



MONTHLY NEWS
January 2024



Voxies December 2023 Announcements and Events

Fr 1



State of Play with Steve -
Twitch Stream



Sa 2

Su 3

Mo 4

Tu 5

We 6

Th 7



State of Play with Steve -
Discord AMA



Fr 8

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A Letter From Steve -
December 2023



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Sa 16

Su 17



Voxie Tactics Version 0.37.1
Release



Mo 18

Tu 19

We 20

Th 21

Fr 22



Start of Search for the
Snow Crystal



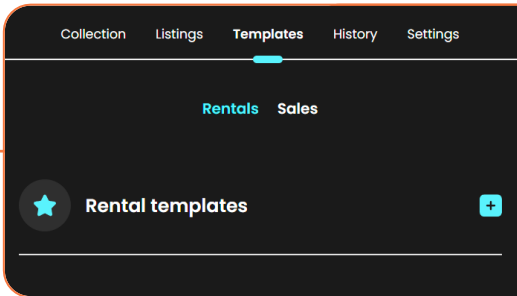
Sa 23

Su 24

Mo 25

Tu 26

We 27



Voxies Marketplace:
Templates Release






Th 28

Fr 29

Sa 30

Su 31

Project Metrics (December 2023)

 **Voxies NFT Owners: 1,380**
 **Voxie Tactics Items: 190,654**
No. of Holders: 8,879
 **X/Twitter Followers: 70,611**
 **Discord Members: 12,195**

VOXEL Token Last 3 Months Trend (VOXEL/USD)



Voxies Marketplace

Marketplace

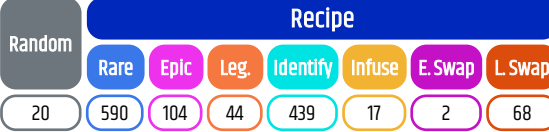
Total Sales Volume: 215,065.9 VOXEL
Sale Listings Sold: 1,795

Renting

Free Market Rentals: 8,117
Reserved Rentals: 1,595

Arcanist's Forge

(No. of Forges)



Go to Market Trends

NFT Floor (in OpenSea, ETH, December 31, 2023)

 **December 2023 Total Volume**

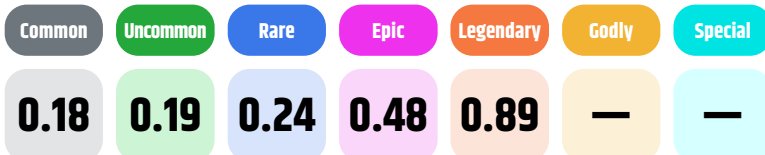
 **Voxies NFT 14.2 ETH**
Sales: 61

 **Voxie Tactics Items: 0.51 ETH**
Sales: 128

Voxies NFT

For sale: 133 Voxies

Go to OpenSea Floor Breakdown



Voxie Tactics Item NFT

For sale: 222 Items

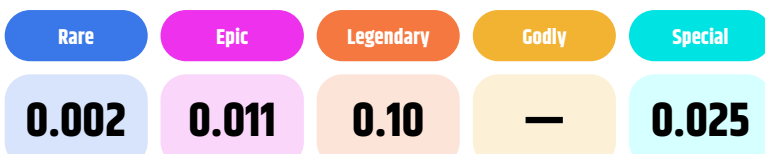


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SEARCH FOR THE SNOW CRYSTAL

Only on Voxies Marketplace



Always Geeky Games

Search for the Snow Crystal

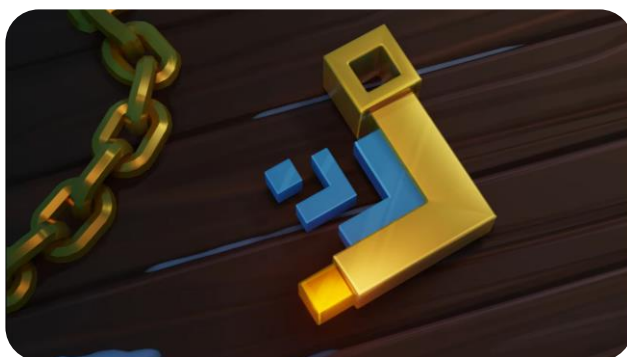
“**Search for the Snow Crystal**” is a Voxies Marketplace exclusive event that has started on December 18th and will end once all of the 21 **Snow Crystal** necklace accessories have been forged!

The **Search for the Snow Crystal** challenge is Voxie Tactics’ new holiday-themed event centered around the game’s accessory items and the Arcanist’s Forge.

The event features **The Snow Crystal** accessory, and the search for it involves using the new forge recipes to forge the new 3 Gem Necklaces (Gem of Power, Gem of Purity and Gem of Harmony), then forging these 3 together and 1000 VOXEL into one of the 21 Snow Crystals. The special rarity Snow Crystal boasts stat increases of +10 HP/MP, +10 Strength/Dexterity/Intelligence, +6 Luck, and is currently the only item to have **resistance to all 9 elements** (40 points resistance to all elements = 20% damage reduction to elemental damage).

There will only be 21 Snow Crystals: 20 will come from forging the 3 gem necklaces, and 1 **Snow Crystal** will be the prize for the random winner of the [event giveaway on gleam.io](#) (until January 31st), in which participants need to enter the **secret code** to enter the giveaway. Hints for the secret code were given across various event marketing materials and community activities by the team.

Read the Official Article Here
at voxies.io/news



Watch the event’s video trailer on [YouTube](#)



The Gem Necklaces and The Snow Crystal

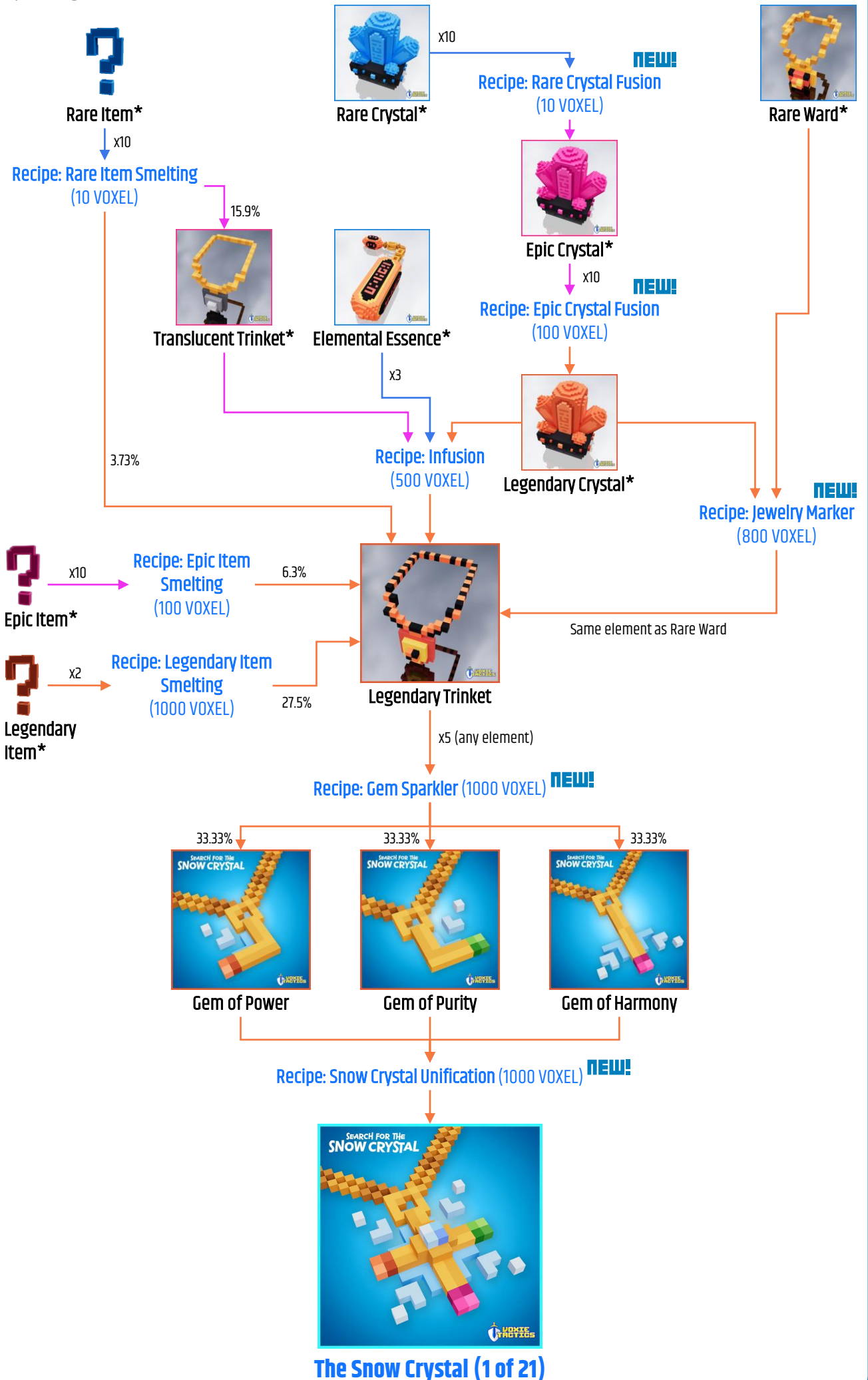
Search for the Snow Crystal (Continued)

