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## About This Game

**RimWorld is a sci-fi colony sim driven by an intelligent AI storyteller.** Inspired by Dwarf Fortress, Firefly, and Dune.

**You begin with three survivors of a shipwreck on a distant world.**

- Manage colonists' moods, needs, wounds, illnesses and addictions.
- Build in the forest, desert, jungle, tundra, and more.
- Watch colonists develop and break relationships with family members, lovers, and spouses.
- Replace wounded limbs and organs with prosthetics, bionics, or biological parts harvested from others.
- Fight pirates, tribes, mad animals, giant insects and ancient killing machines.
- Craft structures, weapons, and apparel from metal, wood, stone, cloth, and futuristic materials.
- Tame and train cute pets, productive farm animals, and deadly attack beasts.
- Trade with passing ships and caravans.

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- Form caravans complete quests, trade, attack other factions, or migrate your whole colony.
  - Dig through snow, weather storms, and fight fires.
  - Capture refugees or prisoners and turn them to your side or sell them into slavery.
  - Discover a new generated world each time you play.
  - Explore hundreds of wild and interesting mods on the Steam Workshop.
  - Learn to play easily with the help of an intelligent and unobtrusive AI tutor.

**RimWorld is a story generator.** It's designed to co-author tragic, twisted, and triumphant stories about imprisoned pirates, desperate colonists, starvation and survival. It works by controlling the "random" events that the world throws at you. Every thunderstorm, pirate raid, and traveling salesman is a card dealt into your story by the **AI Storyteller**. There are several storytellers to choose from. Randy Random does crazy stuff, Cassandra Classic goes for rising tension, and Phoebe Chillax likes to relax.

**Your colonists are not professional settlers** – they're crash-landed survivors from a passenger liner destroyed in orbit. You can end up with a nobleman, an accountant, and a housewife. You'll acquire more colonists by capturing them in combat and turning them to your side, buying them from slave traders, or taking in refugees. So your colony will always be a motley crew.

**Each person's background is tracked and affects how they play.** A nobleman will be great at social skills (recruiting prisoners, negotiating trade prices), but refuse to do physical work. A farm oaf knows how to grow food by long experience, but cannot do research. A nerdy scientist is great at research, but cannot do social tasks at all. A genetically engineered assassin can do nothing but kill – but he does that very well.

**Colonists develop - and destroy - relationships.** Each has an opinion of the others, which determines whether they'll become lovers, marry, cheat, or fight. Perhaps your two best colonists are happily married - until one of them falls for the dashing surgeon who saved her from a gunshot wound.

**The game generates a whole planet from pole to equator.** You choose whether to land your crash pods in a cold northern tundra, a parched desert flat, a temperate forest, or a steaming equatorial jungle. Different areas have different animals, plants, diseases, temperatures, rainfall, mineral resources, and terrain. These challenges of surviving in a disease-infested, choking jungle are very different from those in a parched desert wasteland or a frozen tundra with a two-month growing season.

**Travel across the planet.** You're not stuck in one place. You can form a caravan of people, animals, and prisoners. Rescue kidnapped former allies from pirate outposts, attend peace talks, trade with other factions, attack enemy colonies, and complete other quests. You can even pack up your entire colony and move to a new place. You can use rocket-powered transport pods to travel faster.

**You can tame and train animals.** Lovable pets will cheer up sad colonists. Farm animals can be worked, milked, and sheared. Attack beasts can be released upon your enemies. There are many animals - cats, labrador retrievers, grizzly bears, camels, cougars, chinchillas, chickens, and exotic alien-like lifeforms.

**People in RimWorld constantly observe their situation and surroundings in order to decide how to feel at any given moment.** They respond to hunger and fatigue, witnessing death, disrespectfully unburied corpses, being wounded, being left in darkness, getting packed into cramped environments, sleeping outside or in the same room as others, and many other situations. If they're too stressed, they might lash out or break down.

