



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 tends 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 [GitHub](#). Contribute to our Project. Found any bug? Report an [issue](#), so as to help us ensure you have the best gaming experience. For more information and enquiries, contact us on [Discord](#).



Be our Patron and ensure we can fund the ongoing development of the mod.

<https://www.patreon.com/bePatron?u=3239371>



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

Our Team

- 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 Capoeirista.

Kostronor

Marvin Hofmann



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(Programming and Management)

The cool Ghost Rider.

- Coding -

asherslab

Asher Parry

Raycom's coding AI.

OrionOnline

Marc Hermans

§k #2:&5%401.

Xavier

Xavier Hervy

Legolas, is that you?

- Art -

Khranos

Khranos Lucror

(Animated/Static modeling and texturing)



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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



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Got any Snax?

- Voice Actors -

Brianna Theresa

Drew Shulman

Kaine Crooks

Matthew Kriner



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