- [1.0.4] **Radium Poleaxe** - Correct Element from Poison to Dark.
- [1.0.4] **Wicked Ice Pop** - Correct Element from Fire to Ice.
- [1.0.4] **Regal Repeaters** - Should now be equippable in party roster.
- [1.0.4] **Spectral Skullguard** - Should now render properly in game.
- [1.0.4] **Ghost Body** - Should now render properly in game.
- [1.0.6] **Frost Forged Protector** - Now accurately has +2 movement.
- [1.0.6] **Aegis of Atlas** - Now accurately has +2 movement.
- [1.0.6] **Blooming Allure** - Element changed from Poison to Dark.
- [1.0.8] **Spears** now accurately attack two tiles away and hit any enemies in their path.

Armors

- [1.0.6] **Golden Robo Stabilizers** have been granted their missing Armor.
- [1.0.8] **Worn Bone Wings** no longer give the equipped Voxie the flying trait.
- [1.0.8] **Steelweave Faceguard of the Cyclone** rarity corrected to "Legendary".
- [1.0.8] **Golden Robo Stabilizers** rarity corrected to "Legendary".

Game Backend Updates in May 2024

Multi-Player & Matchmaking Update – May 13th

The update expanded player search range criteria and helps lower player matchmaking wait times. The team have taken time since the May 7th update to review the available data. The team saw that players were waiting longer than intended and that there was an imbalance with higher ranked players matchmaking compared with lower ranked players.

Rewards, Loot and Penalties Update – May 14th

VOXEL Rewards:

- Increased VOXEL Rewards for Competitor ranks
- Decreased VOXEL Rewards for Trainee & Novice ranks

Loot Rewards:

- Increased Loot Drops for Master & Tactician ranks
- Decreased Loot Drops for Trainee & Novice ranks

Penalties:

- Increased length of time-out penalty
- Increased the minimum time to leave without penalty

Player Ambassador Content for May 2024: Zueljin Gaming

Check out Voxies Player Ambassador **Zueljin Gaming's** YouTube videos for May 2024!

The Ultimate Guide To Voxel Tactics – Extreme Arena PvP Battle (Part 6)

May 5th

This is the final video in Zueljin's Ultimate Guide to Voxel Tactics series, focusing on the flow of battle in the Extreme Arena. Zueljin uses a team of Hawknight, Bard and Pirate to fight one battle and does commentary while battling, covering class and pet abilities, status effects and positioning.



Thief Pickpocket Ability is Devastating – Voxel Tactics

May 25th



Zueljin features the Thief class' Pickpocket ability, which does damage and also has a high chance to steal the opponent Voxel's main weapon. He demonstrates the ability in battle against a heavy armored Voxel and shows the consequences of the steal mechanic of the ability.

Voxie Tactics Dev Diaries - Summary for May 2024

The **Voxie Tactics Dev Diaries** is a little update of what the team have been working on which is released on Fridays in the Voxies Discord #announcements channel. Check out what the team has been up to for May.

Note: This summary covers Dev Diaries for May 17th and 31st

Game Development

- Introduced a new Spear Weapon with a two-tile attack
- Incorporated Ability *INT* Damage Reduction
- Fixed the *Voxel Balance* Display and Error View issues
- Improved the *Blindness* status effect
- Started working on *Tutorial Mode* to help onboard new players
- Speeding up Login by optimizing *Battle Preparation* Assets Loading Time
- Continuing work on a new *Tutorial Mode* to help onboard new players
- Improving Backend error Identification and Resolution Processes
- Continuing work on new attack animations for *Spear* and *Dagger* Weapons