The diagram below shows how you can forge starting from rare items to a Snow Crystal using the 5 new forge recipes!

Note: * means that the Item can be dropped as an NFT reward by winning battles in Voxie Tactics



Go to the Arcanist's Forge now!



Voxie Tactics New Version—Version 0.37.1

Released on December 14th

Get ready to dive into a world of enhanced strategy and exhilarating battles with the latest Voxie Tactics patch! The team have been tinkering under the hood to fine-tune your gameplay experience, ensuring every clash is filled with heart-pumping action and brain-teasing tactics. Whether you're outwitting opponents with the nimble Thief or holding the line with the sturdy Robo, every move counts in a world where strategy is king. So sharpen your swords, polish your shields, and prepare to embark on an adventure where every choice could lead to glorious victory or noble defeat. The battlefield awaits – are you ready to make your mark?

GAMEPLAY

Bug Fixes

- **Burn and Poison Tick Fix:** Addressed an issue where multiple ticks of burn and poison effects were incorrectly applied at turn's end



ITEMS

Armors

- **Magical Artifact Upgrade:** Some Magical Artifacts including Hamsa have been enhanced to provide additional resistance against elemental attacks
- **Shield Resistance Correction:** Shields that offer elemental resistance now accurately reduce elemental damage as intended
- **New Winter Items Added:** Introduction of new items for an upcoming event



CHARACTERS

Classes

Priest

Lowered mana costs allowing Priests to stay competitive with pet and potion additions

- **Second Chance** change MP 115 to 85
- **Resurrect** change MP 95 to 85
- **Choir Therapy** change MP 95 to 85

Druid

Changes to Morning Dew help the Druid separate itself from other support classes with a slight tweak to existing mechanics

- **Morning Dew** changed from Ally only to Ally/Self

Time Mage

Improved offensive capabilities to balance some of the lost Utility from previous changes

- **Chrono Crunch:** Refined mana usage from 66 to 75 and damage range modified from 42-63 to 70-85

Thief

Changes to **Pick Pocket** give the Thief an additional high-value skill to further its utility

- Change to stealing only weapons instead of all armor slots
- Change chance to proc from 100% to 80%
- Change MP from 40 to 60

Bard

Give the bard additional AOE utility to make them more competitive in certain team compositions

- **Holy Hymn:** Transitioned from single target to AoE with a hit chance adjustment from 100% to 85%
- **Fan Service:** Updated to include both Ally and Self-targeting for greater flexibility

Squire

Improvements to the utility and damage output of Squires have caused a need for slight mana increases

- **Slingshot:** Mana cost increased from 25 to 35
- **Banner Wave:** Mana cost adjusted from 30 to 40
- **Frontline Bartender:** Mana cost changed from 30 to 40
- **Eye Poke:** Mana cost raised from 65 to 75

Robo

Increasing the damage of Spark Blast gives the Robo a valuable offensive skill to add to its arsenal

- **Spark Blast** change MP 35 to 50
- **Spark Blast** change damage from 35-55 to 50-75

Voxie Tactics Items: Elemental Resistance








The **Resistance** stat for Voxie Tactics Items was included in the NFT metadata along with the elemental resistance updates of the latest Voxie Tactics version. Initially only appearing inside the in-game item description, the Resistance stat now lets players know the resistance of items against one or more of the 9 elements outside of the game. Resistance adds another layer for strategy and decision making in team compositions and live battle, such as equipping items with lightning resistance to decrease damage from weapons with the lightning element.

The Resistance stat is available for shields, magical artifacts, and armors (head, chest, gloves, legs) with one or more elements. A single Voxie can get up to a maximum of 100 points of resistance for an element from equipping items, and this maximum includes unique resistances like the Dragon race's fire resistance passive skill. The resistance stat translates to % elemental damage reduction with the following formula:

$$\text{Elemental Damage Reduction} = (\text{Resistance} / 2) * 100\%$$

Applying this to the new Snow Crystal accessory, its 40 points resistance to all elements will give the equipping Voxie 20% damage reduction to all elements. The formula means that the maximum damage reduction from the resistance stat is 50% since the maximum resistance points is 100. Items with the Physical element do not have elemental resistance.

Resistance stats for the Voxie Tactics Items with resistance are summarized below:

Item Type		Resistance per Rarity (in points, as of December 31, 2023)				
		Rare	Epic	Legendary	Godly	Special
Magical Artifact 		5 (Totems) 10 (Cyclops Eye, Starfall, Cursed Skull)	15	20	25	—
Shield 		5	10	15	20	—
Armor (All Armor Types: Light/Medium/Heavy)	Head 	5	10	15	20	—
	Chest 	15	20	25	30	—
	Gloves 	5	10	15	20	15 (Bored Helmet)
	Legs 	5	10	15	20	—
Accessory 		5 (Worn Bone Wings) 30 (Wards)	—	40 (Gem Necklaces)	—	40 (The Snow Crystal)

State of Play with Steve – Twitch Stream (Continued)



and button-based while also showing the command name when the mouse is hovered over an icon. The actions are categorized to let players, especially the new ones, easily understand the battle system and flow. The icons are grouped to visually show and separate the main actions that a Voxie can do in its turn: Move, Battle commands (e.g., attack, skill/spells), and the group with the new Reorient action and End Turn to conclude the Voxie's turn. The actions in a group will also gray out once executed, another visual improvement to signal to the player the next actions to do.

The **new Reorient action** can be used to reorient the direction a Voxie is facing as many times as the player wants before the Voxie's turn ends and will not gray out during the Voxie's turn. It replaces the reorient prompt before the turn is ended in the legacy version. It was designed in response to observations in some of the early play tests where players didn't understand the strategy involved with changing the direction, and having it tied to the end of turn action in the legacy version confused some people because they were selecting an end of turn and then being prompted to choose a direction, which didn't make much sense to casual players. Play tests showed that separating the reorient from the end turn command made the process of doing the actions and changing the direction much more fluid and easier for players.

