

COMPETITOR REVIEW REPORT · SEPTEMBER 25, 2026

Tidewater Orchard

vs Coral Island, Sun Haven and Roots of Pacha

1,088	295	3	13
reviews read	discussion threads	competitors	actions for your page

Sample report. Tidewater Orchard is a fictional game; the three competitors are real.

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READING THIS REPORT

Each game keeps one colour throughout: Coral Island · Sun Haven · Roots of Pacha

Shares are out of each game's sampled reviews: a praise share out of its positive reviews, a complaint share out of its negative reviews, never all of its reviews.

Every quote is word for word from a Steam review; the English line under another language is a machine translation. The appendix at the end holds every topic, quote, request and language gap in full.

01 Key findings

01 **Content breadth and characters drive genre praise.** Content abundance and variety leads praise across competitors (25% Coral Island, 19% Sun Haven, 15% Roots of Pacha), and engaging characters follow closely (22% Coral Island). Tidewater Orchard's page should make its scope of content and character depth explicit.

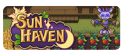
02 **Stability and completeness are widespread failure points.** Crashes and lost saves affect up to 25% of Coral Island reviews, and 24% call it incomplete; grinding tedium reaches 25% on Roots of Pacha. These are recurring gaps to avoid at launch.

03 **Stardew Valley comparisons remain a persistent theme.** 17% of Sun Haven and 11% of Coral Island praise mention being better than Stardew Valley, while 7% and 3% respectively suffer unfavorable comparisons. The action list recommends highlighting the tidal/orchard mechanic instead of direct comparison.

04 **Localization gaps leave an opening in several languages.** Simplified Chinese and Russian reviewers rate Coral Island, Sun Haven and Roots of Pacha up to 24 and 17 points lower than overall respectively, and Japanese reviewers score Sun Haven 22 points lower, often citing translation, crashes, or incomplete content. Tidewater Orchard currently lists only English.

05 **Niche settings and mechanics stand out as differentiators.** Roots of Pacha's stone age setting (14%) and Coral Island's underwater mermaid theme (12%) show players respond to distinctive premises; Sun Haven's no-stamina system draws 4% praise. Tidewater Orchard's tidal mechanic could serve a similar differentiating role.

02 At a glance

Game	Steam score	Reviews	Est. revenue	Top praise	Top complaint
 **Coral Island** Nov 2023 · $29.99	89% Very Positive	21,857	$19.7M $13–26M	Content abundance and variety 25%	Bugs causing lost progress and saves 25%
 **Sun Haven** Mar 2023 · $24.99 on sale $7.49	80% Mostly Positive	22,111	$16.6M $11–22M	Content volume and variety 19%	Poor translation quality 37%
 **Roots of Pacha** Apr 2023 · $24.99	93% Very Positive	3,782	$2.8M $1.9–3.8M	Relaxing, low-pressure gameplay 17%	Repetitive grindy gameplay 25%

Scores and review counts are Steam's own. Praise shares are out of each game's sampled positive reviews, complaint shares out of its sampled negative reviews (up to 500 reviews read per game, most recent first, plus the most helpful of the past year). Revenue is a rough estimate of lifetime gross from each game's review count and list price, not sales data.

03 Patterns across games

What held across the games you picked, and what only one of them has. Rows are ranked by weight: the share of reviews that raise a pattern, and for complaints, how severe it is.

Expected

Praised in two or more games: players will look for these. Shares of each game's sampled positive reviews.

	Coral Island	Sun Haven	Roots of Pacha
Tons of content and activities	25%	19%	15%
Engaging characters and relationships	22%	4%	8%
Better than Stardew Valley	11%	17%	6%
Relaxing cozy vibe	8%	8%	17%
Charming art and visuals	13%	6%	10%
Fun multiplayer with friends	—	4%	6%

→ Tons of content and activities leads the 5 strengths all 3 games share (15–25% of positive reviews).

Shared gaps

Complaints in two or more games: problems your players will already be primed to notice. Shares of each game's sampled negative reviews.

	Coral Island	Sun Haven	Roots of Pacha
Crashes and lost saves	25%	11%	3%
Excessive grinding tedium	14%	14%	25%
Poor translation quality	6%	37%	—
Game feels incomplete	24%	15%	—
Broken multiplayer connections	9%	5%	10%
Clunky controls and movement	7%	2%	18%
Weak story and characters	12%	—	22%
Unfavorable Stardew Valley comparisons	7%	—	3%

→ Crashes and lost saves leads the 4 complaints all 3 games share (3–25% of negative reviews).

Differentiators

A strength only one game has. Shares of that game's sampled positive reviews.

	Coral Island	Sun Haven	Roots of Pacha
Fresh stone age setting	—	—	14%
Unique underwater mermaid theme	12%	—	—
No stamina restrictions	—	4%	—

→ Fresh stone age setting is the biggest single-game strength: 14% of Roots of Pacha's positive reviews praise it.

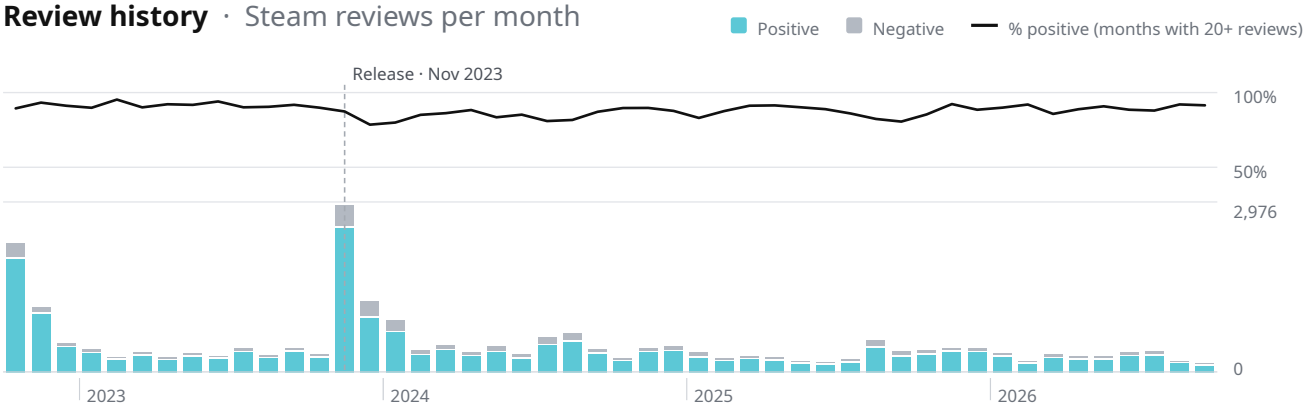
04 Coral Island



Steam score	Reviews	List price	Est. gross
89% Very Positive	**21,857**	**$29.99**	**$19.7M** $13–26M

Released Nov 2023 · 10 languages
Shares your tags: Farming Sim, Life Sim, Relaxing, Simulation, Singleplayer, Casual

Review history · Steam reviews per month



Best month: Feb 2023 (95% positive of 234) · worst month: Dec 2023 (79% positive of 1,248) · last 30 days: 92% positive of 155

What players praise · 13 topics from 248 positive reviews · top 5 in detail

Content abundance and variety

25% 62 of 248

Players praise the large amount and variety of activities, content, and things to do.