**Wounds, infections, prosthetics, and chronic conditions are tracked on each body part and affect characters' capacities.** Eye injuries make it hard to shoot or do surgery. Wounded legs slow people down. Hands, brain, mouth, heart, liver, kidneys, stomach, feet, fingers, toes, and more can all be wounded, diseased, or missing, and all have logical in-game effects. And other species have their own body layouts - take off a deer's leg, and it can still hobble on the other three. Take off a rhino's horn, and it's much less dangerous.

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**You can repair body parts with prosthetics ranging from primitive to transcendent.** A peg leg will get Joe Colonist walking after an unfortunate incident with a rhinoceros, but he'll still be quite slow. Buy an expensive bionic leg from a trader the next year, and Joe becomes a superhuman runner. You can even extract, sell, buy, and transplant internal organs.

And there's much more than that! The game is easy to mod and has an [active mod community](#). Read more at <http://rimworldgame.com>.

(All non-English translations are made by fans.)

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Title: RimWorld  
Genre: Indie, Simulation, Strategy  
Developer:  
Ludeon Studios  
Publisher:  
Ludeon Studios  
Release Date: 17 Oct, 2018

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English, French, German, Polish, Russian, Italian, Czech, Danish, Dutch, Hungarian, Japanese, Norwegian, Portuguese, Simplified Chinese, Swedish, Traditional Chinese, Turkish, Ukrainian, Finnish, Korean, Romanian







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I'm shocked that I waited so long to review this masterpiece. Maybe I was too busy playing it. This is a gem! 10/10 my best purchase ever.

You can customise the difficulty from kindergarten to Dark Souls. While vanilla is already good for 1000 hours with the modding community I will play this game for ever!

I like it merciless. Let me walk you through my usual Rimworld experience. Don't worry about spoilers, Rimworld can't be spoiled.

I start with a single tribesman naked and alone. No equipment or even food. No research (It's a custom scenario). I choose random place random colonist. In extreme climate I barely last for a few days and if your random pawn is not able to do important stuff like medic or social it is usually over very soon too. But that's ok. It's mostly fun and innovative to try the struggle to just survive somehow with nothing. Here are 3 out of 10 runs ending after 1h gameplay.

After you managed to satisfy your basic needs like shelter, food and security. The colony is growing over time. I usually reach 5-7 colonists pretty easy only losing 1 out of 10 runs in this phase. 3h - 10h of gameplay here. The early game ends here.

In the mid game, I am constantly increasing in wealth and numbers. Specially the breeding program for animals is kicking in. Usually I need a second colony to feed the animals at about 10 - 12 colonists. The threats are getting higher and you need to be prepared for attacks from every direction. Insects are crawling from the depths of the mountains. Tribes and pirates are raiding from other colonies. Mechanoids are dropping from the sky. And there can always be mother nature that strikes you with bad weather or illness. Mid game ends for me at around 20 colonists and a very high research status. 3 out of 10 colonies are ending here and you can easily spend 20h+ in the midgame.

After midgame I'm strong in numbers and wealth and can reach out for perfection. You can have up to 5 colonies spread over different biomes. The colony is getting all the luxury they deserved after the rough start. Very nice looking comfortable rooms and recreation activities. Little by little all the colonists are getting powerarmor, shieldbelts, laser weapons and more. Little scars are getting treated by replacing the whole bodypart with an powerful bionic or archotech part. You are prepared for most of the threats incoming. I can now go for the final goal rescuing my colony from the planet to a better place. The biggest threat remaining are the mechanoids attacking in massive amounts. Until endgame credits I lose 2 more runs out of 10. Another 10h+ of gameplay

The last surviving run out of 10 could escape but at this point I never want to. So they stay at the rimworld, pushing for more wealth and special artefacts or relics till at some point I want to start a new adventure from scratch or they finally got overrun by mechanoids. My longest run was over 250h of gameplay.

Rimworld has become part of my life.... DON'T Wait For Sale. Why buy tomorrow what you can buy today!. I'm not addicted. I can stop playing this game whenever I want.