After discussing the new battle UI, the hosts then discussed the **big changes in the visuals of the game**. Unity comes with a whole new rendering engine and new graphical style which will allow some big improvements in the graphics of the game like model rendering, shading, VFX, and animation. This is part of the playable version of the game, and the team is able to test, check and validate animations in the game, making sure stuff looks nice, and adding cool VFX to highlight some of the cool features and the cool spells in the game.

They also pointed out that the Unity version will drastically **change the requirements of the game for the better**. The demanding requirements and the technical specs of the legacy game was because it is not coded on a very standard game engine like Unity. Unity will make it much easier for players to run the game, and even though the graphics and the 3D rendering will improve, the actual requirements and the technical specifications will decrease.

The hosts then moved on to the next part of the stream: **Voxie Tactics Looking Ahead**. They discussed each of the points listed in a slide that the community can expect when the Unity version comes out and features that will come shortly after its release, summarized below:

1. Mobile Version – The mobile version is a top priority once the first Unity PC version of the game is released. There are a lot of challenges in releasing a mobile version of the game like the mobile official store aspect supporting different platforms such as Apple Store and Google Store. When the Unity version comes out, the UI changes and changes to the user flow will reflect that the game is prepared for the mobile version. The team is expecting that the user base will expand exponentially when the mobile version is out.

VOXIE TACTICS LOOKING AHEAD

- Mobile Version
- Improved Gameplay and strategy mechanics
 - Tile based modifications and traps
 - Summoning spells
 - Improved stealth and invisibility
 - Armor set bonuses
- Cosmetic equipment and modifying appearance, collections
- Battlepass system
- Gear score and matchmaking updates for different tiers and fairer, more balanced PVP battles



2. Improved Gameplay and Strategy Mechanics

- **Tile-based modifications and traps** - The Chemist class will have traps, its abilities as either or tile-based or direct damage-based. Different tile and terrain effects will also be implemented, like if two Voxies are standing side by side on water tiles and a lightning spell hits one of them, the other Voxie will also get hit. Other examples are different movement speed slowing effects due to tiles, and if a Voxie is standing on stone or earth-based tiles, it might affect any kind of natural element attacks. Tiles might also be change, like a change in elevation and environment. One example given for the environment change is that if a Voxie gets frozen on a water tile, the surrounding water tiles will also get frozen, allowing other Voxies to walk on these tiles since they became solid.
- **Summoning Spells** - Necromancers will be able to use summoning spells like raising skeletons. Maybe other classes will be able to summon too. They hinted its possible involvement in PVE events like where zombies will crawl out of the ground and a time-based event where the player needs to last for a certain amount of time.
- **Improved Stealth and Invisibility** - Unity will allow stealth and invisibility to play a more important part of the actual strategy of the game. Being invisible means the opponent will not be able to see the invisible Voxie and doesn't know where it is. The mechanic will also apply to traps and the like. The opponent will not see that a trap is placed on a tile.
- **Armor Set Bonuses** - Full armor sets were built early on with plans to give them armor set bonuses. Pet armor sets will build some sort of synchronicity/synergy between the armor set and the pet and Voxie class. This mechanic will also have a visual impact on the game later on.

3. Cosmetic equipment and modifying appearance, collection

Cosmetic slots will be introduced which allow a Voxie's equipped item to look a certain way that doesn't necessarily reflect its stats. An example given is that if a player has a legendary axe, the physical appearance of the axe can be replaced with something else like a carrot or a fishing rod but still keeping the stats of the original axe.

4. Battle Pass system

The Battle Pass will be released in 2024 and will be a multi-year rollout plan for getting players to be really interested in their accounts. Instead of creating throwaway accounts, players will get invested in building up their account, progressing their ownership, and getting all the perks that comes along with the battle pass. Battle passes will have advantages for players but some will not be easy to complete.

State of Play with Steve – Twitch Stream (Continued)

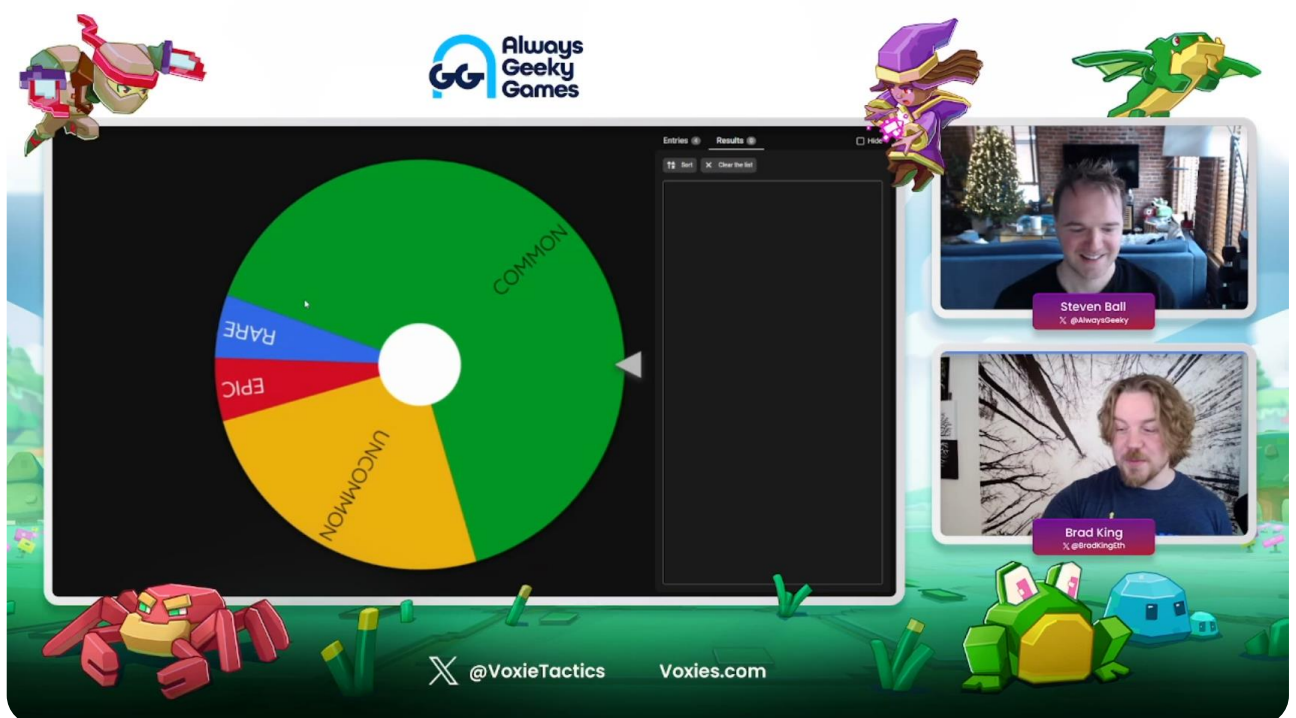
5. Gear score and matchmaking updates for different tiers and fairer, and more balanced PVP battles

To make PVP matchmaking a fairer and more balanced system, gear score will be introduced which is based on what equipment you have on your characters or what equipment you have on your account. This will prevent scenarios such as a team equipped with common rarity gears getting matched with one equipped with full legendary rarity gears. Gear score will be combined with other factors such as the progression system and characters leveling up. Aside from introducing gear score, the team will also be fixing the leaderboard and the ranking system, making it so that players would not want to create throwaway accounts or smurf different accounts. This will consider players' different abilities and setups, e.g., casual playing, and Voxel level.