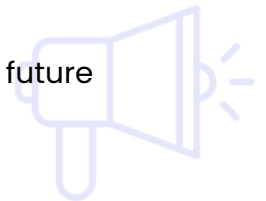
Game Design

- Implementing Game Balance changes across the board for a more fun battle experience
- Reviewing and updating documentation for upcoming features
- Working on *Gearscore* design and planning
- Testing new abilities and their design
- Rolling out Asset upgrades for adding special abilities
- Testing In-Battle Damage Calculation
- Working on *Dual-Wield* Documentation
- Upcoming rollout of *Features* Documentation
- Reviewing Equipment Balance
- Continuing work on new Ability Designs



Marketing

- Hosted Discord AMA with Steven and the team
- Preparing for new player acquisition campaign for rollout in the near future
- Updating branding across all partner sites
- Rolling out New *Class* and *Race* Content for the *Voxie Library*
- Started rolling out Educational Video Content with Zueljin
- Launched *GM Campaign* for socials



Game Economy

- Drawing up plans for a new summer event season
- Balancing Consumables bundles
- Continuing to work on balancing out the Rewards system to maintain a fair and competitive game economy
- The team is working on an exciting summer event which is expected to include a New Rare Arena, Leaderboard Reward Structure, and a New Partner Campaign with OpenSea



Web Development

- Developing a Battle History page for players to have access to even more data
- Relaunched the *Arcanist's Forge*!
- Updated and Relaunched the *Item Minter*
- Continuing work on *Battle History Data* as a Resource for Players
- Working on a *Forge Transaction History* Resource for Players
- Enhancing *Transaction History Data* to Include *Tavern Purchases*, *Token Claims*, *Rewards* and more!
- Tons & tons of bug fixes



COMMUNITY NEWS



VOXIES MAY 2024

WHEN	EVENT
Sun, May 19 th	Gartic Phone Voxies Edition 10am EST Location: Voxies Activities Channel
Thurs, May 23 rd	AMA With Steven 11am - 12pm EST Location: Discord Stage Channel
Thurs, May 30 th	Voxies Quiz Game 2pm EST Location: Brazilian Activities Channel

VOXIE TACTICS

Desafio! ★ !Quiz? ★

30 Maio | 3PM
Participe! ★
Ganhe \$VOXEL

Voxie Tactics: Desafio Quiz (EN: Voxie Tactics: Quiz Challenge) is a Brazilian Community-exclusive event which tests the players' knowledge in the world of Voxie Tactics. The Top 2 players in the quiz game on May 30th, TJ_Uiliam and CARLOS PS, shared the 100 VOXEL divided between them.

Try answering some of the quiz questions below (translated to English)!

1. How are Voxie Bounties calculated in Voxie Tactics?

- Rarity of Voxies, pets, special accessories and win rate.
- Number of Voxies alive in your team after a PvP battle and your opponent's rank difference in relation to yours.
- Number of wins, losses, win rate and ELO.
- All of the above.

2. What is the main objective of migrating to the Unity Engine?

- Provide a stable foundation for future expansion and development.
- Introduce frequent content updates to keep players engaged.
- Offer exclusive rewards to long-time players in order to maintain their interest.
- Improves the game's visual appeal, attracting new players.

3. Which rank represents the highest level of achievement in Voxie Tactics?

- Strategist Rank
- Competitor Rank
- Trainee Rank
- Tactician Rank

VOXIES

Gartic.ly

WINNERS:

 yuwan5490	 Salagubang
 Smileeeey	 User1663

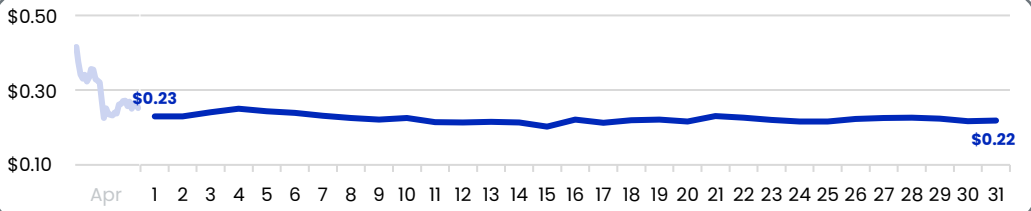
Gartic is a game wherein a player will draw what is shown on his/her screen and then the other players will try to guess what he/she is drawing. The game revolved around Voxie Tactics with a 100 VOXEL prize pool for the winners.