Trend
↓ Falling
20% recent vs 36% older

When players hit it · 62 reviews
<2h 0% · 2–10h 5% · 10–50h 21% · 50h+ 74%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 95%

> “One of the ways it does this is through its tropical setting, which includes exploring coral reefs and saving them from pollution”
> Recommended · 332 h played · 48 found it helpful · Jun 2026

> “The town feels alive, more than cyberpunk ever did. People have schedules, they have jobs, they have lives.”
> Recommended · 88 h played · 47 found it helpful · Mar 2026

> “Coral Island keeps introducing new mechanics, progression systems, and things to work towards.”
> Recommended · 25 h played · 45 found it helpful · May 2026

> “Farming, diving, restoring coral reefs, mining, decorating, befriending villagers, and uncovering the island's deeper mysteries all blend together naturally”
> Recommended · 205 h played · 40 found it helpful · Nov 2025

> “There's more variety in this game than most others in the genre, and that's in every category: plants, enemies, museum finds, townsfolk”
> Recommended · 105 h played · 21 found it helpful · May 2026

Character depth and relationships

22% 55 of 248

Players enjoy the depth, personality, and diversity of characters and their relationships.

Trend
↓ Falling
20% recent vs 27% older

When players hit it · 56 reviews
<2h 0% 2–10h 7% 10–50h 20% 50h+ 73%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 93%

> “The villagers are pretty well written with people coming from all different walks of life, actually being diverse, and being pretty inclusive.”
> Recommended · 265 h played · 23 found it helpful · Apr 2026

> “The locals all have their own personalities and backstories that make getting to know each character an interesting endeavor”
> Recommended · 143 h played · 20 found it helpful · Dec 2025

> “Plenty of romanceable characters and as gameplay progresses, it becomes even more elaborate”
> Recommended · 720 h played · 17 found it helpful · Nov 2025

> “Each NPC feels authentically written, with dialogue that rings true and relationships that develop through meaningful interactions”
> Recommended · 555 h played · 12 found it helpful · Jun 2026

Graphics and art style

13% 32 of 248

Players praise the game's visual style, character art, and overall graphical presentation.

Trend
↓ Falling
10% recent vs 19% older

When players hit it · 34 reviews
<2h 1% 2–10h 4% 10–50h 18% 50h+ 77%

Bounce vs invested
Under 2 h: 1% · Over 10 h: 95%

> “The art style is vibrant and full of personality, and the island itself feels alive”
> Recommended · 205 h played · 40 found it helpful · Nov 2025

> “Изумительная графика, приятная музыка”
> English: “Amazing graphics, pleasant music”
> Recommended · 16 h played · 24 found it helpful · Feb 2026 · Russian

> “has THE CUTEST animations and the HOTTEST character art”
> Recommended · 266 h played · 16 found it helpful · Jun 2026

> “EXCELLENT character artwork for all characters! And townies change outfits (sometimes even hairstyles) with the seasons”
> Recommended · 102 h played · 13 found it helpful · Jan 2026

> “arte toda estilizada com personagens parecendo de desenhos da Disney, o que achei bem bonito”
> English: “fully stylized art with characters looking like Disney drawings, which I found very beautiful”
> Recommended · 75 h played · 12 found it helpful · Dec 2025 · Portuguese - Brazil

Underwater and mermaid theme

12% 30 of 248

Players like the unique underwater diving, ocean restoration, and mermaid-themed content.

Trend
→ Steady
12% recent vs 13% older

When players hit it · 30 reviews
<2h 0% 2–10h 7% 10–50h 23% 50h+ 70%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 93%

> “the underwater exploration and the fact that there are so many fully fleshed out diverse characters”
> Recommended · 193 h played · 48 found it helpful · Feb 2026

> “Ocean pollution is a theme, and seeing the waterside gradually become cleaner as the scenario progresses gives a sense of accomplishment”
> (original on the web report)
> Recommended · 94 h played · 21 found it helpful · Dec 2025 · Japanese

> “the tropical theme really spoke to me and I love the extra emphasis this game has on the ocean & environmental conservation”
> Recommended · 133 h played · 19 found it helpful · Feb 2026

> “Coral island has added alot of features (underwater farming, cultural (indonesian) elements)”
> Recommended · 107 h played · 18 found it helpful · Oct 2025

> “I absolutely LVE exloring the ocean and meeting all the mermaids”
> Recommended · 1,471 h played · 17 found it helpful · Nov 2025

Stardew Valley comparisons

11% 28 of 248

Players say the game improves upon or surpasses Stardew Valley in various ways.

Trend
↑ Rising
13% recent vs 8% older

When players hit it · 28 reviews
<2h 0% 2–10h 11% 10–50h 21% 50h+ 68%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 89%

> “its everything Stardew but expanded on. There's more quests, more NPC's more crops, more animals, more cutscenes, more to do in general.”
> Recommended · 273 h played · 81 found it helpful · Jul 2026

> “They upgraded every concept of the game. Including (and not limited to) amazing events with minigames and pamphlets, SO many more NPCs”
> Recommended · 48 h played · 16 found it helpful · Jun 2026

> “Way more townies than Stardew, also way more romance options”
> Recommended · 102 h played · 13 found it helpful · Jan 2026

> “tem muitas coisas diferente de stardew valley”
> English: “has many things different from stardew valley”
> Recommended · 11 h played · 12 found it helpful · May 2026 · Portuguese - Brazil

> “this game rivals even a giant like StardewValley”
> Recommended · 151 h played · 8 found it helpful · Apr 2026

The other 8 praise topics

Relaxing cozy atmosphere	8%	21 of 248
Ongoing updates and support	4%	11 of 248
Quality of life features	4%	10 of 248
Value for money	2%	5 of 248
Story and narrative quality	2%	4 of 248
Performance and optimization	1%	3 of 248
Multiplayer enjoyment	1%	2 of 248
Addictive gameplay loop	1%	2 of 248

What players complain about · 15 topics from 130 negative reviews · top 5 in detail

Bugs causing lost progress and saves

25% 32 of 130

Players describe bugs and save corruption that erase hours of progress, sometimes leading to unplayable saves.

Severity
9 / 10

Trend
↓ Falling
21% recent vs 30% older

When players hit it · 45 reviews

<2h 0% 2–10h 5% 10–50h 15% 50h+ 80%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 95%
Late-game problem

Tolerated or dealbreaker
Mixed 64% still recommend, vs 89% overall
Mentioning it clearly lowers how often players recommend the game

> “bugs and issues, many dating back to early release that the developers just seem completely oblivious or indifferent to”
>
> Not recommended · 20 h played · 100 found it helpful · Mar 2026

> “they released an update that destroyed 600 hours of progress because saves don't work from one update to the next.”
>
> Not recommended · 625 h played · 100 found it helpful · May 2026

> “Такое количество багов и гличей я помню только в седьмых героях на релизе”
>
> English: “I remember such a quantity of bugs and glitches only in Heroes 7 on release”
>
> Not recommended · 88 h played · 33 found it helpful · Sep 2025 · Russian

> “there are still many bugs riddled throughout that have been known about for years”
>
> Not recommended · 132 h played · 22 found it helpful · Aug 2026

> “not even 10 hours into the game I discovered a lot of bugs already”
>
> Not recommended · 14 h played · 15 found it helpful · Jan 2026

Unfinished or incomplete content

24% 31 of 130

Players feel the game launched or remains incomplete, with unfinished features and slow content updates.