Steve and Brad also talked about other topics:

- As part of the initial release, the team will **improve the new user experience** on areas such as starter Voxel selection (the non-NFT Voxies) with recommended team compositions/synergies.
- Responding to the question from the Twitch chat: **“Will shields and offhands ever have more utility than resistance and stats?”**, Brad confirmed that they are working on different weapon and shield utilities that will come with Unity.

At the end of the stream, the hosts drew the final winner of the Halloween event Voxel giveaway from the gleam.io entries. **Windstorm** won the draw and got a Common Voxel after spinning the wheel.



State of Play with Steve – Discord AMA

Following the State of Play Twitch stream, the Discord AMA (Ask Me Anything) for State of Play with Steve was held on December 7th 5PM ET. Hosted by Steve (CEO/Founder), Brad (Lead Game Designer) and Brian (Marketing Director), the AMA session with over 50 people in the audience answered questions from the community in the Twitch stream chat of the previous day and in the Discord chat during the AMA. Read below for the summary of the questions and answers. [Listen to the full recording of the AMA session saved in Discord \(duration - 41 minutes 47 seconds\).](#)



Q: What are the differences between the Unity version of Voxie Tactics and the current legacy version with regards to the Voxies, their different skills, the maps, and the items?

A: Everything that's currently working in the existing (legacy) game: skills, maps, Voxies and items, will all going to be in the new Unity version. Features such as new UI, new improvements to the user experience, the flow, the interface, new rendering aspects, and upgrades such as visual, particle effect and animation upgrades will be added to the Unity version.

Q: Is the Unity version going to be any different from a gameplay perspective?

A: There are no plans to change the gameplay at all for the Unity version of the game. There will be improvements to more status effects and more kinds of item effects, but the actual core gameplay itself is still staying exactly as in the current version of the game. There will also be new game modes and game mechanics but they will not be active directly after the Unity version release.

Q: Is there a plan to have some set of current players test the Unity version for different perspectives?

A: After the Unity version is released and stable, the team is looking to have some public test realm-style functionality or some test servers where players can test out various in-development features. This can allow the community to get access to all the weapons, all the classes and multiclassing, and try those things out before they get implemented in the live game so that the team can get balance feedback. The team emphasized that there will

be no token or NFT earnings on the test realm.

Q: How will matchmaking be different after the Unity update? Or will it be?

A: When the Unity version goes live, the matchmaking systems will stay the same, i.e., it will still be based on Elo and skill, but the issues that the current matchmaking and leaderboards have now will be fixed:

- Elo-based matchmaking and the rankings will be implemented correctly so that players rankings and where they are on the leaderboard is going to affect who they get matched against.
- Rank will have a big impact on rewards and what players earn from winning the battles to incentivize winning.
- Gear score will take into account the equipment's rarity. This will also help when PVE is released, where Voxies levels will be reset to level 1 but players will be able to level up and still participate in PvP. The team is also developing solutions for some possible issues like players switching gears during a match that doesn't reflect their gear score.

The ultimate goal is to make the battles feel more balanced and fairer.

Q: Will it be possible to create battle rooms to challenge friends to a friendly match and thus enable tournaments organized by the community?

A: Yes, and they are in the works but will not yet be available upon Unity release. There will be the friendly matches where you can play against your friends and challenge them and have a bit of fun with people that are on your friends list. There will also be community-

State of Play with Steve – Discord AMA (Continued)

driven tournaments with reward mechanics similar to those in an organized poker tournament, where players all put a stake into a pot and there's an automatic system which divides that out again based on the result of the tournament.

Q: Can you elaborate on the art style that you've been featuring, whether that will apply within any updates to the metadata of NFTs, and maybe what that might look like in terms of implementation into the game as well?

A: Rebranding the visual art style (one of which was shown in the Twitch stream the previous day) and new character artwork will be featured heavily as the team pushes out the Unity version. Steve teased that the 2D art style shows off the kind of playful nature of the cute characters and that this is going to be a very exciting time for the team from a visual and marketing perspective. Regarding NFT artwork, the team is not necessarily planning to change it to be the same as the 2D visual style, but they might refresh some of the NFT assets themselves. Steve mentioned that it might be time to try and explore a new kind of 3D rendering style. Being able to push the boundaries a lot with shaders and visual effects in Unity, the team might explore ways to incorporate them into the actual NFTs themselves outside of the playable game.

Q: Will there be localization (e.g., Portuguese BR) in the Unity update?

A: There are plans to have localized versions of the game but not with the initial Unity version release. The Unity version will allow the team to use a much more standardized engine for everything, including localization support that is in the actual engine itself which will make adding in new languages much easier than with the current version of the game. The team has always been aware that not everybody is 100% familiar with playing and engaging with the game purely in English, and the localization effort will make the game as easy as possible for everyone to enjoy.

Q: Will PVE will come with Unity version release in Q1 2024?

A: PVE is not coming directly with the Unity

version. The Unity version in the initial launch will only be PVP and then PVE will come later after the initial launch. All of the big features around mobile and PVE and single player mode will be coming out later during the year after the Unity release.

Q: (To Steve and Brad) Is there anything that you think would be worth just going over in a little bit more depth here regarding the Unity version?

Brad: With the Unity version out in 2024, Brad is most excited on tile effects, new summoning effects, additional abilities, filling out the abilities for every class, PVE, leveling and progression, multi-classing, and being able to have a live test server. He also leaked about collecting legendary trinkets for the winter event (which was not fully announced yet at the time of the AMA session).

Steve: Steve talked about the anti-cheat/hacking that comes with the Unity release which aims to prevent and stop all of the current cheating that players are currently seeing or experiencing. He said this is part of the reasons why the Unity release was delayed a little bit so that the team could take their time to really make sure they completely fix and prevent issues like battles not getting recorded properly and battles where it appears as if their opponent is cheating because the match doesn't synchronize properly. He is excited for this because it will deliver on the team's promise of having a stable and very secure environment that people can play on and be reliable about the actual results of the battle, without bots, scammers or win-traders.

– End of question and answer –

Additional: At the end of the AMA session, Brad leaked about reworking the poison and fire elements, adding additional mechanics to a lot of the status effects, adding additional mechanics to weapon types like shields, daggers and crossbows to make them better, and doing a lot of class balancing.



Achievements with Voxie Tactics and Unity

- Completed 3D Models for Voxies, Voxie Tactics items and maps
- Implemented Networking Gameplay Mechanics with features like multiplayer capabilities and a matchmaking system
- The Core Gameplay Mechanics – playing and winning matches – are fully operational
- Introduced New Gameplay Enhancements that are now fully functional
- Revamped Game Architecture and Battle UI, making the gameplay more intuitive and visually appealing

Looking Ahead and Polishing for Unity Release in Q1 2024

- Adding the Finishing Touches and rigorously testing every aspect of the game
- Special Effects like explosions and magical elements
- Advanced Mechanics such as status effects and elemental damage
- Animations and Comprehensive Testing for a more lifelike experience and seamless operation

New Milestones

- Revamped naming conventions: from "Recruits" into "Starter Voxies"
- Updated Voxie Selection Page with detailed information about each character's class and race abilities
- New Team Selection feature simplifies understanding team synergies
- Unique and randomly assigned stats for each Starter Voxie

Security and Anti-Cheat Measures

One of the focus of the Unity build was to support a new 100% anti-cheat environment to

Read the Official Article Here
at voxies.io/news



prevent cheating and exploitation by bad actors:

- All critical game data and gameplay validations will be done on the server side
- The server side setup will also prevent players from having unfair advantage against their opponents due to factors outside of the game
- Core gameplay and battle logic of the game was written from the ground up to avoid issues with certain gameplay elements not working as intended such as status effects not working and compromising the game
- 100% Unity server based architecture for Voxie Tactics to fully remove any data synchronization issues that players have encountered with the current version of the game