The drawings in the image above are some of the drawings of the participants on the May 19th event. Congratulations to the 4 winners!

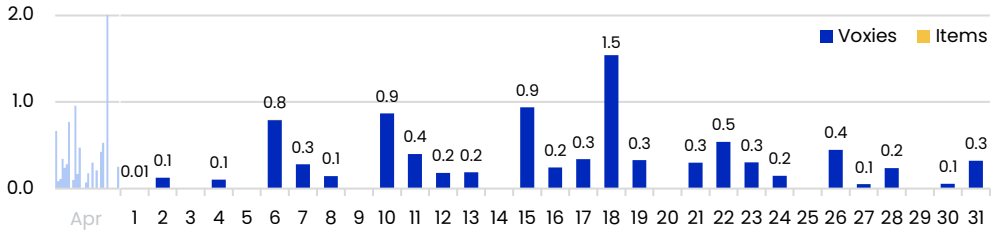
- @yuwan (yuwan5490) - 25 Voxels
- @EchoSLAM (salagubang) - 25 Voxels
- @THANKS (smileeeey) - 25 Voxels
- @squirrel (user1663) - 25 Voxels

Voxies Market Trends for May 2024

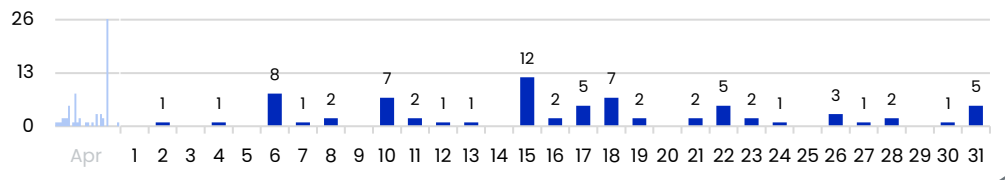
VOXEL/USD



OpenSea Sales (ETH)



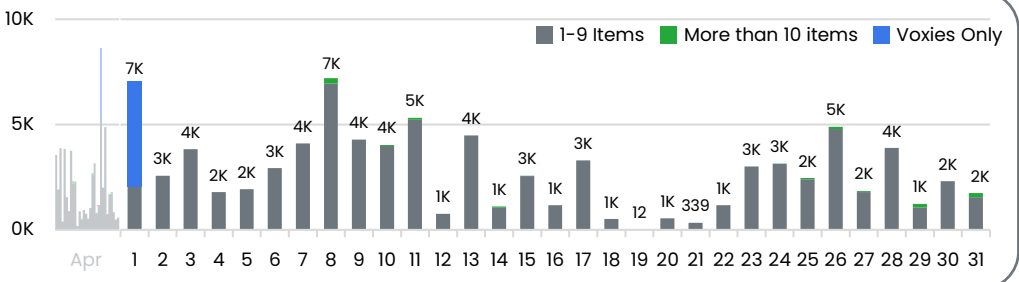
OpenSea Voxies NFT (No. of Sales)



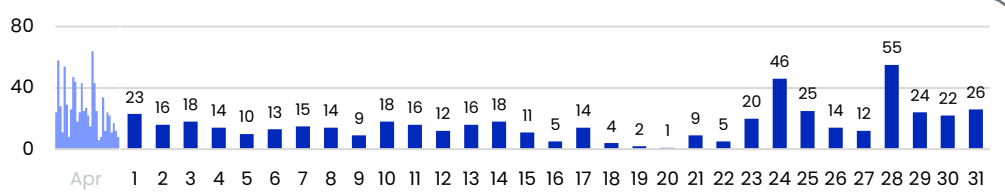
OpenSea Items NFT (No. of Sales)