Severity
6 / 10

Trend
↓ Falling
23% recent vs 26% older

When players hit it · 42 reviews
<2h 3% · 2–10h 11% · 10–50h 8% · 50h+ 79%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 87%
Late-game problem

Tolerated or dealbreaker
Mixed 61% still recommend, vs 89% overall
Mentioning it clearly lowers how often players recommend the game

> "Mining is an unrewarding chore; ore spawn rates are abysmal, meaning you can break a hundred rocks and maybe get five actual ores"
> Not recommended · 17 h played · 138 found it helpful · Jun 2026

> "Its been FULLY RELEASED, 1.0, for almost 3 years. WITHOUT full content"
> Not recommended · 569 h played · 132 found it helpful · Jun 2026

> "Это просто комнаты с однообразными врагами, которые даже не нападают на тебя, пока ты не подойдешь вплотную"
> English: "It's just rooms with uniform enemies that don't even attack you until you get close"
> Not recommended · 99 h played · 50 found it helpful · Jan 2026 · Russian

> "Why can't players expand housing without marriage and children? Not only pushing marriage but also pushing having children?"
> (original on the web report)
> Not recommended · 144 h played · 31 found it helpful · Mar 2026 · Simplified Chinese

> "it still feels incomplete in many aspects, which prevents me from recommending it in its current state"
> Not recommended · 137 h played · 18 found it helpful · Oct 2025

Frequent crashes

20% 26 of 130

Players report the game crashing frequently during normal gameplay, often for no clear reason.

Severity
9 / 10

Trend
→ Steady
19% recent vs 22% older

When players hit it · 29 reviews
<2h 0% · 2–10h 8% · 10–50h 43% · 50h+ 50%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 92%
Late-game problem

Tolerated or dealbreaker
Dealbreaker 33% still recommend, vs 89% overall
Players who mention it recommend the game far less often than everyone else

> "the amount it easily crashes is absolutely insane. Editing the farm, the house, even traveling can cause this game to crash."
> Not recommended · 112 h played · 81 found it helpful · Feb 2026

> "The most frustrating crashes of my entire life"
> Not recommended · 13 h played · 21 found it helpful · Apr 2026

> "The game crashes far too often, and every time it does, I lose a whole day of progress."
> Not recommended · 7.3 h played · 20 found it helpful · Dec 2025

> “crashes remain one of the biggest issues I've experienced”
> Not recommended · 297 h played · 14 found it helpful · Jun 2026

> “just unlocked ocean farming, collected a bunch of shells to check wiki, crashed directly”
> (original on the web report)
> Not recommended · 71 h played · 11 found it helpful · Nov 2025 · Simplified Chinese

Excessive grinding

14% 18 of 130

Players find core gameplay loops such as mining, farming, and ocean cleanup to be excessively grindy and tedious.

Severity
6 / 10

Trend
→ Steady
14% recent vs 13% older

When players hit it · 27 reviews
<2h 0% · 2–10h 4% · 10–50h 27% · 50h+ 69%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 96%
Late-game problem

Tolerated or dealbreaker
Mixed 68% still recommend, vs 89% overall
Mentioning it clearly lowers how often players recommend the game

> “game pacing is weird and too quickly leaves you in a place where all you have left is endless tedium of the same farming loop”
> Not recommended · 75 h played · 285 found it helpful · Dec 2025

> “the Diving component is slow and tedious”
> Not recommended · 22 h played · 36 found it helpful · Dec 2025

> “the grind is a SLOG. you either love this title or you drop it in the mid-game.”
> Not recommended · 154 h played · 33 found it helpful · Aug 2026

> “Very grindy, ocean garbage cleanup gameplay is something humans could think of?”
> (original on the web report)
> Not recommended · 127 h played · 15 found it helpful · Apr 2026 · Simplified Chinese

> “terribly grindy and awfully demanding of your time and effort”
> Not recommended · 88 h played · 13 found it helpful · Apr 2026

Weak story and characters

12% 15 of 130

Players find the narrative, dialogue, and characters shallow, boring, or emotionally flat.

Severity
4 / 10

Trend
→ Steady
11% recent vs 13% older

When players hit it · 16 reviews
<2h 10% · 2–10h 5% · 10–50h 21% · 50h+ 64%

Bounce vs invested
Under 2 h: 10% · Over 10 h: 84%
Late-game problem

Tolerated or dealbreaker
Dealbreaker 22% still recommend, vs 89% overall
Players who mention it recommend the game far less often than everyone else

> “The characters are shallow and largely one-dimensional.”
> Not recommended · 75 h played · 285 found it helpful · Dec 2025

> “Персонажи настолько пустые, что с ними никак неинтересно взаимодействовать”
> English: “Characters are so empty that it is impossible to interact with them in any interesting way”
> Not recommended · 88 h played · 33 found it helpful · Sep 2025 · Russian

> “Romanceable NPC personal stories are filled with family conflicts, including father-son, stepmother-daughter, siblings, divorced couples, etc.”
> (original on the web report)
> Not recommended · 144 h played · 31 found it helpful · Mar 2026 · Simplified Chinese

> “романтическая линия нулевая. Персонажи не проявляют к тебе интереса”
> English: “the romantic storyline is zero. Characters show no interest in you”
> Not recommended · 78 h played · 21 found it helpful · Apr 2026 · Russian

> “getting to know the villagers of Coral Island feels strangely empty. The heart events often feel more like I'm an awkward observer”
> Not recommended · 96 h played · 19 found it helpful · Jul 2026

The other 10 complaint topics

Multiplayer connectivity issues	9%	12 of 130	sev 8
Poor optimization and performance	7%	9 of 130	sev 8
Stardew Valley comparisons	7%	9 of 130	sev 3
Clunky controls and movement	7%	9 of 130	sev 5
Translation and localization quality	6%	8 of 130	sev 4
Audio issues	5%	6 of 130	sev 3
High price for content	5%	6 of 130	sev 5
Lack of difficulty and challenge	3%	4 of 130	sev 4
Graphics and animation quality	3%	4 of 130	sev 3
Missing manual save and autosave issues	2%	2 of 130	sev 6

What players ask for on the discussion board · 96 threads read

Farming and content progression bugs

20 threads · 66 replies

Bug report

e.g. “BUG: some BOS missions cannot be completed” · “some items not pickupable” · “Can't upgrade underwater seeds”

Content and platform expansion requests

7 threads · 37 replies

Feature request · also in 6 reviews

e.g. “Please opt in to GeForce NOW” · “No sound” · “geforce now support?”

Quality of life and accessibility options

3 threads · 2 replies

Feature request · also in 7 reviews

e.g. “Option to disable 'Sleep' mechanic” · “Why can't we turn motion blur off?” · “Suggestion: Changing Animal's Color”

Romance and relationship features

2 threads · 7 replies

Feature request · also in 5 reviews

e.g. “Loosing the entire day of your wedding is bs” · “Why isn't Rysy a romanceable character? Rysy should be a romanceable character.”

Multiplayer and connection problems 6 threads · 37 replies

Bug report

e.g. “So frustrated with multiplayer.” · “Hardwood is a major bottleneck” · “Suggestion - When players marry each other”

Crashes and launch failures 6 threads · 37 replies

Bug report

e.g. “Game Crash” · “Unreal Process has Crashed” · “The game crashed after loading a save file.”

Language support requests 3 threads · 122 replies

Feature request · also in 2 reviews

e.g. “Italian” · “Polish language” · “Falas em inglês no PT-BR”

Performance and stability issues 3 threads · 13 replies

Bug report

e.g. “Help with Lag?? Want to enjoy this so badly :(” · “I'm over the constant micro stutters while walking around” · “Advice on bad lagging”

Language gaps · languages scoring 15+ points below the overall 89%

Language	Positive	Below overall	Top complaints in this language
Simplified Chinese 1,126 reviews	65%	−24 pts	Multiplayer connectivity issues · Frequent crashes · Unfinished or incomplete content
Russian 85 reviews	72%	−17 pts	Weak story and characters · Unfinished or incomplete content · Stardew Valley comparisons

WHAT THIS MEANS FOR TIDEWATER ORCHARD

Coral Island's players praise content abundance (25%) and character depth (22%), but 25% report lost saves and 24% call the game incomplete. Tidewater Orchard should ensure save stability and clearly signal content scope (seasons, villagers) on its page to avoid the same complaints.

