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About This Game

Step back into medieval times in this town-building, people simulation game!

Villagers is a beautifully illustrated and richly detailed game where you build and nurture a thriving community using the people and resources around you. Success or failure depends on your ability to create a town that can grow and prosper, and overcome the harsh realities of medieval life!

Gather and manage natural resources for buildings, ensure a plentiful supply of food and water to keep your villagers happy and allocate them jobs to continually improve and expand your settlement. Watch out for travelling artists who can spread illness, fierce bandits and wild animals that attack your townsfolk and extreme weather conditions that threaten their very survival!

In Story Mode you follow the journey of a group of medieval settlers living through dark times filled with war and illness. Using your town building and resource management skills you must guide them through six challenging missions that introduce the different aspects of Villagers gameplay. The campaigns guide you through building your first town, trading with merchants, food and water provision, managing the emotional wellbeing of your villagers, coping will illness and defending your townsfolk from attack!

You start your game on virgin lands and learn to build a community that allows your town to thrive. Happy villagers are more productive, form relationships and build homes. Couples living in houses will eventually have children who are delivered to your town by a stork! As these offspring grow up, they themselves become workers and help to support the growing town. Adults grow old and weak and eventually die, so you can follow the life of your villagers from birth to death.

Villagers is a lighthearted yet challenging town-building simulation game that will provide hours of engaging fun – are you up to the challenge?

Includes a Free Play mode with unlimited hours of fun across 6 varied maps with full access to all 27 buildings from the game.

Key Features:

•2 modes of play; Story Mode and FreePlay
•Engaging and humorous storyline that illustrates medieval life
•27 beautifully designed buildings to construct
•16 illustrated and colourful characters
•16 professions with their own clothing sets
•Sophisticated AI that influences happiness, relationships, families and duties
•Challenging missions; trade with merchants, manage livestock; control food and water supplies, produce and sell crops....
•Unlimited fun in FreePlay mode with over 6 maps to explore

Title: Villagers
Genre: Indie, Simulation, Strategy
Developer:
bumblebee.
Publisher:
Avanquest Software Publishing Ltd
Release Date: 25 Mar, 2016

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Minimum:

OS: Windows Vista/7/8/XP

Processor: 1.2GHz

Memory: 2 GB RAM

DirectX: Version 9.0c

Storage: 512 MB available space

English,French,Italian,German,Russian

It's like a crappy version of Banished.. Glitch and feels unfinished. would not recommend, Banish is a way better game if you are looking for one.. Villagers != Banished. Both titles are various games but theme is this same... City builder in early medieval... For me game is harder than Banished so i had more fun. Different types of maps... River, swamp (you can see this in Banished). Update April 3rd:

All of the bugs I mentioned in the original review were patched this week. I played the same map and got a bit further along and glad to see the progress so soon. I'll leave the original post to leave for display of the progression VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

Well I skipped to free play because the story was too much reading.
Built town hall. Built fishing dock. Built forester hut. Built stone quarry. Built warehouse. Built farm and field with veggies.
Built barn and bought 6 chickens and 4 pigs.

Bunch of baby making and children.
2 villagers die of natural causes.
Animals kill one.
Raiders steal me stone.
Farm produces 200 veggies....FARMERS NEVER HARVEST.
Food is at 10.
Fisherman dies. I dont see this right away, and food goes to 3.
Hovers there.
A field full of fresh veggies and the farmers wont pick them.
Warehouse guy doesn't do anything but pick up logs.
Families die, and the homeless families never move into the empty houses.
They just chill at the townhall and hate life.

Overall I rate this at 4/10 EXTREMELY FRUSTRATING out of WTF.
Artwork is good in the game... Thats about it.
I enjoyed the game for about 10 minutes, the rest of the time Im bugging out about all the bugs.
Its a new game, thats cool... just hit steam... just got outta beta.
But I just paid 16 bucks and I got bored and frustrated after 10 minutes.
I don't recommend it yet... maybe I'll change that after some updates.
Banished is a better buy at 20 bucks if you havent tried it.. I didn't think it was fair that this game got mixed reviews. Therefore, I decided to write my own first review because I almost didn't buy it because of the mixed reviews. I am totally enjoying the game. In my oppinion it is not like bannished. Perhaps if you play it in sandbox mode. I am playing the campaign. The storyline is wonderful to me and easy to follow. Granted, it does get a little wordy at times and you have to read several screens. However, that's what makes it a story.

I did find one minor bug. My quest would not register that I completed them. I believe this was due to the fact that I was pausing the game ALOT during the storyline and all. Once I stoped doing that I didn't have a problem. So, you might want to watch how much you pause the game.

I think if your looking for a fun and reasonably challenging game this is for you. I really am having a good time with it.. Good Game...

Different then banished but I do like this game. Admittedly i see exactly what people say when they say
"its exactly like banished"
but trust me i see potential in this game and i think if the developers truly stick with this game they will have a game that can beat most city builders. 8/10 for game itself 9/10 for the game itself and im really happy to say that i enjoyplaying this game. okay yes the campaign can be slightly word heavy but its great to have a campaign and actualgoals for you to attain, something banished failed miserably on.

