

Kickstarter Campaigns for Print Magazines (2023–2025)

A Profound Waste of Time – Trilogy Reprint (2025)

- **Goal & Funding:** Sought £30,000 and **surpassed it**, with over £75,000 pledged (250%+ of goal) ¹. (*Campaign ongoing; scheduled to end July 3, 2025.*)
- **Backers:** 820+ backers as of mid-campaign ¹. The funding goal was hit within days of launch ².
- **Campaign Period:** Launched June 3, 2025; runs 30 days to July 3, 2025 ³.
- **Content:** **A Profound Waste of Time (APWOT)** is an independent video game culture magazine celebrating games as art. It features reflective essays by renowned game developers/writers paired with high-quality commissioned illustrations ⁴. The trilogy reprint offers Issues #1–3 in a deluxe slipcase for both new and returning readers.
- **Target Audience:** Fans of gaming *as an art form* – in other words, **gaming enthusiasts and art lovers** who appreciate thoughtful, “coffee-table” quality print. As *VICE* notes, “*if you love the art of gaming, you’ll love ‘A Profound Waste of Time’*” ². This niche, adult-skewing audience of passionate gamers has eagerly rallied to support the reprint.

Prompt Magazine Annual Digital Art Book (2025)

- **Goal & Funding:** Aimed for €5,000 funding but **failed to meet the goal**, raising only €12 total ⁵. The Kickstarter was unsuccessful (about 0% funded).
- **Backers:** Just 3 backers pledged support ⁵, indicating very low traction.
- **Campaign Period:** Ran from Jan 9, 2025 through Mar 10, 2025 (a 60-day campaign) ⁶. The project did not reach its funding threshold by the deadline.
- **Content:** **PROMPT Magazine Annual Edition 2025** was proposed as a 500-page print publication **showcasing AI-generated and digital art from around the world** ⁷. Essentially an art book, it intended to compile cutting-edge works at the intersection of artificial intelligence and digital illustration.
- **Target Audience:** **Digital artists and AI art enthusiasts** globally. The hefty, visual nature of the book (and its focus on AI art) suggests it was meant for a tech-savvy art community – likely artists, designers, and art collectors interested in emerging digital art trends. (Given the minimal response, however, this audience did not widely engage via Kickstarter.)

Cut+Paste Magazine (2025 Funding)

- **Goal & Funding:** Sought \$10,500 and **just exceeded it**, raising \$10,824 (103% of goal) by campaign's close ⁸. This meant the project was successfully funded.
- **Backers:** 132 backers contributed to the campaign ⁹, with an average pledge around \$82 ¹⁰ – reflecting many opting for print copies and perhaps bundles.
- **Campaign Period:** Oct 16 to Nov 15, 2024 (31 days) ¹¹. The funding drive was positioned as “2025 Funding,” implying the money would support the magazine's 2025 production run.

- **Content: Cut+Paste Magazine** is an independent **art and photography magazine** “made to be used in creative projects.” It serves as a “*curated collection of art and photography*”, meant to be more than something to flip through casually ¹². Each issue features artwork, photos, and DIY inspiration – effectively a platform to showcase creators of all kinds and even encourage readers to pull inspiration (hence “cut and paste”).
- **Target Audience: Creators and visual artists.** The magazine explicitly supports “creators of all kinds” ¹³, indicating a target demographic of artists, designers, photographers, and creative hobbyists (likely teens through adults) who appreciate tactile inspiration. The tone and content suggest appeal to younger creative communities and indie art enthusiasts looking for interactive, design-forward print media.