Read 407 of 407 sampled reviews (248 positive, 130 negative, 29 extra negatives from weaker languages), posted Jan 2025 to Sep 2026; 41 more were dropped as too short or as jokes. 96 discussion threads read. Fetched September 25, 2026. Score and review count: Steam purchases. Revenue estimate: 21,857 Steam reviews × 20–40 sales per review (30 midpoint) at the $29.99 list price. Gross revenue, before Steam's cut, discounts, refunds and regional pricing.

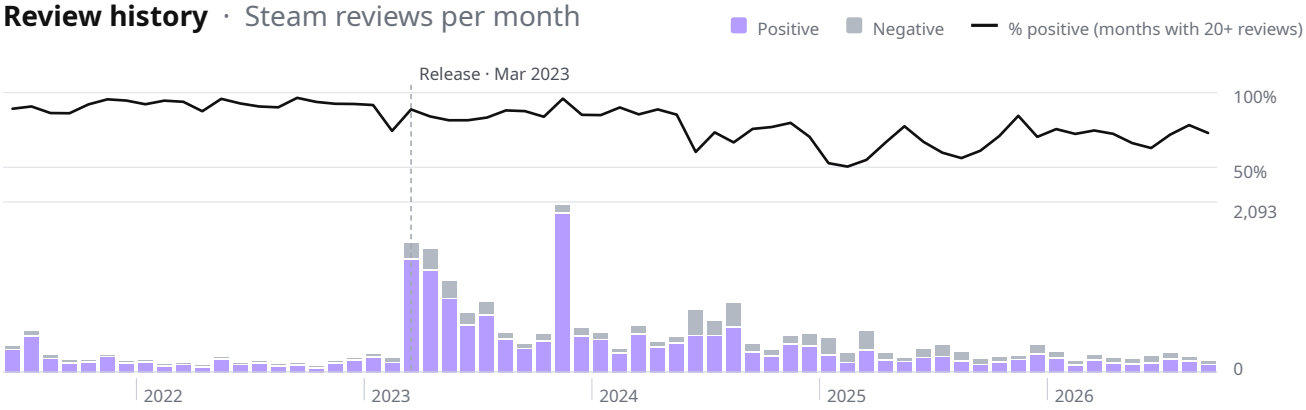
05 Sun Haven



Steam score	Reviews	List price	Est. gross
80%	**22,111**	**$24.99**	**$16.6M**
Mostly Positive		on sale $7.49	$11–22M

Released Mar 2023 · 15 languages
Shares your tags: Farming Sim, Pixel Graphics, Life Sim, Relaxing, Simulation, Singleplayer

Review history · Steam reviews per month



Best month: Sep 2022 (96% positive of 85) · worst month: Feb 2025 (50% positive of 226) · last 30 days: 75% positive of 147

What players praise · 13 topics from 160 positive reviews · top 5 in detail

Content volume and variety

19% 30 of 160

Players praise the large amount and variety of content, activities, and things to do.

Trend
→ Steady
19% recent vs 18% older

When players hit it · 31 reviews
<2h 3% | 2–10h 7% | 10–50h 43% | 50h+ 47%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 90%

> “There are so many worlds, quests, mysteries, and even romance options”
> Recommended · 11 h played · 19 found it helpful · Dec 2025

> “the way where there is always something to work towards without feeling overwhelming”
> Recommended · 27 h played · 17 found it helpful · Dec 2025

> “This game has a beautiful world to explore”
> Recommended · 3.1 h played · 15 found it helpful · Mar 2026

> “The FANTASY aspect had me intrigued. It takes everything I enjoy about the genre and adds enough unique features to make it stand out”
> Recommended · 27 h played · 12 found it helpful · Jul 2026

> “decorating elements like furniture and coordination items are extremely diverse and free”
> (original on the web report)
> Recommended · 23 h played · 12 found it helpful · Nov 2025 · Korean

Stardew Valley comparisons

17% 27 of 160

Players say the game improves on or surpasses Stardew Valley in scope, content, and mechanics.

Trend

↑ Rising

18% recent vs 13% older

When players hit it · 29 reviews



Bounce vs invested

Under 2 h: 0% · Over 10 h: 96%

> “The game scale is much larger, and playing it felt like it was really well-made”
> (original on the web report)
> Recommended · 112 h played · 24 found it helpful · Jun 2026 · Korean

> “supera Stardew Valley”
> English: “surpasses Stardew Valley”
> Recommended · 237 h played · 20 found it helpful · Nov 2025 · Portuguese - Brazil

> “If you liked Stardew Valley, but wanted a more fantasy inclined farming sim, this is the game for you”
> Recommended · 27 h played · 17 found it helpful · Dec 2025

> “there's like 4 different towns to explore, better combat”
> Recommended · 41 h played · 14 found it helpful · Feb 2026

> “It has more storyline and questing, so you dont feel like you're just doing the same thing over and over”
> Recommended · 18 h played · 12 found it helpful · Feb 2026

Relaxing cozy gameplay

8% 13 of 160

Players describe the game as relaxing, cozy, and enjoyable to play casually.

Trend

→ Steady

8% recent vs 9% older

When players hit it · 13 reviews



Bounce vs invested

Under 2 h: 0% · Over 10 h: 85%

> “É muito bonito, confortável e gostoso de jogar.”
> English: “It is very beautiful, comfortable and nice to play.”
> Recommended · 28 h played · 9 found it helpful · Jul 2026 · Portuguese - Brazil

> “I played this game casually, love it after that”
> Recommended · 83 h played · 9 found it helpful · Jan 2026

> “gaming is supposed to be about relaxing and having fun and this game is both of those things”
> Recommended · 36 h played · 8 found it helpful · Sep 2026

> “It is so relaxing while also being very engaging and fun”
> Recommended · 31 h played · 1 found it helpful · Sep 2026

> “very fun farm sim with magic elements”
> Recommended · 28 h played · 0 found it helpful · Aug 2026

Pixel art and visuals

6% 10 of 160

Players compliment the game's pixel art style, graphics, and overall visual design.

Trend
→ Steady
7% recent vs 4% older

When players hit it · 12 reviews
<2h 0% 2–10h 10% 10–50h 21% 50h+ 69%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 90%

> “one of the most beautifully drawn and decorated worlds”
> Recommended · 234 h played · 32 found it helpful · Jun 2026

> “The art feels polished and beautiful, every area of the game looks unique due to it.”
> Recommended · 63 h played · 28 found it helpful · Jul 2026

> “This is basically Stardew Valley on fantasy crack with slightly better pixel art.”
> Recommended · 11 h played · 19 found it helpful · Dec 2025

> “I love the Art they put into the game.”
> Recommended · 70 h played · 7 found it helpful · Aug 2026

> “Excellent pixel art, great scripting, every character looks and acts different.”
> Recommended · 74 h played · 5 found it helpful · Sep 2026

Combat and skill systems

5% 8 of 160

Players like the combat mechanics and skill/talent progression systems.