I can! I SWEAR!!. It is truly a rare game where even failure seems glorious. As your colony gets overrun by insects and your only expert shooter is having a mental breakdown because he was just dumped by his girlfriend, you will laugh and cry at the same time. Even when months of careful building comes down in one night, you will not rage quit. Because you are transfixed by the drama of death unfold. Colonists who you know intimately lie dead around your colony. And a lone survivor weeps uncontrollably, trying to drown it all in drugs and alcohol. Welcome, to Rimworld.

You will love this game if you are into base building, tower defense, farming, hoarding, hunting, human relationships, and surviving against all odds. The difficulty can be customized, allowing you to play at your pace and style.. After a thousand hours in-game, I have to say that the price is well worth it.

It might be a bit hard to learn at first, but once you pick it up you can sink so much time into it.

This game isn't just about building a base, killing raiders, and eventually leaving on a ship.

This game is also a story simulator, it's one of the most extensive and creative games that semi-randomly tells of tragedy and triumph, and almost all the control is put into your hands.



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If the game isn't creative enough or if you want to spice things up, there's thousands of mods that make the game even better, although I got a thousand hours with only a couple of mods along the way. You can make scenarios and play certain ways or you can create your own stories and stick to them.

Overall, this is one of the best simulation\management\strategy\survival games out there, and I can't do this game justice just by typing. Watch the game on youtube, go on reddit, ask your friends who have it, I guarantee you'll see lots of positivity.. One of those games that might ruin your life. Play at your own risk.

But seriously, it's amazing!. It's a solid game as is but what makes it alive are the mods. The game itself is designed to be simple for sake of more casual players but open to be easily modded for others who want more complex system\feature.

I'd say play the game vanilla once over then start dabbling in some mods that you feel the game needs more depth of.

It -is- bit pricy for what it is considering bulk of the more interesting gameplay are from mods. From what I understand though, dev have already stated he doesn't intend to put it on sale so...I'd say if you're really into colony\resource management sort of game, go for it, but otherwise maybe save the money.. Amazing game!

Great replayability, amazing community, and a lot, I mean a LOT of mods.

You can't imagine what kind of narrative can happen to your colony. From almost your entire village succumb to a toxic fallout, and have to rebuild it if only one person. To build a village out of cannibals, crafting furniture that uses human skin on them, and then selling them. And much more!

If you dislike something. No problem, There is probably something in the workshop that fixes it, or improves your gameplay.

I guess my only advice for new players is: don't be afraid to lose- like an old game has taught me- losing is FUN. It is not about achieving the best stats, but the journey you took to get there.

Probably one of my favorite games on my list. Totally worth it.. I have played this game a long time now, as of this typing I am at 3264.3 hours on record. I will prolly double or even triple that. I LOVE this game. With mods it transforms an already entertaining game into an even better one.

If you haven't tried it yet, do a few playthroughs without mods to see what the base game is, then add whatever mods you want to change your experience.

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I got this a week before finals and I simply cannot recommend this game because I did not study at all

like seriously, I nearly failed my classes don't screw yourself over, have some self control. ---{Graphics}---

\u2610 You forget what reality is

\u2610 Beautiful

\u2610 Good

\u2611 Decent

\u2610 Bad

\u2610 Don't look too long at it

\u2610 Paint.exe

---{Gameplay}---

\u2611 Very good

\u2610 Good

\u2610 It's just gameplay

\u2610 Meh

\u2610 Staring at walls is better

\u2610 Just don't

---{Audio}---

\u2610 Eargasm

\u2610 Very good

\u2610 Good

\u2611 Not too bad

\u2610 Bad

\u2610 Earrape

---{Audience}---

\u2610 Kids

\u2610 Teens

\u2610 Adults

\u2611 Human

---{PC Requirements}---

\u2610 Check if you can run paint

\u2610 Potato

\u2611 Decent

\u2610 Fast

\u2610 Rich boiiiiii

\u2610 Ask NASA if they have a spare computer

---{Difficulty}---

\u2610 Just press \u201a\u2018

\u2610 Easy

\u2610 Significant brain usage

\u2610 Easy to learn \u2713 Hard to master

\u2611 Difficult

\u2610 Dark Souls

---{Grind}---

\u2610 Nothing to grind

\u2610 Only if u care about leaderboards/ranks

\u2610 Isn't necessary to progress

\u2611 Average grind level (its mostly automated)

\u2610 Too much grind

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\u2610 You\u2018ll need a second live for grinding

---{Story}---

\u2610 Story?