Plott Hound Magazine (2025)

- **Goal & Funding:** Sought \$8,000 and was **successfully funded**, raising \$8,284 (104% of goal) ¹⁴ ¹⁵. The campaign just cleared its goal, indicating modest but sufficient support.
- **Backers:** 87 backers in total backed the project ¹⁵, a relatively small community likely reflecting a niche but dedicated audience.
- **Campaign Period:** Dec 15, 2024 to Jan 20, 2025 ¹⁴. This roughly one-month campaign secured funding for the magazine’s 2025 run.
- **Content: Plott Hound Magazine** is a quarterly **e-magazine featuring animal-themed stories, poems, and essays** ¹⁶. Each issue “hunts” for amazing animal-centric content – including fiction and nonfiction. Notably, the publication has a speculative twist: it welcomes “*animal-centric speculative fiction (fantasy, science fiction, horror)*” alongside poetry and essays ¹⁷. This unique focus blends wildlife and imaginative storytelling.
- **Target Audience: Readers who love animals and imaginative literature.** Plott Hound caters to a literary audience interested in animals – likely including fans of animal-themed fiction, nature writers, and speculative fiction aficionados. Given some horror and sci-fi content, the tone is geared toward adult readers and older teens. The regional and niche nature (the *Plott Hound* is a dog breed and also the magazine’s namesake) suggests a community of pet lovers, conservation-minded readers, and genre fans drawn to creative animal stories.

Tripwire Summer Special 2024

- **Goal & Funding:** Set a goal of £2,000 and achieved about **160% of that goal**. The Kickstarter raised **£3,209** in pledges ¹⁸, comfortably funding the project.
- **Backers:** 129 backers supported the Summer Special ¹⁹, showing a solid base of fans (likely long-time readers and comics enthusiasts).
- **Campaign Period:** March 27 to April 17, 2024 (about 21 days). The relatively short campaign coincided with promotion of Tripwire’s summer edition, and by mid-April 2024 it had concluded successfully. (*Last updates were noted in April 2025, likely post-campaign reflections.*) ¹⁹
- **Content: Tripwire Magazine** is a veteran **pop culture magazine covering comics, film, TV, and illustration**, with a history dating back to 1992 ²⁰. The *Summer Special 2024* is a print quarterly issue focusing on genre entertainment. Tripwire’s content typically includes industry interviews, feature articles on comic creators and pop media, exclusive artwork, and retrospectives – all presented in a high-quality print format. This particular issue was positioned as a celebration of comics and genre fiction for the summer.

- **Target Audience: Comics and genre entertainment fans.** Tripwire's audience skews toward long-time comic book readers, pop culture enthusiasts, and collectors who value print. Many supporters are likely ages 30 and up (given the magazine's 30-year legacy), though it also appeals to younger readers interested in comics/illustration. In short, its readership is the dedicated community of **comic, fantasy/sci-fi, and film/TV buffs** who appreciate deep-dive journalism on their fandoms ²⁰.

FEARZINE #2 – Fall 2024 (Horror Video Game Magazine)

- **Goal & Funding:** Aimed for roughly ~\$6,000; the campaign **met its goal**. It ultimately raised **\$6,125** (pledged) ²¹, successfully funding Issue #2. (*Goal was presumably around \$5–6K; the team announced the goal was achieved on the final day.*)
- **Backers:** 91 backers supported FEARZINE Issue #2 ²¹ – a notable increase from its first issue (which had 56 backers ²²). This indicates a growing interest in the project within the horror gaming community.
- **Campaign Period:** October 1 to October 31, 2024 (Fall 2024). The Kickstarter ran through the month of October – appropriately spanning the Halloween season for this horror-themed magazine – and concluded on Oct 31, 2024 with full funding ²³ ²⁴.
- **Content: FEARZINE Magazine** is a print & digital **magazine devoted to horror video games**. Issue #2 (Fall 2024) featured 100 pages of “horror game goodness,” including previews and reviews of horror games, developer interviews, a “Creator Crypt” spotlight section, and other features ²⁵. In general, FEARZINE offers in-depth articles on horror game titles (especially indie games), profiles of creators, and high-quality artwork, all curated by an enthusiast team. It is designed as a “*physical and digital magazine focused on horror games, nostalgia, and titles from indie studios*” ²⁶, with an emphasis on **immersive, long-form content** rather than timely news.
- **Target Audience: Horror video game enthusiasts.** FEARZINE targets the niche community of gamers who love horror titles – think fans of *Resident Evil*, *Silent Hill*, and indie horror games. The content assumes an adult audience (given horror themes and the analytical tone), and it appeals to those who enjoy deep dives into game design, horror culture, and gaming history. The Kickstarter's success – and the continuation into multiple issues – shows that “*the horror gaming community*” was eager for a dedicated print outlet ²⁷ ²⁸.