Trend
↓ Falling
3% recent vs 11% older

When players hit it
—
Under 10 mentions to read

> “Game is fun, has easy mode that is very friendly to combat disabled players”
> (original on the web report)
> Recommended · 175 h played · 11 found it helpful · Mar 2026 · Simplified Chinese

> “MUCH faster movement (you get a 0 cooldown air dash spell at level 1)”
> Recommended · 8.1 h played · 11 found it helpful · Feb 2026

> “combat elements are more diverse”
> (original on the web report)
> Recommended · 85 h played · 9 found it helpful · Oct 2025 · Korean

> “Stardew with a massive world and better combat.”
> Recommended · 45 h played · 9 found it helpful · Oct 2025

> “цікава система бойовки, на відміну від Стард'ю. Додається система магії”
> English: “interesting combat system, unlike Stardew. Magic system is added”
> Recommended · 145 h played · 7 found it helpful · Mar 2026 · Ukrainian

The other 8 praise topics

Story and characters	4%	7 of 160
Multiplayer and co-op	4%	7 of 160
No stamina or energy restrictions	4%	6 of 160
UI and quality of life features	3%	5 of 160
Fantasy setting and world design	3%	5 of 160
Character customization	3%	4 of 160
Addictive gameplay loop	2%	3 of 160
Romance and relationships	1%	2 of 160

What players complain about · 12 topics from 177 negative reviews · top 5 in detail

Poor translation quality

37% 66 of 177

Players describe translations (especially machine-translated text) as low quality, garbled, or losing meaning across many languages.

Severity
6 / 10

Trend
↓ Falling
36% recent vs 40% older

When players hit it · 94 reviews
<2h 9% · 2–10h 14% · 10–50h 41% · 50h+ 36%

Bounce vs invested
Under 2 h: 9% · Over 10 h: 77%

Tolerated or dealbreaker
Mixed 65% still recommend, vs 80% overall
Mentioning it clearly lowers how often players recommend the game

> “the translations themselves are buggy and oftentimes gibberish”
> Not recommended · 9.3 h played · 163 found it helpful · Mar 2026

> “After so many damn years, machine translation issues still aren't fixed”
> (original on the web report)
> Not recommended · 12 h played · 106 found it helpful · Jun 2026 · Simplified Chinese

> “The German translation often doesn't make any sense”
> Not recommended · 186 h played · 92 found it helpful · Mar 2026

> “the game name Sun Haven can be translated to 'sang hei wen' in multiple places”
> (original on the web report)
> Not recommended · 48 h played · 47 found it helpful · Jun 2026 · Simplified Chinese

> “don't lie about having Korean translation and sell it, fix the translation properly”
> (original on the web report)
> Not recommended · 64 h played · 31 found it helpful · Nov 2025 · Korean

Excessive cosmetic DLC pricing

18% 32 of 177

Players feel the game pushes numerous expensive cosmetic DLCs and advertising instead of investing in core content or fixes.

Severity
6 / 10

Trend
→ Steady
17% recent vs 19% older

When players hit it · 38 reviews
<2h 3% · 2–10h 7% · 10–50h 36% · 50h+ 54%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 90%
Late-game problem

Tolerated or dealbreaker
Mixed 45% still recommend, vs 80% overall
Mentioning it clearly lowers how often players recommend the game

> “Releases DLC's left and right worse than EA”
> Not recommended · 77 h played · 302 found it helpful · Jun 2026

> “releasing a hundred stupid paid cosmetic DLCs while ignoring the numerous bugs”
> Not recommended · 21 h played · 186 found it helpful · Oct 2025

> “The DLC's are expensive”
> Not recommended · 9.3 h played · 163 found it helpful · Mar 2026

> “Instead they'd rather put out $140 of DLC instead of fixing their game after 5 years”
> Not recommended · 76 h played · 116 found it helpful · May 2026

> “push of more content over polishing what's there”
> Not recommended · 168 h played · 113 found it helpful · Apr 2026

Shallow or unfinished content

15% 26 of 177

Players note the game feels incomplete, unpolished, or lacking depth in story, characters, and endgame.

Severity
6 / 10

Trend
↑ Rising
16% recent vs 12% older

When players hit it · 35 reviews
<2h 3% · 2–10h 13% · 10–50h 16% · 50h+ 68%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 84%
Late-game problem

Tolerated or dealbreaker
Mixed 60% still recommend, vs 80% overall
Mentioning it clearly lowers how often players recommend the game

> “it's a case of too many ideas in one pot, which leads to inconsistencies, weird tone, and generally a bit of a mess”
> Not recommended · 290 h played · 211 found it helpful · Jan 2026

> “many of them either have no purpose, get devalued by other mechanics, or feel unfinished”
> Not recommended · 230 h played · 177 found it helpful · Jul 2026

> “the current experience feels disjointed”
> Not recommended · 332 h played · 95 found it helpful · Dec 2025

> “it's kind of an unfinished game”
> Not recommended · 200 h played · 65 found it helpful · Aug 2026

> “Sun Haven tries to do so much and it stretches itself too thin.”
> Not recommended · 13 h played · 55 found it helpful · Jun 2026

Grinding and tedious gameplay loops

14% 24 of 177

Players find many tasks, farming systems, and progression grindy, repetitive, or tediously time-consuming.

Severity
5 / 10

Trend
↑ Rising
16% recent vs 10% older

When players hit it · 36 reviews
<2h 3% · 2–10h 8% · 10–50h 48% · 50h+ 42%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 90%
Late-game problem

Tolerated or dealbreaker
Tolerated 69% still recommend, vs 80% overall
Players who mention it recommend the game almost as often as everyone else

> "3-4 farms you can manage alone, but damn near impossible to do without playing in multiplayer mode"
> Not recommended · 49 h played · 50 found it helpful · Nov 2025

> "Most bonuses from the skill tree are so small they might as well not be there"
> Not recommended · 6.3 h played · 36 found it helpful · Jul 2026

> "95 часов я больше провела копаясь в шахте ради того что бы просто прокачать свои инструменты"
> English: "95 hours I spent mostly digging in the mine just to level up my tools"
> Not recommended · 94 h played · 21 found it helpful · Jan 2026 · Russian

> "The story and characters are lacking depth. The dialogues don't feel genuine. To improve the relationship you need to butter them up."
> Not recommended · 103 h played · 16 found it helpful · Aug 2026

> "If it doesn't lock your stamina bar, it locks your time"
> (original on the web report)
> Not recommended · 1.7 h played · 14 found it helpful · Jan 2026 · Simplified Chinese

Crashes and game-breaking bugs

11% 19 of 177

Players report frequent crashes, freezes, and severe bugs that block progress or corrupt the game state.

