I love building games. This one is the first of it’s kind I played and that gave me a hard time. Nevertheless, I had a blast while I was playing this game.

Getting started

You start in the menu screen with some options. There are mods who adds awesome gameplay elements and replayability, game settings and new game. Clicking on new game will open another small menu where you will choose the difficulty of you game – from easy to hard-, the seed of the world – because it is randomly generated -, the type of the map – more grass? More mountains? More water? The choice is yours-.

The gameplay

Now the gameplay. The main element is to not make your villagers die. And it seems easy said like that but trust me, it’s not. I don’t understand why, but you could go 5 years in game without any problem and one day, have no more food, people starving and your save game ruined. Mods helps to balance everything, so you will lose only if you are not careful.

Second, is making homes and other buildings for them to work in. Because the families will make babies, you will need a bigger town. Buildings go from small houses, to school to workshops. Farms where vegetable will grow are important – or not depending on how you want to play it- because they will provide a nice amount of resources. There are animals to tend too, and depending on the animal they will provide different material. The best one is sheep, because it gives wool and you need this to make better clothing for your people.

Depending on your difficulty setting, you will either start with an already small existing town with food, animals and tools; at medium difficulty you will start with a town with almost nothing having less resources; And on hard , you have nothing. It doesn’t really matter what you choose, you will need barn to store food and everything crafted like clothing and tools, and a stockpile for building materials such as wood, rocks and iron.

Every building will have a different amount of material needed, and you better watch this carefully because throughout the year, your workers will maybe do other things than collecting those. They are the ones brining materials to the house that needs building, and without those resources, the builder won’t be able to do a lot. In the winter, the farmers who have nothing to do, are workers so it helps to get things done.

Workers are the base of your town. They chop wood for logs, mine rocks on the plain, brings materials to builders and much more. Then you have the builders, who… build stuff… Farmers will farm, shepherds will tend animals, blacksmith will make tools, tailor will make clothes etc etc. Explore, play the game there is much more jobs than this! The job is not limited either. You don’t need your tailor anymore but you need a teacher? Switch them. Remember that if they are doing this for a long time, they are better than just switching with someone. If this happens and your town won’t die meanwhile, wait for kids to grow.

Another gameplay element is that your town will populate. For every couple in age of procreating, there will be a baby. They will only have children if there is place in the house. So, if you intend on extending your town, think ahead and build more houses. It takes times for kids to grow, so try and think about it beforehand because you can’t rush it. There is the education factor too. If you choose to build a school, it will take even more time for you kids, now teenagers, to become adults. The gain that school gives is that they will be educated and work faster and learn faster. You will need to choose if you prefer them quicker or smarter. Choose accordingly!

Final Thoughts

This game is fun, and you will not see time go by if you like building games. The graphics are simple and I find that this simplistic aspect nice. It does what it says it does and you will play years in game without noticing it. There are so many aspects and so many ways to play that you can give yourself challenges to try and play it differently.

Although I really like it, the game’s price is still close to 20$ and personally I think that it’s a little too much. My main reason for saying that its replayability is so so and once you’ve done a lot, your town is big and you don’t know where to go from there, you will know that it’s really all the game has to offer. There’s no secret buildings, industrial revolution etc. So, if you ever see it on sale – for like 5$-10$ - don’t hesitate and try it! If I can remember correctly, it’s a one dev game! A little like Stardew valley. Show some love!

Review : Positive! With mods it’s even more fun!