Built For The Future

- The introduction of the mobile version of Voxie Tactics
- Improved gameplay and strategy mechanics: introduction of tile-based modifications and traps, summoning spells, improvements in stealth and invisibility mechanics, and armor set unique bonuses
- Aesthetic customization using a range of cosmetic equipment
- Implementation of a Battlepass system which will offer rewards and challenges
- Enhancing player versus player (PVP) using gear score and matchmaking updates aimed at creating different tiers for a fairer and more balanced PVP experience

Voxie Tactics Dev Diaries—Summary for December 2023

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

Note: This summary covers Dev Diaries for December 1st

Game Development

Unity

- Held the first ever AlwaysGeeky Games team-wide play session on Unity
- Updated to the new API and upgraded the items data
- Added a new jump animation to Voxie Tactics
- Implemented “Voxels View”, a feature that promises to change the way you see the Voxiverse
- Worked on setting up in-game equipment



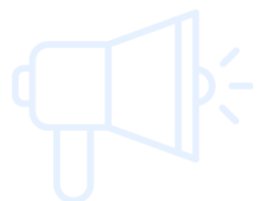
Game Design

- Class descriptions and breakdowns for new class pages
- Updates and redesigns of status effects and future battle mechanics
- Party Roster iterations
- Weapon mechanic design overhaul



Marketing and Creative

- Completed art assets for some of the key launches (e.g., Godly Blueprint Reveal Event)
- New Illustrations, website designs and new Winter Art for “The Snow Crystal” event



Economy

- Redesign and rebalance of the Rank Elo system
- Monetization Plan for 2024-2025



Web Development

- Rental relist feature: final stages of completion
- Work on the latest version of the API, API v2
- Bug fixes
- 3d asset viewer



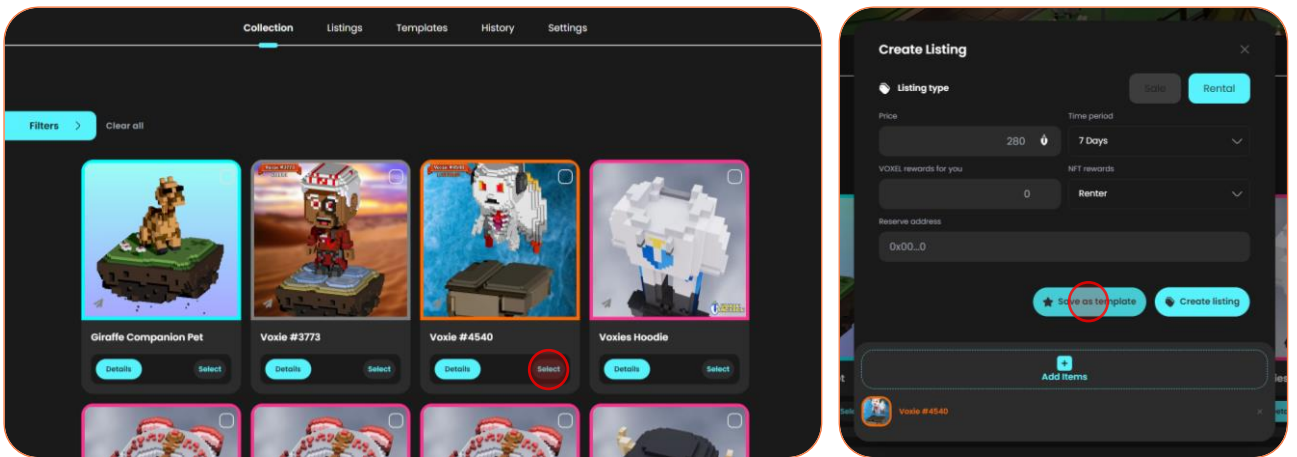
Voxies Marketplace: Templates

Templates are now available in the Voxies Marketplace!

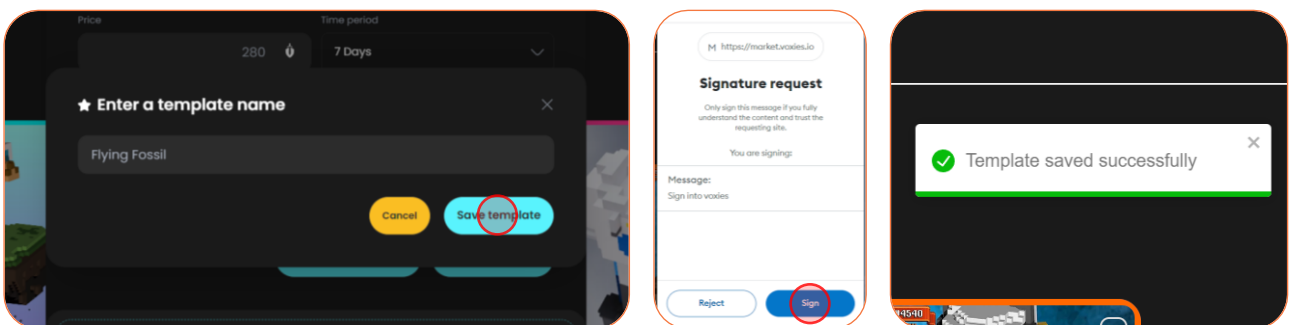
If you have been renting out your Voxies and items in the marketplace for a while, you probably wished there was a way to save the NFTs and rental settings of your bundles so that you can quickly set them up again for rent after they expire. The new Templates feature in the Voxies Marketplace can now save you time in re-setting up rentals, and comes with 2 different ways to create templates: *(Note: You can make both rental and sale templates. The same process applies for making both templates. We will make a rental template in the instructions below.)*

Method 1 - Create Template from the Collection page

1. Go to the [Collection](#) page in your [Profile](#) and select one or more of your [Voxie Tactics NFTs](#) currently in your wallet to rent out. Input/select the rental details for this specific listing.



2. Click the [Save as template](#) button. Enter a template name on the new window that will appear (or you can just use the default name), then click the [Save template](#) button.
3. You will need to Sign into Voxies with your wallet to create and manage templates. Sign the wallet message that appears to create the template. If you have already signed into Voxies earlier, the wallet sign message will not appear and the template will be created.
4. You will be notified with **Template saved successfully** once the template is created. Go to the [Templates](#) page, still in your Profile page, to view your newly created template.

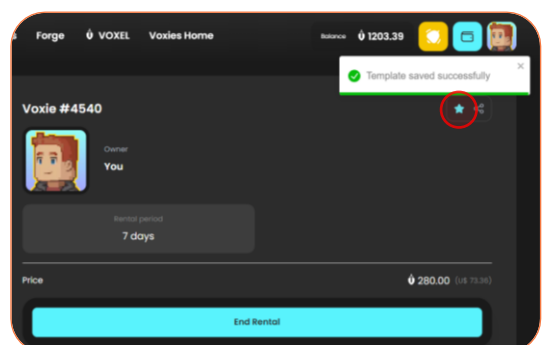


Method 2 - Save a Rental Listing as a Template

1. You can quickly save a rental listing as a template by going to the rental listing's page and clicking the [Star icon](#) on the top right corner of the first box/frame of the page. You can go to the listing's page by clicking it in the For Rent section of your Listings page.
2. Go to the [Templates](#) page in your Profile page to view your newly created template.

Notes:

- A. This method works regardless of the status (e.g., Active, Expired) of the listing.
- B. You can delete the template of a listing by clicking on the star icon again.
- C. Unlike Method 1, you won't be able to directly name your listing using this method. You can edit the template name in the Templates page.