Severity
9 / 10

Trend
↑ Rising
14% recent vs 5% older

When players hit it · 22 reviews
<2h 0% · 2–10h 0% · 10–50h 58% · 50h+ 42%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 100%
Late-game problem

Tolerated or dealbreaker
Mixed 41% still recommend, vs 80% overall
Mentioning it clearly lowers how often players recommend the game

> "all the unaddressed bugs and issues"
> Not recommended · 108 h played · 123 found it helpful · Oct 2025

> "a looooooooot of bugs, which never got adressed"
> Not recommended · 43 h played · 98 found it helpful · Nov 2025

> "I find I am unable to grow certain crops (yes, they are in season)."
> Not recommended · 143 h played · 36 found it helpful · Sep 2026

> "viele Mechaniken nicht wirklich funktionierten, nicht ineinander griffen oder schlichtweg einfach nicht existierten"
> English: "many mechanics didn't really work, didn't fit together or simply didn't exist"
> Not recommended · 135 h played · 25 found it helpful · Jan 2026 · German

> “this game feels raw, unpolished, and full of bugs”
>
> Not recommended · 40 h played · 17 found it helpful · Jun 2026 · Russian

The other 7 complaint topics

Miscellaneous gameplay bugs	8%	14 of 177	sev 6
Multiplayer functionality bugs	5%	9 of 177	sev 8
Save and data loss bugs	3%	6 of 177	sev 9
Controls and controller issues	2%	4 of 177	sev 5
Performance and loading issues	2%	3 of 177	sev 7
UI and interface design complaints	2%	3 of 177	sev 5
Stardew Valley comparisons	1%	2 of 177	sev 3

What players ask for on the discussion board · 100 threads read

Translation and localization quality

5 threads · 11 replies

Feature request · also in 6 reviews

e.g. “Translation is total trash” · “Patch Français ?” · “The translation is far too sloppy”

Content and romance additions

5 threads · 8 replies

Feature request · also in 2 reviews

e.g. “A Suggestion.” · “Female Naga Romance Character?” · “Spring Bed is missing from my game”

Progression and quest lock bugs

6 threads · 11 replies

Bug report

e.g. “Loading Scenario Freeze.” · “Wesley marriage bug” · “Anyone have a fix for this bug?”

Crop and growth bugs

4 threads · 24 replies

Bug report

e.g. “Repeatable crops broken?” · “Tree grew on my house porch and i can't cut it down”

Boss and combat bugs

3 threads · 8 replies

Bug report

e.g. “Enemy Re-spawn” · “Dizzy” · “Dynus”

Multiplayer feature requests

2 threads · 9 replies

Feature request · also in 1 review

e.g. “Map is useless” · “Multiplayer”

Save and item persistence bugs

3 threads · 5 replies

Bug report

e.g. “No Tools, No Spells” · “nel'vari workshop suddenly gone” · “Save bug, weirdness and all that…”

Freezing and crashing issues

2 threads · 9 replies

Bug report

e.g. “Game freezing - cant proceed?” · “Game still "running" after closing it - Help!”

Language gaps · languages scoring 15+ points below the overall 80%

Language	Positive	Below overall	Top complaints in this language
Japanese 225 reviews	58%	−22 pts	Poor translation quality · Controls and controller issues
Simplified Chinese 2,399 reviews	59%	−21 pts	Poor translation quality · Grinding and tedious gameplay loops · Excessive cosmetic DLC pricing

WHAT THIS MEANS FOR TIDEWATER ORCHARD

Sun Haven suffers from poor translation quality (37% of complaints, 20% within the first two hours played), despite praise for content volume (19%) and being seen as better than Stardew Valley (17%). Tidewater Orchard, listing only English, should avoid rushing new languages without proper localization quality.

Read 371 of 371 sampled reviews (160 positive, 177 negative, 34 extra negatives from weaker languages), posted Nov 2024 to Sep 2026; 44 more were dropped as too short or as jokes. 100 discussion threads read. Fetched September 25, 2026. Score and review count: Steam purchases. Revenue estimate: 22,111 Steam reviews × 20–40 sales per review (30 midpoint) at the $24.99 list price. Gross revenue, before Steam's cut, discounts, refunds and regional pricing.

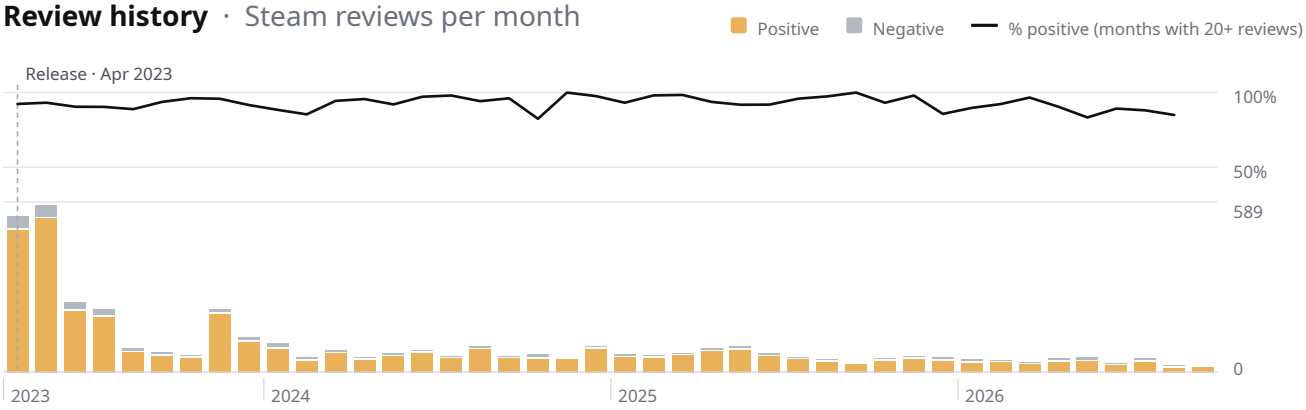
06 Roots of Pacha



Steam score	Reviews	List price	Est. gross
93%	**3,782**	**$24.99**	**$2.8M**
Very Positive			$1.9–3.8M

Released Apr 2023 · 10 languages
Shares your tags: Farming Sim, Pixel Graphics, Life Sim, Relaxing, Casual, Cozy, Simulation

Review history · Steam reviews per month



Best month: Nov 2024 (100% positive of 49) · worst month: Oct 2024 (82% positive of 57) · last 30 days: 91% positive of 23

What players praise · 15 topics from 204 positive reviews · top 5 in detail

Relaxing, low-pressure gameplay — 17% 35 of 204

Players appreciate the calm, stress-free pacing without time or grind pressure.

Trend
→ Steady
18% recent vs 17% older

When players hit it · 35 reviews
<2h 0% · 2–10h 20% · 10–50h 43% · 50h+ 37%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 80%

> “The mini games and mechanics are refreshing”
> Recommended · 46 h played · 5 found it helpful · Mar 2026

> “pure Wohlfühl-Atmosphäre”
> English: “pure comfort atmosphere”
> Recommended · 43 h played · 5 found it helpful · Oct 2025 · German

> “é um dos jogos mais relaxantes que eu já joguei, os personagens são muito fofos”
> English: “It's one of the most relaxing games I've ever played, the characters are very cute”
> Recommended · 80 h played · 4 found it helpful · Oct 2025 · Portuguese - Brazil

> “you can take it at your own pace”
> Recommended · 85 h played · 4 found it helpful · Jul 2026

> “there is not time limit and you can play without rushing”
> Recommended · 42 h played · 4 found it helpful · Apr 2026

Content abundance and variety

15% 30 of 204

Players praise the large amount of content, activities, and things to do throughout the game.

Trend
↓ Falling
12% recent vs 16% older

When players hit it · 30 reviews
<2h 0% 2–10h 13% 10–50h 17% 50h+ 70%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 87%

> “A great balance of farming, exploring, and social interactions with the cast of NPCs”
> Recommended · 204 h played · 18 found it helpful · Jan 2026

> “you can't finish the game in a day (there is SO MUCH content and SO MANY items”
> Recommended · 231 h played · 11 found it helpful · Jan 2026

> “the amount of content this game contains without having to buy DLC surprised me again and again”
> Recommended · 122 h played · 9 found it helpful · Mar 2026

> “Lots of plant and animal variety.”
> Recommended · 51 h played · 8 found it helpful · Dec 2025

> “They keep the gameplay so interesting with introductions of new ideas and developments”
> Recommended · 28 h played · 6 found it helpful · Dec 2025

Stone age farming setting

14% 28 of 204

Players enjoy the prehistoric stone age theme as a fresh twist on the farming sim formula.