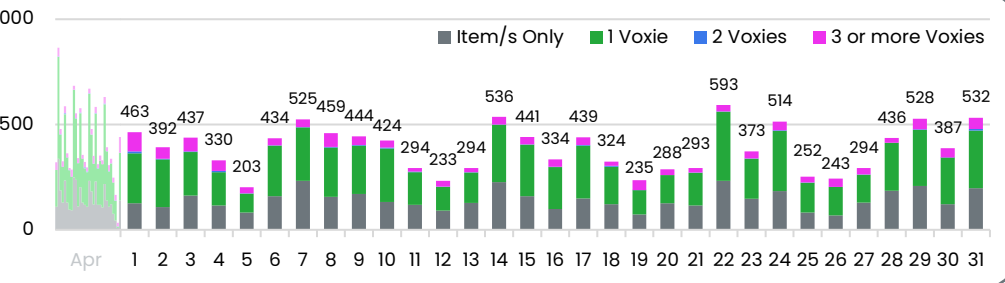
Voxies Marketplace Sales (VOXEL)



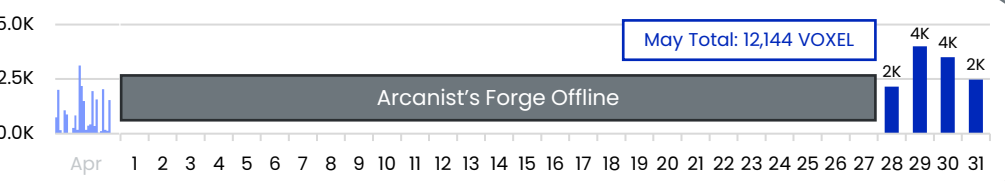
Voxies Marketplace (No. of Sales)



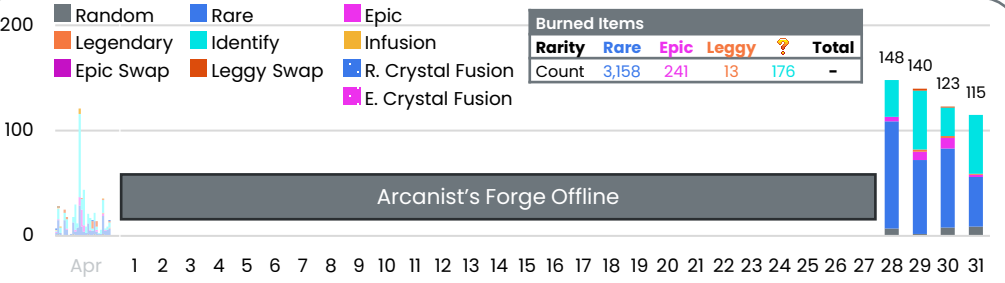
Rented NFTs (No. of Loans)



Arcanist's Forge (Total VOXEL spent)



Arcanist's Forge (No. of Forges)



Voxies/Item Upfront Rental Fee Average – May

Voxies Average Rental Price (VOXEL/day)