Voxies Marketplace: Templates (Continued)

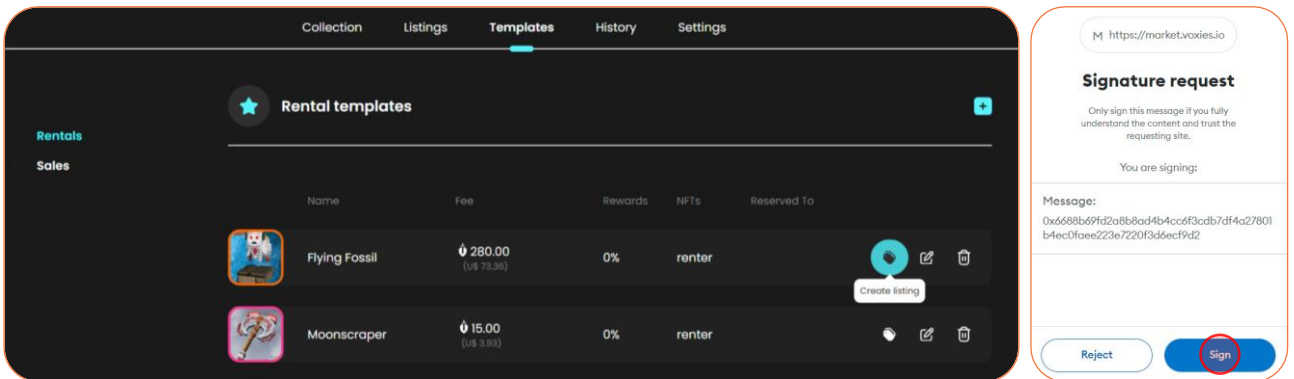
The Templates Page

The Templates page is where you can manage the template that you created. You can quickly create a listing of the template, edit its settings, or delete it. The + button on the top right will redirect you to the Collection page where you can use Method 1 of creating templates.

1. Create Listing

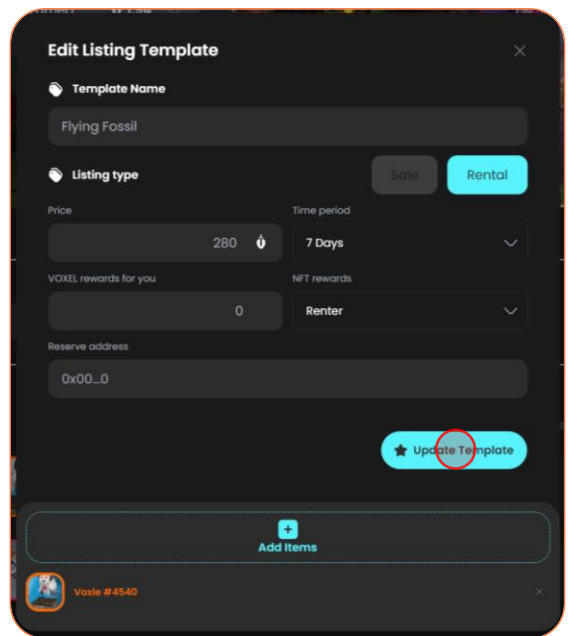
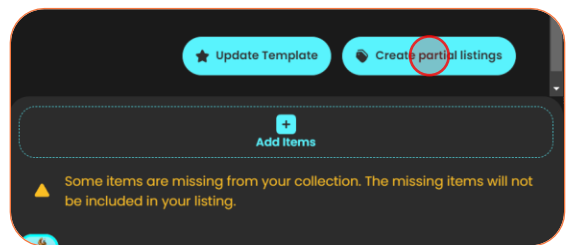
Case A: All items in template are in wallet

If all of the items in the template that you want to list are currently in your wallet, look for the template on the page, then click the **Price Tag icon (Create listing)** and sign the wallet message that will appear to quickly create the listing.



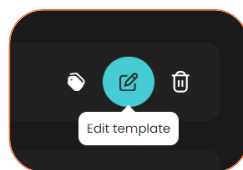
Case B: Some items in template are not in wallet

If you click **Create listing** while some items of the template are currently not in your wallet, the Edit Listing Template window will appear (same as Edit Template below) but with an additional **Create partial listings** button, which will proceed with creating the listing with the current or updated listing settings even with some items not available in your wallet. Click the Create partial listings button then sign the wallet message that will appear next to make the partial listing.



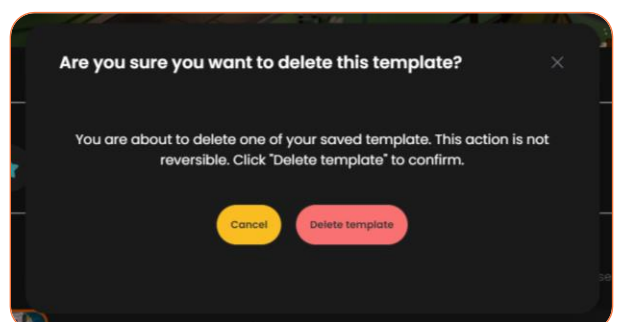
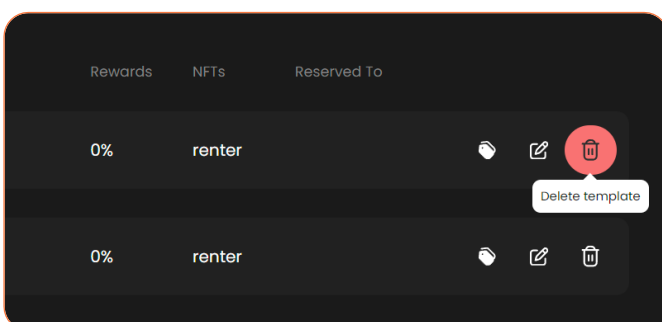
2. Edit Template

Click the **Pen icon (Edit template)** to make the **Edit Listing Template** window appear where you can edit the listing settings. Click the **Update Template** button to save your changes.



3. Delete Template

To delete a template, click the **Trash Can icon (Delete template)** and click the **Delete template** button on the next window that appears.



Voxie Tactics in 1Kin

On December 14th, the official X account of 1Kin announced Voxie Tactics as their new partner game. 1Kin is building the next generation platform for gamers to discover and connect with the world's best community driven games. The 1KIN gaming platform facilitates the discovery, distribution and true digital ownership of gaming assets with cutting edge technology.

Learn more about 1Kin at their official website: <https://www.1kin.io/>



Player Ambassador Content for December 2023: Zueljin Gaming

Check out Voxies Player Ambassador Zueljin Gaming's YouTube videos for December 2023!



The Most Powerful Forge Recipe Ever! - Voxie Tactics

December 19th

Zueljin discusses the details of the Snow Crystal marketplace event, showing how one can work the way up from epic Trinkets or Rare Wards up until the highlight of the event: The Snow Crystal necklace accessory item.

Voxies Legendary Weapon Sets - How Good Are They?

December 22nd

Zueljin features the recently released dual-wield legendary weapon sets from the forge smelting recipes: Willow's Wand and Ward, Twilight Twin Blades and Regal Repeaters. He also shows the damage advantage of dual-wielding one of the weapon sets compared to a single weapon.



Voxie Tactics Rental Templates Are Finally Here!

December 24th

Zueljin demonstrates how to use the new rental templates feature of the Voxies Marketplace and talks about the benefits of finally having this feature for an owner of Voxies and items who frequently sets up rentals.