The Book of Man – Special Print Edition (2024)

- **Goal & Funding:** Launched as a Kickstarter in late 2024 to fund *The Book of Man*'s first print issue. (*Exact funding goal and outcome were not publicly disclosed.*) The campaign was announced in early November 2024 ²⁹. As of now, the Kickstarter page is unavailable, and it's unclear if the goal was met. We do know the project was essentially a pre-order drive (supporters would be “basically just buying our first issue” via Kickstarter) ³⁰. If the campaign reached funding, backers would enable the magazine's print debut; if not, the print issue may have been delayed or produced in limited quantity.
- **Backers:** Not reported. The outreach was done via the publication's social channels (Instagram, Facebook) to their readership, but no official backer count or pledge total is available from connected sources.
- **Campaign Period:** Launched November 2, 2024 ²⁹. It likely ran through late November or early December 2024. (One social post on Dec 27, 2024 urged followers to support the Kickstarter, implying the campaign or a renewal was still ongoing at that time ³¹.) By early 2025 the campaign was either closed or inactive.

- **Content: The Book of Man** is a UK-based online publication focused on modern masculinity, men's lifestyle, and mental health. The special print edition was intended as a one-off **magazine issue compiling the site's best content and new features**. It was described by the editors as an issue "full of How-To's and advice" for men navigating contemporary life (career, relationships, well-being, etc.), aligning with The Book of Man's mission to "*redefine masculinity*" in a positive light. Essentially, it's a **men's lifestyle and culture magazine** with a progressive, introspective angle.
- **Target Audience: Men (primarily young adult to middle-aged)**. The Book of Man's readership consists of men interested in personal development, mental health, and culture – as well as women and allies who support its take on masculinity. The print issue was aimed at this community of modern, socially conscious men (think ages ~20–50) who have been engaging with The Book of Man online. It's a niche audience, but one deeply invested in discussions around men's roles and well-being. *(Because the campaign details are scarce, it's noted that this print venture's status remains uncertain – prospective readers were encouraged to back it, but we have no confirmation of delivery.)*

Ridgeline Magazine – Issue #1 (Winter 2024–25)

- **Goal & Funding:** Launched a community Kickstarter to support printing of **Ridgeline Magazine's debut issue**. The campaign was modest in scale; exact figures were not published. Early in the campaign it reached about 11% of its goal, indicating an uphill climb ³². Ultimately, *Ridgeline* Issue #1 was printed and released in Winter 2024–25, funded through a combination of Kickstarter pledges and presumably other local support. *(The Kickstarter's final tally wasn't officially reported, but the magazine went to press, suggesting at least partial funding success.)*
- **Backers:** Not publicly available. Given the local focus, backer count was likely in the dozens rather than hundreds – coming mostly from the region's outdoor community. The campaign explicitly sought small donations (even £5) from locals to "give the community a chance to get involved" in the launch ³³.
- **Campaign Period:** Fall 2024. The Kickstarter went live by early October 2024 (the editors announced it as "LIVE" and sought contributions heading into mid-October) and ran for roughly a month. The timeline was aligned so that funds could help print the Winter 2024–25 issue, which hit shelves by mid-November 2024 ³⁴. By November, *Ridgeline's* first issue was being distributed, so the campaign concluded around late Oct 2024.
- **Content: Ridgeline Magazine** is a new **regional outdoor-recreation magazine** serving the Southern Willamette Valley in Oregon. Issue #1 (Winter 2024–25) is a 64-page print magazine featuring stories about local outdoor life – for example, an article on the great 2024 ice storm, a profile of a legendary local fly fisherman, winter activities on a nearby peak, and more ³⁵ ³⁶. The concept is to celebrate local "*outdoorspeople*" and community through seasonal storytelling. *Ridgeline* is free to readers and published quarterly. As the founder described: it's "*a new, free, seasonal outdoor recreation print and digital magazine*" focused on the region's mountains, valleys, and coast, meant to "*give people in our region a reason to visit, recreate, and conserve natural spaces*" ³⁷. The magazine emphasizes high-quality writing and photography about the local outdoors.
- **Target Audience: Outdoor enthusiasts of the Willamette Valley.** *Ridgeline* is very much a community publication – targeting hikers, backpackers, climbers, anglers, and nature-loving residents of southwest Oregon. Its audience spans all ages (the free distribution ensures it reaches casual readers at coffee shops as well as hardcore adventurers). The tone is inclusive and local. In short, *Ridgeline* aims to be "*a home for the outdoor communities of the Southern Willamette Valley*" ³⁸ – from long-time locals to new visitors – by providing them relevant, inspiring outdoor content.