Trend
↓ Falling
7% recent vs 17% older

When players hit it · 28 reviews
<2h 0% 2–10h 11% 10–50h 46% 50h+ 43%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 89%

> “This might be the only farming sim I've ever played that has a system for domesticating crops over time!”
> Recommended · 13 h played · 22 found it helpful · May 2026

> “The gimmick of being set in the stone age is very well thought out and permeates every inch of the game”
> Recommended · 82 h played · 14 found it helpful · Apr 2026

> “El concepto es totalmente original, se aleja de lo tipico sin tampoco perder la esencia”
> English: “the concept is completely original, distances itself from the typical without losing the essence”
> Recommended · 122 h played · 14 found it helpful · Jan 2026 · Spanish - Spain

> “they deliver the usually 'normal' mechanics of this game genre in a unique way”
> Recommended · 231 h played · 11 found it helpful · Jan 2026

> “does quite a few original takes to its features”
> Recommended · 39 h played · 10 found it helpful · Oct 2025

Community and tribe systems

11% 23 of 204

Players enjoy the community-focused mechanics of tribe growth, cooperation, and NPC contribution.

Trend
↓ Falling
8% recent vs 13% older

When players hit it · 23 reviews
<2h 0% 2–10h 17% 10–50h 22% 50h+ 61%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 83%

> “how a few minor changes to the currency and upgrade systems made the game feel much more community-focused”
> Recommended · 66 h played · 8 found it helpful · Feb 2026

> “feels like the tribe is actually trying to improve/grow without you being the only one doing anything”
> Recommended · 51 h played · 8 found it helpful · Dec 2025

> “Especially growing your children from a newborn to a child that goes to school and chooses a profession is quite rich in this game”
> Recommended · 192 h played · 5 found it helpful · Oct 2025

> “A real nice shift from being the only person who can save a failing town.”
> Recommended · 109 h played · 4 found it helpful · Oct 2025

> “Мені подобається акцент на спілкуванні з нпс, особливо механіка ідеї, по суті це змушує тебе бути частиною спільноти”
> English: “I like the emphasis on communicating with NPCs, especially the idea mechanic, essentially making you part of the community”
> Recommended · 15 h played · 4 found it helpful · May 2026 · Ukrainian

Art style and visuals

10% 20 of 204

Players compliment the game's art style, pixel art, and overall visual presentation.

Trend
→ Steady
10% recent vs 10% older

When players hit it · 21 reviews
<2h 0% 2–10h 10% 10–50h 45% 50h+ 45%

Bounce vs invested
Under 2 h: 0% · Over 10 h: 90%

> “The game style is very distinctive, completion is extremely high”
> (original on the web report)
> Recommended · 20 h played · 23 found it helpful · May 2026 · Simplified Chinese

> “Adorable art style”
> Recommended · 217 h played · 18 found it helpful · Nov 2025

> “Its super creative, pretty to look at”
> Recommended · 30 h played · 17 found it helpful · Aug 2026

> “Each character has their own little dance animation? The in-game numbered clock appears once you discover sundials? It's incredible!”
> Recommended · 11 h played · 15 found it helpful · Feb 2026

> “uma obra de arte tanto em conceito quanto em visual”
> English: “a work of art both in concept and visual”
> Recommended · 70 h played · 5 found it helpful · Dec 2025 · Portuguese - Brazil

The other 10 praise topics

Animal taming and breeding	9%	18 of 204
Story and characters	8%	17 of 204
Progression and updates	8%	16 of 204
Comparisons to Stardew Valley	6%	13 of 204
Multiplayer experience	6%	12 of 204
Overall value and enjoyment	5%	11 of 204
Music and sound	4%	8 of 204
Cave exploration and puzzles	3%	7 of 204
UI and quality of life	1%	3 of 204
Technical performance	1%	2 of 204

What players complain about · 13 topics from 88 negative reviews · top 5 in detail

Repetitive grindy gameplay

25% 22 of 88

Players describe the core gameplay loop as monotonous, repetitive, and heavily grind-based.

Severity

6 / 10

Trend

—

Under 20 reviews on one side of the last 90 days

When players hit it · 30 reviews

<2h 3% 2–10h 23% 10–50h 40% 50h+ 34%

Bounce vs invested

Under 2 h: 3% · Over 10 h: 74%

Tolerated or dealbreaker

Mixed 69% still recommend, vs 93% overall

Mentioning it clearly lowers how often players recommend the game

> “the second half of it is an absolute SLOG. It stopped being fun 100 hours ago”
>
> Not recommended · 161 h played · 27 found it helpful · Jan 2026

> “everything in Roots of Pacha feels much grindier — for example, getting better tools, improving irrigation”
>
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “Too much hand holding and linear gameplay for my liking”
>
> Not recommended · 11 h played · 20 found it helpful · Oct 2024

> “this one really has no payoff; it's bland and very grindy”
>
> Not recommended · 82 h played · 16 found it helpful · May 2025

> “it got too repetitive and grindy”
>
> Not recommended · 40 h played · 10 found it helpful · Feb 2026

Weak story and characters

22% 19 of 88

Players say the story, dialogue, and characters are bland, shallow, or underdeveloped.

Severity
4 / 10

Trend
—
Under 20 reviews on one side of the last 90 days

When players hit it · 27 reviews
<2h 3% · 2–10h 6% · 10–50h 63% · 50h+ 28%

Bounce vs invested
Under 2 h: 3% · Over 10 h: 91%

Tolerated or dealbreaker
Mixed 72% still recommend, vs 93% overall
Mentioning it clearly lowers how often players recommend the game

> “the devs decided to introduce a time-traveler in the late game, and every time she comes onto the screen, my experience actively gets worse”
> Not recommended · 511 h played · 46 found it helpful · May 2026

> “It takes half the game to meet all the characters”
> Not recommended · 161 h played · 27 found it helpful · Jan 2026

> “Completely mundane dialogue. "Bork works too much. He should spend some time resting." Okay? I don't care?”
> Not recommended · 1.4 h played · 22 found it helpful · Feb 2025

> “the lack of a narrative framing to explain the player's presence in the tribe”
> Not recommended · 5.8 h played · 10 found it helpful · Dec 2025

> “The character writing is bland and uninspired.”
> Not recommended · 5.1 h played · 8 found it helpful · Jun 2025

Confusing UI and controls

18% 16 of 88

Players describe the interface, tool switching, inventory, and control schemes as unintuitive and clunky.

Severity
5 / 10

Trend
—
Under 20 reviews on one side of the last 90 days

When players hit it · 24 reviews
<2h 8% · 2–10h 17% · 10–50h 44% · 50h+ 31%

Bounce vs invested
Under 2 h: 8% · Over 10 h: 75%

Tolerated or dealbreaker
Mixed 75% still recommend, vs 93% overall
Mentioning it clearly lowers how often players recommend the game

> “The initial quest to find and plant seeds starts with no hints or guidance”
> (original on the web report)
> Not recommended · 5.7 h played · 31 found it helpful · Feb 2026 · Japanese

> “improving irrigation (which is a real pain)”
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “switching tools is a huge pain. you can't quickly switch between 2 tools”
> Not recommended · 24 h played · 22 found it helpful · Jan 2025

> “just label your stuff male or female”
> Not recommended · under 1 h played · 15 found it helpful · Feb 2025

> “The "Ideas" are constantly thrown at you and it's overwhelming”
> Not recommended · 8.4 h played · 7 found it helpful · Jan 2025

Slow movement and stamina limits

15% 13 of 88

Players complain that character movement is slow and stamina is too limited, making tasks feel drawn out.