Community News



December Community Events

Dec. 5th

Marbles
Voxies Twitch



Dec. 12th

Scavenger Hunt - The Snow
Crystal Edition
Voxies Discord



Dec. 21st

Voxies Got Talent: The Snow
Crystal Karaoke Edition
Voxies Discord



VOXIE TACTICS
Scavenger Hunt

Rules:

1. Gather all items.
2. Place ALL items in ONE photo
3. Post that 1 photo in the #activities channel

Check out how adri (@adricinco) dominated the Holiday Scavenger Hunt

1. Holiday Stocking, Scissors, Broom



2. Something with a Reindeer on it, Crazy Socks, Piece of Fresh Fruit

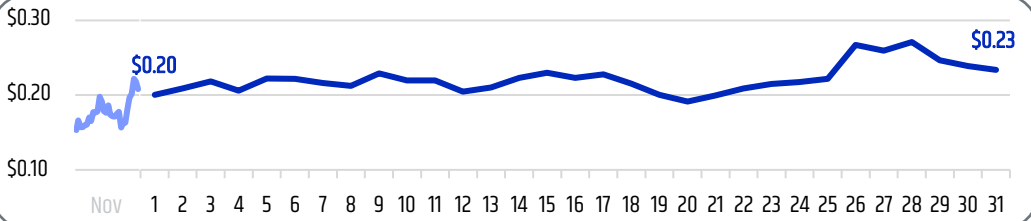


3. Chocolate, Rubber Gloves, Flashlight/Torch

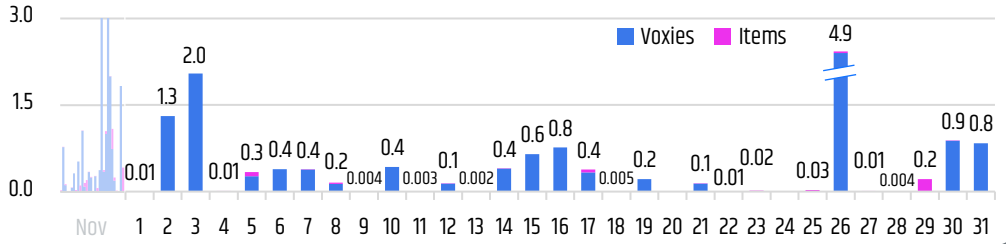


Voxies Market Trends for December 2023

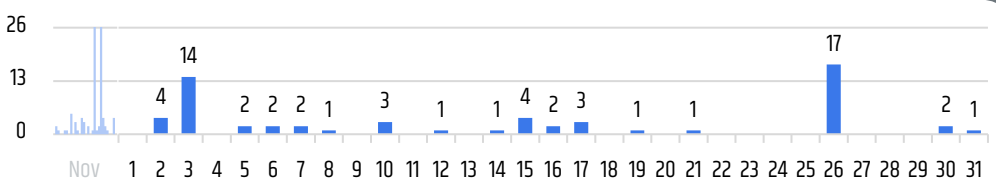
VOXEL/USD



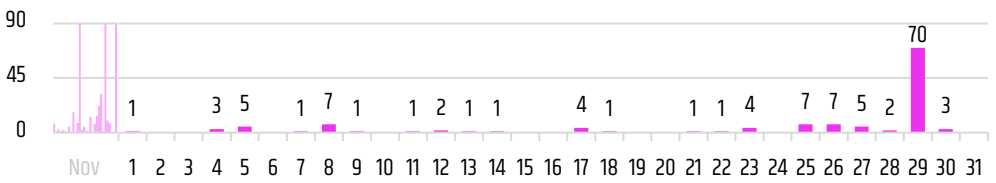
OpenSea Sales (ETH)



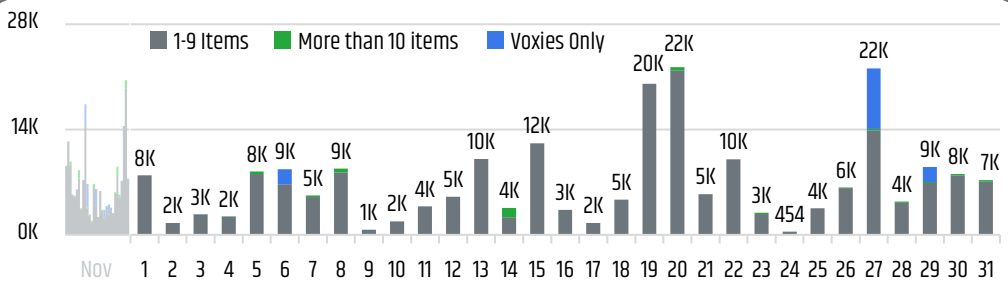
OpenSea Voxies NFT (No. of Sales)



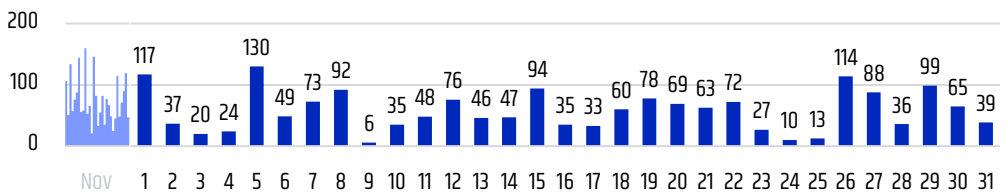
OpenSea Items NFT (No. of Sales)



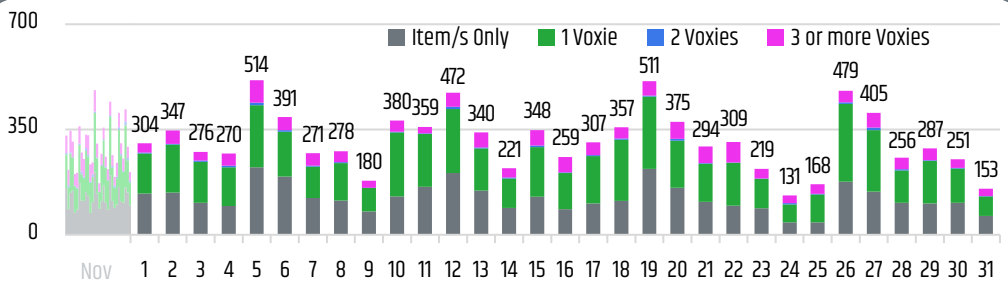
Voxies Marketplace Sales (VOXEL)



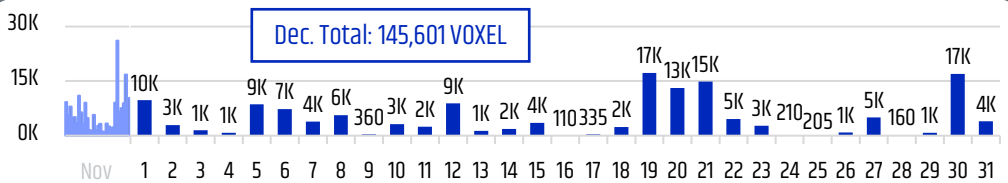
Voxies Marketplace (No. of Sales)



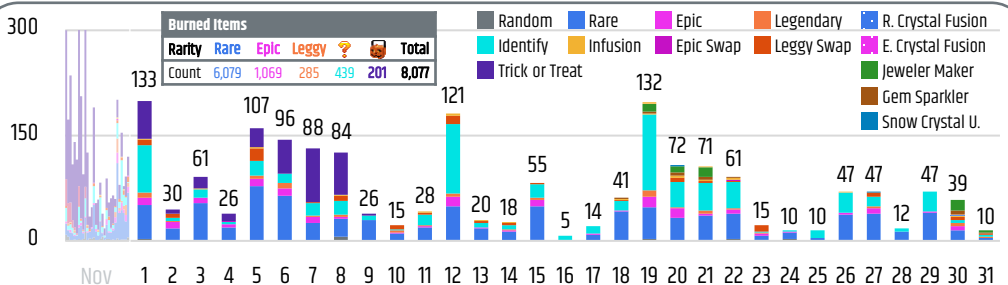
Rented NFTs (No. of Loans)