Backers of the Kickstarter were likely civic-minded locals and outdoor industry folks who wanted to see a print magazine succeed for their community.

Pirouette World Edition (2023)

- **Goal & Funding:** Aimed to fund an international **figure skating magazine** and **succeeded**. The campaign reached its goal at the last minute (Aug 31, 2023) and ended with **€6,280 pledged** ³⁹. The goal was roughly €6,000 (the Kickstarter hit 100% with only hours to spare) ²⁴ ⁴⁰. In the end, Pirouette World Edition was fully funded – a significant achievement for a print sports magazine.
- **Backers:** 130 backers in total ³⁹. This reflects a passionate niche of skating fans worldwide. Support came from both English- and German-speaking figure skating communities (the two languages in which the magazine is published).
- **Campaign Period:** Early August to August 31, 2023. The Kickstarter ran for about 3–4 weeks in August 2023. With one week remaining, the project was not yet at goal ⁴¹, but a final surge of pledges in the last 30 hours pushed it over the target ²⁴. The campaign officially concluded on August 31, 2023 (midnight CET), just in time to green-light the magazine's production.
- **Content: Pirouette World Edition** is a print magazine devoted to **figure skating**, created by the team behind *Pirouette* (a long-running German skating magazine). This "World Edition" is unique in that it's published in both English and German, aiming at a global audience of skating enthusiasts. The content is **timeless, in-depth coverage** of the sport: "*in-depth interviews and feature articles*" with skaters and coaches, profiles of skating personalities and their journeys, historical retrospectives, and exclusive photography – rather than news or competition results ⁴². The creators acknowledged that in the age of internet updates, a print skating magazine must offer rich, evergreen content. Pirouette World Edition is planned as an annual (or biannual) high-quality publication, packed with "timeless" skating stories and stunning on-ice and off-ice photos ⁴².
- **Target Audience: Figure skating fans worldwide.** This includes devoted figure skating followers, both longtime fans who remember magazines like *International Figure Skating (IFS)* and newer fans seeking deeper storytelling about skaters. Because it's bilingual (English/German), it particularly targets Europe and North America's skating communities. The typical reader is likely an adult figure skating enthusiast – many are skaters, coaches, or ardent fans – who cherishes the sport's history and personalities. The successful funding (after many similar magazines have folded) suggests that this core audience was eager to support a physical magazine that they can "*read cover to cover and keep,*" to complement online skating news ⁴³ ⁴⁴.

Trails Magazine (2023)

- **Goal & Funding:** Sought \$10,000 in startup funding and blew past that goal in just over one day. The campaign ultimately **raised \$24,855** – about **248% of its goal** ⁴⁵ ⁴⁶. This strong overfunding allowed the project not only to print the first issue but to establish a solid foundation for the magazine's first year.
- **Backers:** 238 backers supported **Trails Magazine** ⁴⁵. Many backed at subscription levels (the average pledge was ~\$104 ⁴⁷, suggesting lots of multi-issue subscriptions and bundle deals). The large backing and high average pledge reflect genuine demand among outdoor adventurers for this kind of publication.
- **Campaign Period:** August 29 to September 28, 2022 ⁴⁸. (*Although launched in 2022, Trails' first issues rolled out in 2023, which is why it's included here.*) The Kickstarter ran 30 days and hit its \$10k goal

within 24 hours ⁴⁹ . By the campaign's end, nearly \$25k was pledged. Issue #1 went to print soon after, delivering to backers by February 2023 ⁵⁰ ⁵¹ .

