

PC GAME: Life is feudal: Forest Village

Welcome fellow builders to my first and new Life is feudal: Forest Village guide for beginners!

My name is Igor Kmoniček, I come from Croatia which is in a European land called Balkan or just in a southeast part of Europe. I'm 27 years old and a fellow gamer just like you are. Enough about me, lets get down to business!

LIFE IS FEUDAL : FOREST VILLAGE

Description

Life is feudal: Forest Village is a city build economic based game where you must build your settlement and care about your fellow Villagers so they don't go hungry at first, happiness and their other needs. First of all lets go to the setting your game for your maximum potential of building this Village.

Setting up the game



In the Menu you set up your game by clicking on the Village name which you can name by random generator or yourself. Second is MAP ID which will generate your map (I advise strongly that you try to generate your map like my, which will I explain later on). Choose a small map for the start, later on you can try yourself large one but beware that this game is not optimized so even though you have a brutal hardware in your PC it just won't do any good. So next on is Relief, set this on plains (I advise it for the start), and climate on Mild (same as relief). Why won't we change this last two options, cause for the start this is enough any changes made will change your gameplay and your difficulty level.

GAMEPLAY

Description

So you start with:

200 woods, 120 stones, 100 ore deposits, 100 clay bricks, 100 hay stacks, 340 firewood, 700 fishes, 100 fruits, 900 bread, 300 oats, 30 high quality tools, 3 clothing and 3 warm clothing.

FIRST THING IS PAUSE THE GAME!

For first year you have enough of everything! But if you think better, you need to think at least 2 years infront, why? Explanation: Your villagers when breeding, will need to spend your food resources to grow. For one villager to grow 2 years at least will need to pass so he will be able to work in your Village.



The game is paused. First I advise is to gather a bit of resources, I'll show you how much in the next picture!



First you gather wood because it's your primary resource unit for everything. Gather around 150, on the picture is 132 it's enough for the start. Unpause your game. Set it on 10x speed of the game for faster gathering. One thing about speeding up the game, when u get along with the management you will play on 10x all the time while using pause buttons for setting up priorities for the workers.



While gathering is done, build a second level or third tier house. Try to choose a location that is near the barn for efficiency of workers! Use only 1 builder at the moment!



While your house is building up on the 70 % start and choose to build up a field with at most of using 2 workers on it. In every sequence of the play try to use start/pause a lot.



When your field is finished, select 2 of 2 your Villagers to work on it while it's still Spring. At the end of a year you will have around 720 vegetables more in your barn that will endure till next season because 1 Grown Villager consumes around 100 of Vegetables per year! So do the math 😊.



So your next move is building up hunting cabin and coop in the same time but set the priority on the hunting cabin by pausing the build of the coop. When that work is done set 2 workers in the hunting cabin and hunt all the pest that will kill your chicken. Asking why Coop? Ok, you have 300 oats that is primary the food resource for your animals, it's necessary to use all given resources for achieving a great potential of the Village. 300 Oats will last 2 years. Yeah, I have forgot for dimensions of the Coop. It's about 10 x 22 with only 1 worker.



Now we have to build a fisherman's hut or a cabin and a Lumberjack's hut. We use the one remaining worker to do that! Why, because you will have your 7th worker ready in no time. So a little bit of an explanation: Your „Village kids“ grow 2 years per 1 of your season. So average you need 3 years for 1 kid to grow so you can use him as labour. You started off with 6 workers and 2 teenagers and 2 child. So by the end of year 2 you will have 10 grown ups.

So when those buildings are done set the last worker to go fishing! And 7th worker to work on your firewood at the Lumberjack's hut, preparing your Villagers for the winter!

Thank you guys this is only a start tutorial! For more write to me I'll make a detail Guide, but only if enough of you are interested!.