I really enjoy Villagers very much (despite some bugs and flaws)!

I agree that it feels very much like Banished at the beginning, but I think Villagers delivers enough individuality through story and handling to create a unique game. Like not every survival game is Don't Starve, because you cut wood and make fire. But I guess people always need their comparison.

I sometimes miss a certain freedom in the campaign though, making my own decisions when to stop a campaign or how to approach a challenge in a lesser tight arrangement. But together with the story restrictions make sense and work out. I only followed the story campaign so far, so I haven't played any sandbox game, yet.

Banished is the more perfectly balanced game, but can also feel a bit meaningless or dull after some hours. With Villagers the story gets a nicer feel for what goal you are actually working on. Especially the love that flew into the character creation is visible.

What I hate though is the resource management/transportation system. Makes no sense, is not really transparent and feels like everything takes thrice the time if it were better planned. I'm also not a fan of the day/night cycle…

I highly recommend it to everybody who loves medievil building games!. good easy game for those who are new to building gamews.

Dissappointed there was not mor e of it CASTLE AND TRADING ETC.There was a lot more to medieval life than what is displayed here.

overall 7 out of 10. I need to mention that I hesitated already a long time to buy this one, but I tend to give developers a chance and so I got me this game on Sale for 7 Euro. Was not really worth it to be honest but I expected far better after it isn't in Early Access any more. I should have just trusted the mixed reviews at steam and not wasted the money. The few hours I played were not even worth the 7 Euro. If you want to read more go please to my steam curator review page: http://top-or-flop.bytefortress.de/review_villagers.html. I like this game, it reminds me of a game called "Knights and Merchants" which I played way back when.. It does need some work. I've experienced everybody dying even when there's lots of food, people getting stuck etc. Fair play to the developers, we've seen two releases this week and it's evident they're dealing with these teething problems. My advise - stick with it, it's going to be good.. incomplete game, gathering values are not equal. Villagers is a bit technically incompetent, having quite a few stability issues, some performance issues and abysmal animations. These are offset some by the lovely crafted graphics for the various buildings and objects with great attention to detail.

Full review:
View the video for the best possible and most accurate impression & detailed information.
https://www.youtube.com/watch?v=YkTZBPCh8RE&ab_channel=GuyLogic

Summary:
While the games system are competent and work in nice cohesion between the gathering, trading, crafting and refining processes. There are a few flaws that mostly stem from the way the game has decided to create maps and allow for population growth.

See, population takes forever to increase and while much like banished - which this game is a, albeit less good, copy of for the most part - population (micro) management is what this game is all about, you have to make sure people get babies, and those babies grow up to get more babies so your old people can die and your town doesn't starve and get murdered by bears.

All good right? Except that housing is a major investment initially, and you need to get quite a few, that take up a lot of space & take quite a bit of time to get children and they take time to grow up.
This is doubly made worse by the map design decisions where campaign maps are reused for the "sandbox" maps... but aren't adapted to fit with a sandbox mode, meaning that resources those maps might not have in the campaign (such as stone quarries or iron mines) heavily restrict your gameplay should you want to play those maps in sandbox mode.

This, while SOMEWHAT combatted by the x10 speed, really isn't a solution. The slow growth and the issues with maps bring together to create a problem that the game simply can't solve in its current form: You'll never have enough housing to grow

enough people to maintain enough infrastructure (pharmacy, market, church, farms etc...), because you can't gather those resources initially due to population limits, and "faster" doesn't help this seemingly perpetual cycle.

Also because people who have a task, often wait too long to get food and what and simply fall over and die of starvation when both their house, the warehouse and the barns have all the food they could want. Which then compounds your problems to grow more people.
Lastly, the game tries to distinguish itself from banished by having a campaign and being a bit more forgiving. Sadly, while the campaign story is pretty fun, it only lasts 6 missions and those combined have a total gameplay value of 4 or 5 hours, they are a glorified tutorial more than anything.

So combining all of this: PC Performance / stability issues, Population + Ai issues + map design issues as well as the very limited campaign, I simply cannot recommend this game in its current form, just get Banished, it's the same …but better in every way. And has extensive modding support.. Its eh. It ran great, I love the idea of it, but the map sizes and lack of gameplay was lacking. You build, reproduce and gather materials. But the map sizes limit how big you can grow your colony. I like building huge colonies from only a little bit of people, but thats my personal preference.
It is playable, but for me it was not my cup of tea.. My type of game <3. Highly addictive game! Can't stop play it! If you love time management and building games with a fantastic storyline, look no further! You're in for a treat with Villagers! Sorry to hear some people are having trouble with the game. I have had absolutely no trouble with the game. It runs very smoothly, without glitches or lags. The sounds are clean and crisp. Got a winner here!...And money well spent! Great game, Devs! I would love to see more of your work in the near future! Happy Gaming, Everyone!