Arcanist's Forge (Total VOXEL spent)



Arcanist's Forge (No. of Forges)



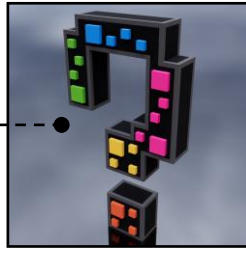
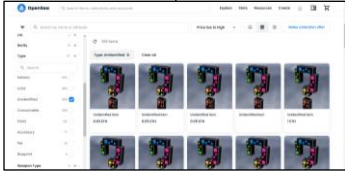
OpenSea Voxies/Item NFT Floor (in ETH, or USDC if stated, December 31, 2023)

Category		Common	Uncommon	Rare	Epic	Legendary	Godly	Special
Voxies NFT Floor		0.18	0.19	0.24	0.48	0.89		
Classes	Squire 🧑	0.18	0.35	0.24				
	Undead 🧟	0.20	0.20	0.35		1.30		
	Robo 🤖	0.19	0.30	0.24	0.50	0.89		
	White Mage 🧙	0.20	0.29	0.29				
	Priest 🧙	0.20	0.19	0.25		1.10		
	Black Mage 🧙	0.20	0.23					
	Warrior 🧑	0.20	0.34					
	Necromancer 🧟	0.20	0.68		1.00			
	Ranger 🧑	0.19	0.26					
	Knight 🧑	0.20	0.28	0.35				
	Ninja 🧑	0.20	0.23	0.28				
	Bard 🧑	0.19	0.22	0.32				
	Druid 🧙	0.19	0.32	0.30	0.49			
	Monk 🧑	0.30	0.19		0.48			
	Thief 🧑	0.18	0.22	0.25	0.90			
	Hawknight 🦅		1.33	0.48				
	Drako 🐉			2.80				
	Time Mage 🧙	0.28						
	Chemist 🧙							
	Samurai 🧑	0.35			1.50			
Pirate 🧑				6.50				
Voxie Tactics Item Floor				0.002	0.011	0.10		0.025
Item Type	One Handed Sword 🗡️			8 USDC				1.00
	Dagger 🗡️			7 USDC	0.022			
	Axe 🪓			0.0039	0.10			1.00
	Mace 🪓			0.0028				
	Katana 🗡️			0.003	0.012			
	Spear 🪓			0.0049				
	Two Handed Sword 🗡️			0.0028	0.012			0.025
	Monk Fists 🥊				0.012			
	Crossbow 🏹				0.03	0.10		
	Two Handed Bow 🏹			0.002	0.012			
	Gun 🏹			8 USDC	0.03	1.50		
	Instrument 🎵			9.9 USDC	0.022			
	Wand 🪄			0.0024	0.022			
	Staff 🪄			5.2 USDC				
	Magical Artifact 📖			0.009	0.012			
	Shield 🛡️			12 USDC				
	Accessory 📖							1.00
	Armor Type	Light	Head 🧢			8.5 USDC	0.04	
Chest 🛡️					0.0039	0.012		
Gloves 🧤					9.9 USDC	0.012		
Medium		Legs 🧢			8 USDC	0.012		
		Head 🧢			0.0021	0.035		
		Chest 🛡️			0.0035	0.012		
Heavy		Gloves 🧤			5.2 USDC			
		Legs 🧢			0.002	0.012		
		Head 🧢			5.2 USDC	0.015		
All		Chest 🛡️			5.2 USDC	0.015		
		Gloves 🧤			5 USDC	0.012		
Other		Legs 🧢			9.5 USDC	0.012		
	Head 🧢						0.035	
Crystal 🧙			0.002	0.011	0.10			
Pet	Giraffe: 0.019	Bone D: 0.0501	Ember: 0.0025	Aqua: 8.8 USDC	Frozen: -	Unidentified: 0.003		
	Reindeer: -	Bat: -	Dust: 0.004	Energy: -	Howling: 0.002			
	D. Goat: -	Pumpkin: -	Toxic: 0.0021	Light: -	Shadow: -			

Newly Minted NFT Items for December 2023

LEGEND:

Click the image to open the OpenSea page for the item



Item Name

Rarity | Item Type

Element (Resistance)



Color code: ■ Rare ■ Epic ■ Legendary ■ Special ■ Godly



The Snow Crystal

Special | Accessory

All Elements (40)



Gem of Power
 Legendary | Accessory 🔥 Fir 🌿 Ear ⚡ Lig(40)

+ 5 💪 2 ✋ 2 🛡️ 5
⚡ 5 🧠 2 🎲 2 👣 5

Gem of Purity
 Legendary | Accessory 🌿 Psn ⚡ Hol ❄️ Ice(40)

+ 5 💪 2 ✋ 2 🛡️ 5
⚡ 5 🧠 2 🎲 2 👣 5

Gem of Harmony
 Legendary | Accessory 🌪️ Wnd 💧 Utr 🌑 Drk(40)

+ 5 💪 2 ✋ 2 🛡️ 5
⚡ 5 🧠 2 🎲 2 👣 5

Flamberge of the Angel
 Legendary | Two Handed Sword 👼 Holy

+ 40 💪 15 ✋ 30 🛡️ 5
⚡ 20 🧠 5 🎲 5 👣 5 🔪 78 / 48

Legionnaire's Gloves of the Flame
 Epic | Medium—Gloves 🔥 Fire (10)

+ 20 💪 2 ✋ 12 🛡️ 20
⚡ 5 🧠 5 🎲 5 👣 5

Spartan's Boots of the Plague
 Epic | Heavy—Legs 🦠 Poison (10)

+ 20 💪 12 ✋ 2 🛡️ 31
⚡ 5 🧠 5 🎲 5 👣 5

Boxes That Cannot Be Opened In The Forge Anymore

Along with the release of the Search for the Snow Crystal event, two forge recipes have been **removed** from the Arcanist's Forge: the **Epic and Legendary Battle Purse** recipes which were used to open the Epic and Legendary Purse boxes from Season 0 of Voxie Tactics. **Unopened event-exclusive boxes** like the Season 0 purses and the Jack-O-Lanterns from the recent Fright Night event can still be listed and sold in the Voxies Marketplace and OpenSea, but they **cannot be opened anymore in the forge**. There are still a few of these unopened boxes and they sometimes show up listed for sale. The event-exclusive boxes that cannot be opened anymore are shown below:



Holiday Gift



Season 0 Epic Battle Purse



Season 0 Legendary Battle Purse



Jack-O-Lantern Box



Lil Flame Chest



Smoldering Magma Chest



Roaring Inferno Chest



About The Author



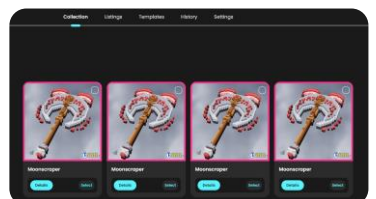
Moonscaper is a \$VOXEL-broke Voxies NFT holder from the Philippines, and has been a part of the Voxies community since June 2021.



Combining the Gem Necklaces into the Snow Crystal reminds him of a certain forbidden one.



Check out his previous Voxies weekly and monthly newsletters [here](#).



Moon ended 2023 owning 4 Moonscrapers