

What is **MineColonies**? Here, we would like to give you an overview of what our mod is.

Creativity

MineColonies is a town building mod that allows you to create your own thriving Colony within Minecraft. It tetends to depict a real-life scenario by providing you with different tools in your chest to aid your gaming experience. Featuring many NPC workers such as Builders, Crafters, Farmers, Guards, Enchanters and Alchemists, **MineColonies** provides the ability to create a rich and unique Colony.

Governance

In **MineColonies**, you take control of what goes on in your Colony. Have an adequate number of villagers who will live in the town with you. Create a division of labour, hire workers to help in developing the Colony while you maturely act as a Supervisor.

Security and Replenishment

The growth and safety of the colony solely depends on your governmental skills. Barbarians attack the colony on few nights Hire guards, assign them weapons and armour to aid in protecting the Colony.

As a Colony owner, you cannot let your villagers go hungry. You can always get food from your chest to feed the hungry villagers.

Have fun, Play with Friends

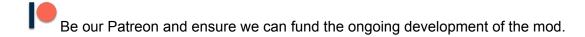
Taking a dive into our multiplayer system is a good way to learn more about Colony building and management. A robust permission system in multi-player allows you to collaborate in a single Colony with your friends, or have individual colonies all competing to be the best!

MineColonies is a free and open source mod developed by Idtteam (Let's Dev Together LDT), a non-profit community. The source code is on <u>GitHub</u>. Contribute to our Project. Found any bug? Report an <u>issue</u>, so as to help us ensure you have the best gaming experience. For more information and enquiries, contact us on <u>Discord</u>.



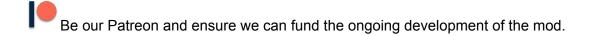
Our developer team is continuously working to add more content to our mod and make the MineColonies experience even greater!

Our ream
- Project Leads -
pmardle
Peter Mardle
(Management)
Our posh gentleman.
flaminyogurt
Colton Schlosser
(Programming and Management)
The Doc.
Raycoms
(H3lay on Curse)
Ray Neiheiser
(Programming and Management)
Our nice Capoerista.
Kostronor
Marvin Hofmann



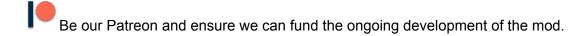


(Programming and Management)
The cool Ghost Rider.
- Coding -
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Asher Parry
Raycom's coding AI.
OrionOnline
Marc Hermans
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Xavier
Xavier Hervy
Legolas, is that you?
- Art -
Khranos Lucror
Khranos Lucror
(Animated/Static modeling and texturing)





The Terminator!
D3miurge Rafael de Castro Pamplona
(Static Modeling, Texturing, Concept Art and Building Design)
Metroidvania Vampire.
ImriLaoi Tasha Wells
(Static Modeling and Texturing)
They aren't furry ears, honest!
- Wiki and Pack Creator -
Wissi Luis Muñoz
Our Loyal Adventurer.
- Website/Forum Developer -
PoroUsedSnax Mark Fisher





- Voice Actors -

Brianna Theresa

Drew Shulman

Kaine Crooks

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