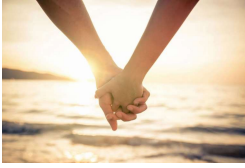


We are a GO!

The [Kickstarter campaign](#) for Journey Adventure Quest (JAQ) launches **Wednesday, June 8th, at 12pm CDT!** Be looking for reminder notifications mid-week. If you are going to buy, the earlier the better!

You can still help us! If you have not already, please choose to be notified on launch by clicking the link on our [pre-launch page](#)). Your support is appreciated!

Jesse, Tommy and Brandon would like to thank the following partners who have helped JAQ get this far, and the rest of this special edition newsletter is saying thanks to many, many people.



Our truest partners

- Michelle Noel and DeAnna Beam for marketing and operational help. T-shirt, stickers, marketing strategies, convention planning, and of course helping play and design.
- Leslie Stacy for years of JAQ talk. Many, many years.

Art and design

- Emylyn Noel for the heavy lifting on the majority of art for the game. This was her first major commission, which she won after comparing her work with others.
- Cole Munro-Chitty for design, art, and advice and for letting us play his game, too.
- Callum Dare for some fun illustrations used in the rule book
- Allie Noel for helping with art touch-up, especially for drawing people



Marketing and distributing the game

- The Dice Tower. If you know anything about the boardgame industry, you know about the Dice Tower. Getting on their feed was a huge deal.
- Funagain Games has been an excellent partner for planning how to ship, fulfill, and distribute and market the game.
- George Georgeadis at Oniro built that cool video on our Kickstarter page. And he may be the nicest human on the planet.
- Richard and Jen at Rahdo for agreeing to play the game even though they thought it might have too much “take away,” and then really enjoying it, and saying so on their platform even before publishing the play through.
- Dan, the Game Boy Geek, for his quick and energetic “how to” video and his upcoming live-stream version a week or so into the campaign.
- Erica and the rest of the people at Board Game Revolution for the give away and social media posts.
- Board Game Geek for the month-long ad we are running there, and for having the most recognized website in the industry that let us get our “game specs” out there early.
- Board Game Atlas for showing our game, and Wade for playing and liking JAQ
- Origins Game Fair for being a fun place to go and an awesome place to launch our Kickstarter, and for helping us with purchasing pins, social media blasts, and other things
- TableTop Simulator (TTS) for being a platform we could use to do blind playtesting, show designers and videographers how the game worked, and to just play with everyone before we had enough physical copies.
- Admagic for the several prototypes and expediting so we could have nice, new games for reviewers and the convention

International partners

- Tarrant and Stella @ Meeple University. Okay, we are kinda double-dipping here, as they did the work that

was published on Dice Tower. But Stella and Tarrant are wonderful partners out of Australia, and we wanted to give a special call-out to our friends from “down under”! Also, Stella was particularly responsive and helpful



- **L'École du jeu.** Speaking of great partners, here in North America, we have a partner that said some nice things about us in French. If we do well, we hope to put a small primer on how to play JAQ in French on our website, in part because of these guys. Nous voisons aimons!



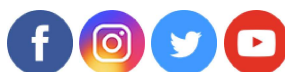
Local and virtual friends

- **Shane Plays** for having us on his **Geek Talk** podcast and YouTube channel, and for continuously liking and otherwise interacting with our social media posts.
- **Little Rock Games** for talking game design, playing, eating good pizza, giving us copies of Galactic Scoundrels, and just for being generally great people.
- **Mike Anglin** at **Board Gamers of Central Arkansas** for playing and giving us great advice
- **Game Goblins** in Little Rock for always having a few game tables open for us to play
- **Noah Delashaw** for creating and maintaining our Discord server
- **Jonathan and Allyson Penrod** for always being willing to play on game nights. (Jesse knows he hogged up a lot of the board game time making you play test.)
- **Billy, Daulton, Ryan** and countless others for always listening to the ideas just for Jesse to scratch them and come up with something else, and always willing to play test the game when he'd come up with something new.
- **Paul and Drew** for enthusiastic playtesting and rulebook advice
- **Richard, Shane, and Bobby** for blind playtesting and feedback
- **Daniel, Corey,** and other close friends for not only supporting us online, but also helping guide us through the pitfalls of social posts gone awry
- **Caitlin, Barrett, Addison, Jeremy, Amy, Riley, Jon, Ethan, Merit, Lee, Gregory, Claire, Matt, Sloan** and many others for play testing
- **Evan and Rachel** for making the most out of our few prototypes, and getting many people to play the game
- We know we missed some really important people here. We love you, too, and blame our drained brains from the rush to the end of the line!

We don't know where we'll go from here, but we know that we would not have gotten here at all without all the help, hope, and love from those mentioned above. Our most sincere thanks.

Now, ***let's go sell this game!***

Brandon, Jesse, and Tommy



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