Parameters: 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
Squire	2.16	2.42	2.79	3.82	3.90	4.01	5.80	6.03	6.38	9.78	10.47	9.82	22.86	22.11				
Undead	3.72	3.59	4.61	5.17	5.19	5.90	7.06	7.61	7.98	10.83	11.40	11.04	18.52	24.61	25.71			
Robo	2.21	2.26	1.96	3.60	3.51	3.48	6.01	6.21	6.27	9.65	9.64	10.56	12.50	22.12	21.43			
White Mage	2.83	2.91		4.76	4.48	5.05	6.99	7.42	7.99	9.93	12.60	11.14						
Priest	1.78	2.08	2.20	3.73	3.60	3.81	5.38	6.18	6.81	9.76	8.81	8.93	11.67	22.92				
Black Mage	4.20	4.66	5.75	6.03	6.51	6.92	8.27	9.53	9.89	12.13	12.86		23.81					
Warrior	2.07	2.64	3.95	4.55	4.47	5.81	6.38	7.38	7.40	10.06		13.57						
Necromancer	3.84	4.35	4.47	4.82	6.16	6.56	8.31	8.12	8.86	12.30	11.67	13.57	21.38					
Ranger	2.98	3.60	3.65	4.81	4.93	5.30	7.09	7.87	8.00	10.67	10.43				25.00			
Knight	2.75	2.67	2.89	3.90	4.13	3.67	6.26	6.48	7.54	10.44	7.86		21.43	19.86				
Ninja	2.61	3.13	5.36	4.60	4.40	5.37	6.47	6.63	6.96	10.17	10.40		21.17					
Bard	3.19	3.74	6.32	4.31	5.08	5.73	6.98	7.42	8.93	10.48	11.86		20.83	22.28				
Druid	3.17	2.63	3.54	4.53	4.92	4.64	6.22	7.14	7.52	9.59	10.34	11.29	22.50	20.90				
Monk	3.35	3.46	3.52	4.93	5.18	5.50	7.01	8.12	7.14	11.00	12.62			13.33				
Thief	2.83	3.00	4.64	4.31	4.18		6.59	7.33	7.79	9.68	11.19							
Hawknight	3.00	4.33	4.54	4.41	3.67	4.38	6.75	7.41		10.61	10.59		22.43	21.25	27.00			
Drako	3.16	3.71	2.74	4.64	5.54		7.60	7.74		11.26	11.88		18.33	13.33				83.33
Time Mage	3.09	3.09	0.93	4.38	5.80		7.68	8.23		9.95	10.27							
Chemist	3.40	3.56	3.64	4.03	4.89		7.33			11.07	8.33							
Samurai	2.74	3.36		4.69	5.09		7.33	7.38	7.14	8.33								
Pirate	3.32	3.21		4.23	4.57		7.00	7.27		10.14	9.69				24.33			

Item Average Rental Price (VOXEL/day)

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

Rarity	Rare	Epic	Legendary	Godly	Special	
One H. Sword	0.14	0.37	1.01	3.57	1.71	
Dagger	0.14	0.93	1.67			
Axe		0.34	1.46		1.47	
Mace		0.53	0.97			
Katana		0.56	1.47			
Spear		0.45	1.49			
Two H. Sword	0.14	0.99	1.55		0.54	
Monk Fists		0.68	1.70			
Crossbow		0.48	0.86			
Two H. Bow		0.54	1.56			
Gun		0.53	1.46			
Instrument		0.55	1.53			
Wand		0.43	1.06			
Staff		0.33	1.09			
Mag. Artifact	0.14	0.32	1.02			
Shield		0.25	0.61			
Accessory	0.40	0.92	2.43		1.73	
Light						
Head		0.26	1.25			
Chest		0.25	1.11			
Gloves			1.35			
Legs		0.22	1.12			
Medium						
Head	0.54	0.82	1.66			
Chest		0.22	1.49	8.29		
Gloves		0.42	2.19			
Legs		0.21	1.38			
Heavy						
Head	0.34	0.46	1.16			
Chest		0.33	1.26			
Gloves		0.40	0.93			
Legs		0.34	0.92			
All					0.21	
Legs					5.93	
Pets	Giraffe: 0.25	Reindeer: 1.00	D. Goat: 2.00	Bone D.: 0.65	V. Bat: 0.36	Pumpkin: 0.73