\u2611 Text or Audio floating around

\u2610 Average

\u2610 Good

\u2610 Lovley

\u2610 It\u2018ll replace your life

---{Game Time}---

\u2610 Long enough for a cup of coffee

\u2610 Short

\u2610 Average

\u2610 Long

\u2611 To infinity and beyond

---{Price}---

\u2610 It\u2019s free!

\u2610 Worth the price

\u2611 If u have some spare money left

\u2610 Not recommended

\u2610 You could also just burn your money

---{Bugs}---

\u2611 Never heard of

\u2610 Minor bugs

\u2610 Can get annoying

\u2610 ARK: Survival Evolved

\u2610 The game itself is a big terrarium for bugs. Rimworld is an amazing game with an amazing community. Despite mainly playing with mods the base game is incredibly enjoyable and lets you commit many war crimes expand your colony to new heights and make custom facilities such as a human leather hat factory brand new kitchen.. It's like The Sims with war crimes.. Usually I don\u2018t buy games on full price, and I don\u2018t have that much money to buy many games, but rimworld is absolutely worth the 30\u20ac in my opinion.

It combines a bunch of things me and my friends like. You macromanage a colony, but you are also able to micromanage every colonist, if you need. You need to take care of food, recreation and all the other things that influence the colonists\u2018 mood. You can hunt or tame animals and use their leather to make clothing. You mine steel and use it to make components, weapons, bionic limbs or other things.

You can give every colonist a nickname and your own randomized story will be created through this game. You can get a bunch of events from weather over meteorites to raids and infestations. There are not many games where you can say things like \u201cMy best friend got shot in the face and has now a permanent brain damage. Before that, he was my best shooting guy and often shot animals and enemies directly in the heart.\u201d, \u201cI made a masterful sniper rifle and it had an engraving referencing another friend, so I gave it to him and one of the first shots was into the spine of one of my other colonists. He couldn\u2019t get anything and was bedridden until I made a new bionic spine for him.\u201d or \u201cMizuki compared Lamos to a llama. This drove Lamos into a rage and he began a fight!\u201d

The last thing I want to say is, if you generally like these concepts the game is great for you. If you don\u2019t like certain minor things about it, there is a good chance that there is a mod that changes it. For example how big the stacks are, possibility to cook and craft in bigger stacks or a possibility to change the colonists you start with. There are great people in the community who extend the lifespan of the game. There is even a multiplayer mod!

Criticisms: Parts of this might be because we are playing in multiplayer, which comes with additional problems, but the whole caravan system seems to be a bit tacked on. There were versions of this game in the beginning, where you couldn't form caravans and it shows. It would be nice to see some updates on that system.

But Overall: Full recommendation!. This game is like Heroin.

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It brings only suffering, but you can't stop using it.

10/10. As of writing this, i have 54 hours in this game. I completed the endgoal to launch colonists from a ship. That was barely scratching the surface on this game. There is so much to do and get done. When i first saw it i just thought it was some top down crappy graphics looking game. i was \u2665\u2665\u2665\u2665ing wrong. there is literally so much going on. i think ive only seen a quarter of everything that is in this game. I seriously played this non stop and my friends werent sure if just left the game running when i had gone to bed or was playing... I was playing. just holy\u2665\u2665\u2665\u2665\u2665this game. i have tons of recent AAA titles in my library and i dont think any have held my attention quite as well as this has.

Ludeon Studios thank you for creating this little masterpiece, i expect to put many more hours into this.. I once had a prisoner camp full of 15 prisoners, of which were subject to being organ harvesting. 10/10 i would commit a war crime again.

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