- **Content: Trails Magazine** is a quarterly **print magazine for backpackers and backcountry campers** – essentially, for people who “sleep in the dirt.” It was created in response to the closure of *Backpacker* magazine and follows a high-quality, reader-supported model. Each issue features immersive long-form articles on wilderness trips, trail culture, and gear, with lush photography and minimal ads. For example, Issue #1 included stories ranging from thru-hiking diaries and regional trail reports to gear reviews and outdoor skills tutorials. The emphasis is on “**aesthetic, design-forward, quality-over-quantity**” journalism that readers will savor ⁵² ⁵³ . *Trails* uses thick paper and collectible design, making each quarterly issue a coffee-table-worthy journal of modern backpacking. (By Issue #4 in late 2023, it grew to ~100 pages of content ⁵⁴ .)
- **Target Audience: Backpackers, hikers, and outdoor adventure enthusiasts.** Trails explicitly targets those who love human-powered adventure – “*backpackers, canoe-campers, bikepackers, and anyone who sleeps in the dirt*” ⁵⁵ ⁵⁶ . The tone and price point suggest an adult audience, likely ages ~20–50, who are passionate about backcountry experiences and dissatisfied with superficial outdoor media. These readers value a tangible, archival magazine (many *Trails* backers were former *Backpacker* mag subscribers looking for a new print fix ⁵⁷ ⁵⁸). The success of the Kickstarter – reaching the goal in 24 hours – indicates that this community was highly motivated to support a magazine “*for the readers, not advertisers,*” focused on inspiring and informing their real-life adventures ⁵⁹ ⁶⁰ .

Sources: The above information was compiled from Kickstarter campaign pages and updates, official project descriptions, and related news articles or press releases. Each campaign's stats (funding goals, pledged amounts, backer counts, dates) and content/audience details are cited from relevant sources ¹ ⁵ ⁸ ¹⁶ ¹⁹ ²⁷ ²¹ ²⁹ ³⁷ ³⁹ ⁴⁵ . Where campaign pages were inaccessible (e.g. *The Book of Man*), information from official social media and publisher announcements is used. Each campaign is documented with its unique context to provide a comprehensive overview of these print magazine projects launched in 2023–2025.

¹ ³ The APWOT Trilogy Reprint by Caspian Whistler :: Kicktraq

<https://crowdsourcing.kicktraq.com/projects/caz/the-apwot-trilogy-reprint/>

² ⁴ ‘A Profound Waste of Time’, One of Gaming’s Best Print Magazines, Has a Live Kickstarter for a Trilogy Reprint

<https://www.vice.com/en/article/a-profound-waste-of-time-one-of-gamings-best-print-magazines-has-a-live-kickstarter-for-a-trilogy-reprint/>

⁵ ⁶ ⁷ Prompt Magazine Annual Book by Marco Pittarello :: Kicktraq

<https://1-48tactic.kicktraq.com/projects/promptmagazinebook/prompt-magazine-annual-book/>

⁸ ⁹ ¹⁰ ¹¹ ¹³ Cut+Paste Magazine: 2025 Funding by Megan Alexander :: Kicktraq

<https://w.kicktraq.com/projects/cutpastemag/cut-paste-magazine-2025-funding/>

¹² Cut+Paste Magazine: 2025 Funding by Megan Alexander - Kickstarter

<https://www.kickstarter.com/projects/cutpastemag/cut-paste-magazine-2025-funding>

¹⁴ ¹⁵ ¹⁶ Track Plott Hound Magazine 2025 on BackerTracker

<https://www.backerkit.com/projects/191043723/plott-hound-magazine-2025>

53 54 58 Trails Magazine's Fourth Issue is the Latest Sign of Outdoor Print's Revival
<https://www.outdoorsportswire.com/trails-magazines-fourth-issue-is-the-latest-sign-of-outdoor-prints-revival/>

55 57 I'm Starting a Print Magazine for Backpackers: Here's Why | GearJunkie
<https://gearjunkie.com/outdoor/backpacking/trails-magazine-kickstarter-funding>