OpenSea Voxies/Item NFT Floor – May

Category		Common	Uncommon	Rare	Epic	Legendary	Godly	Special	
Voxies NFT Floor		0.09	0.10	0.14	0.29	1.05			
Classes	Squire	0.09	0.18	0.15	0.29				
	Undead	0.09		0.24	0.29	1.05			
	Robo	0.12	0.12	0.45	0.29	2.99			
	White Mage	0.09	0.19	0.18	1.39				
	Priest	0.09	0.49	0.16	0.29				
	Black Mage	0.09	0.10	0.59	0.40				
	Warrior	0.13	0.23						
	Necromancer	0.13	0.25						
	Ranger	0.09	0.15	0.14	1.59				
	Knight	0.09	0.27						
	Ninja	0.09	1.00	0.25	0.79				
	Bard			0.49	0.30				
	Druid				0.29	3.99			
	Monk	0.13	0.10						
	Thief	0.09	0.20						
	Hawknight	0.15		0.55	0.38				
	Drako	0.50	0.35		1.29				
	Time Mage	0.13	0.79						
	Chemist								
	Samurai	0.70			1.25	5.00			
Pirate									
Voxie Tactics Item Floor				0.0008	45 USDC			25 USDC	
Item Type	One Handed Sword			6.89 USDC					
	Dagger			7 USDC					
	Axe			3.13 USDC					
	Mace			0.002					
	Katana			5 USDC					
	Spear								
	Two Handed Sword			7 USDC	45 USDC				
	Monk Fists			0.002					
	Crossbow			0.0018	50 USDC				
	Two Handed Bow			4.5 USDC					
	Gun			6.89 USDC					
	Instrument			0.0025					
	Wand			5 USDC					
	Staff			0.0025					
	Magical Artifact			0.0025					
	Shield			5 USDC					
	Accessory				69 USDC				
	Armor Type	Light	Head			6.89 USDC	0.012		
			Chest			5 USDC	0.012		
			Gloves			0.0015	0.012		
Legs					0.0025	0.012			
Medium		Head			0.0009				
		Chest			6.89 USDC				
		Gloves			0.0015				
		Legs			7 USDC				
Heavy		Head			0.0025				
		Chest			0.0011				
		Gloves			6.89 USDC				
		Legs			7 USDC				
All	Head						25 USDC		
	Legs								
Other	Crystal			0.0008					
Pet	Giraffe: 0.08	Reindeer: 0.135							
	D. Goat: –	Bone D.: 2.0							
	V. Bat: –	Pumpkin: –							
Essences	Ember: 7 U.	Aqua: 0.0009	Frozen: –						
	Dust: –	Energy: –	Howling: 0.0011						
	Toxic: 5 U.	Light: –	Shadow: –						
Others	Unidentified: 0.003								

Post Unity Services Resumption

The following services were stopped before the Unity release of Voxie Tactics and have resumed afterward:

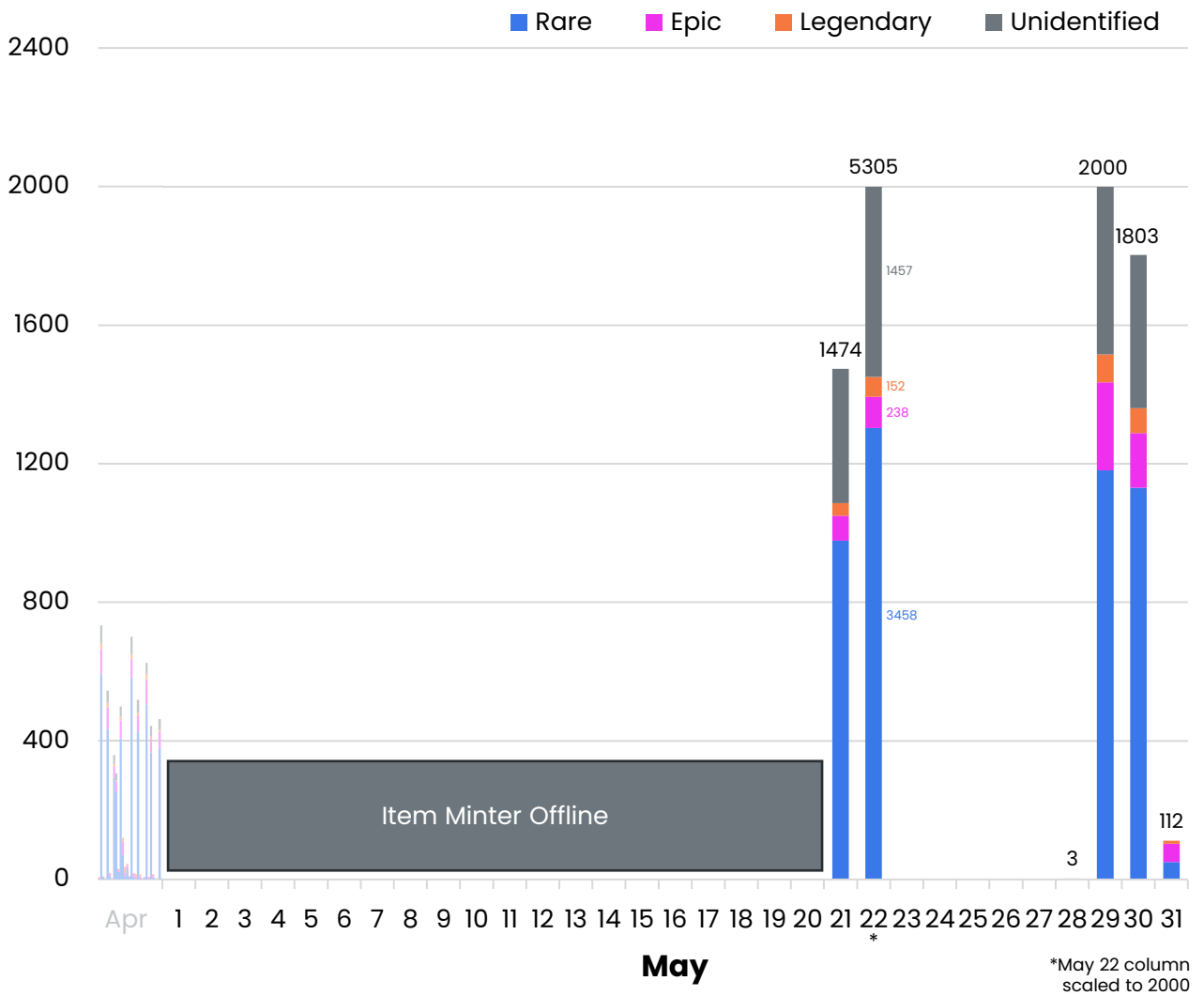
- **Marketplace Tavern** – The Tavern resumed business on May 13th. Unused consumables from the Legacy version of the game were also imported to the Unity version on May 30th.
- **Item Minter** – Minting of NFT items earned in the game resumed on May 21st.
- **The Arcanist's Forge** – The Arcanist returned from his vacation on May 28th. Infusion is not yet available but will come back in the near future. The following changes in the recipes were also applied:
 - **Identify:** cost from 25 to **20 VOXEL**
 - **Rare Item Smelting:** Legendary item chance removed
 - **Epic Item Smelting:** cost from 100 to **80 VOXEL**
 - **Legendary Item Smelting:** cost from 1000 to **500 VOXEL**
 - **Epic Crystal Fusion:** cost from 100 to **80 VOXEL**

0 newly minted NFT items were minted in May 2024

Voxie Tactics Items – May Mint Trend

All Voxie Tactics Items Minted in May 2024

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



Rare

6,799

Epic

776

Legendary

352

Unidentified

2,770

Voxies Social Media Content – May 2024



May 14th Star Wars Day Graphic

The graphic features Voxel #0 dressed as a Jedi to commemorate the Star Wars Day



First GM Graphic for the GM Campaign

May 29th

The Voxies GM Campaign has started! According to crypto.com, GM stands for 'good morning' and is commonly used in the crypto community as a positive sentiment. The first graphic features the Alien race.

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. I watched a lot of Pokémon videos on YouTube while making this newsletter.



Looks bearish