Severity
5 / 10

Trend
—
Under 20 reviews on one side of the last 90 days

When players hit it · 18 reviews
<2h 9% · 2–10h 9% · 10–50h 51% · 50h+ 30%

Bounce vs invested
Under 2 h: 9% · Over 10 h: 81%

Tolerated or dealbreaker
Mixed 70% still recommend, vs 93% overall
Mentioning it clearly lowers how often players recommend the game

> “You are super slow and at the beginning you're just wasting all of your time running around”
> Not recommended · 40 h played · 10 found it helpful · Feb 2026

> “progression is too slow and not meaningful enough already”
> Not recommended · 13 h played · 9 found it helpful · May 2026

> “The game is quite monotonous, forcing you to run around a lot and check the same areas over and over.”
> Not recommended · 13 h played · 8 found it helpful · May 2025

> “Watering is always tedious, and farm profits are poor to begin with”
> (original on the web report)
> Not recommended · 28 h played · 5 found it helpful · Apr 2026 · Japanese

> “Only 15 minutes per day”
> (original on the web report)
> Not recommended · 157 h played · 4 found it helpful · Aug 2026 · Japanese

Lack of combat and content depth

13% 11 of 88

Players note the absence of combat and shallow, sparse content especially in dungeons and endgame.

Severity
5 / 10

Trend
—
Under 20 reviews on one side of the last 90 days

When players hit it · 20 reviews
<2h 2% · 2–10h 22% · 10–50h 25% · 50h+ 52%

Bounce vs invested
Under 2 h: 2% · Over 10 h: 77%
Late-game problem

Tolerated or dealbreaker
Tolerated 83% still recommend, vs 93% overall
Players who mention it recommend the game almost as often as everyone else

> “The game world also feels a lot emptier”
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “There is no variation in day to day. I am in the middle of my second year and there really is no incentive”
> Not recommended · 82 h played · 16 found it helpful · May 2025

> “this creates a paradox where if I idle every day, I won't go hungry”
> (original on the web report)
> Not recommended · 1.3 h played · 11 found it helpful · Apr 2025 · Simplified Chinese

> “There is no combat, which doesn't help, since even rudimentary combat helped break things up in Stardew”
> Not recommended · 13 h played · 9 found it helpful · May 2026

> “The progression system holds your hand and leaves nothing to the imagination.”
> Not recommended · 5.1 h played · 8 found it helpful · Jun 2025

The other 8 complaint topics

Multiplayer instability	10%	9 of 88	sev 9
Animal husbandry tedium	7%	6 of 88	sev 5
Progression pacing issues	7%	6 of 88	sev 5
Crashes and save loss	3%	3 of 88	sev 9
Stardew Valley comparisons	3%	3 of 88	sev 4
Cave navigation and puzzles	3%	3 of 88	sev 6
Insufficient content for price	3%	3 of 88	sev 6
Accessibility and localization gaps	3%	3 of 88	sev 4

What players ask for on the discussion board · 99 threads read

Bugs and glitches
11 threads · 18 replies

Bug report

e.g. “perform all songs in the amphitheater not working?” · “Cannot Select Seed Bag when using Xbox Controller” · “Copper Pan Glitch?”

More content and depth
2 threads · 1 reply

Feature request · also in 8 reviews

e.g. “Please let the player leave a festival without doing the festival activity” · “I can't upgrade to a large hut”

Animal management features
9 threads · 18 replies

Bug report

e.g. “Not enough Animal Sheds” · “Really annoyed with how evolved animals works” · “Further update to increase number of pets?”

UI and menu improvements
2 threads · 0 replies

Feature request · also in 5 reviews

e.g. “Updating relationship tags after update” · “Painting Improvement Suggestion”

More romance options
5 threads · 3 replies

Feature request · also in 1 review

e.g. “Unromancable Mograni NPCs” · “Possible Ideas for future updates” · “Please let me date Gin”

Multiplayer connectivity issues
5 threads · 11 replies

Bug report

e.g. “Multiplayer racing stuck at black screen” · “The co-op is not working” · “Co op not working?”

Localization and platform support
4 threads · 0 replies
Feature request
e.g. “language and warkshop” · “Local co-op?” · “Mobile Version?”

Day length and pacing
1 thread · 6 replies
Feature request · also in 1 review
e.g. “length of day”

Language gaps · languages scoring 15+ points below the overall 93%

Language	Positive	Below overall	Top complaints in this language
Simplified Chinese 244 reviews	77%	−16 pts	Lack of combat and content depth · Repetitive grindy gameplay · Confusing UI and controls
Russian 55 reviews	78%	−15 pts	Repetitive grindy gameplay · Multiplayer instability · Slow movement and stamina limits

WHAT THIS MEANS FOR TIDEWATER ORCHARD

Roots of Pacha earns praise for relaxing gameplay (17%) and its stone age setting (14%), but 25% cite repetitive grinding and 18% report confusing controls, with 31% of those control complaints coming in the first two hours played. Since Tidewater Orchard lists full controller support, thorough playtesting of controls and pacing is advised to avoid similar early-game friction.

Read 310 of 310 sampled reviews (204 positive, 88 negative, 18 extra negatives from weaker languages), posted Apr 2023 to Sep 2026; 46 more were dropped as too short or as jokes. 99 discussion threads read. Fetched September 25, 2026. Score and review count: Steam purchases. Revenue estimate: 3,782 Steam reviews × 20–40 sales per review (30 midpoint) at the $24.99 list price. Gross revenue, before Steam's cut, discounts, refunds and regional pricing.

07 Action plan

Most urgent first. Each change shows the evidence behind it and what Tidewater Orchard's store page says about it today.

DO FIRST

01 Avoid direct comparisons; instead highlight unique tidal mechanic to implicitly differentiate from Stardew Valley.

Not on your page

Why	**Better than Stardew Valley.** Praised in all three games: Sun Haven 17%, Coral Island 11%, Roots of Pacha 6% of positive reviews.
Heard	"The game scale is much larger, and playing it felt like it was really well-made" · Sun Haven, 112 h played (original on the web report)
Your page	No line about this was found on your page.

02 If multiplayer isn't planned, avoid implying it; features list shows only Single-player, so do not add false claims.

Not on your page

Why	**Fun multiplayer with friends.** Praised in two of the three games: Roots of Pacha 6%, Sun Haven 4% of positive reviews.
Heard	"loved playing this with my husband. We had a great time" · Roots of Pacha, 62 h played
Your page	No line about this was found on your page.

NEXT

03 Make clear on the page the scope of content (four seasons, twelve villagers) to signal completeness and avoid appearing thin.

Not on your page

Why	**Game feels incomplete.** Complained about in two of the three games: Coral Island 24%, Sun Haven 15% of negative reviews.
Heard	"Mining is an unrewarding chore; ore spawn rates are abysmal, meaning you can break a hundred rocks and maybe get five actual ores" · Coral Island, 17 h played
Your page	No line about this was found on your page.

04 Emphasize the tidal/orchard mechanics as distinct hooks to avoid unfavorable comparisons to Stardew Valley.

Not on your page

Why	**Unfavorable Stardew Valley comparisons.** Complained about in two of the three games: Coral Island 7%, Roots of Pacha 3% of negative reviews.
Heard	"copies too much from Stardew Valley (crop quality, museum, offerings and so on)" · Coral Island, 14 h played
Your page	No line about this was found on your page.

05 If the game lacks a stamina system, state this explicitly on the page as a selling point for relaxed play.

Not on your page

Why **No stamina restrictions.** Praised only in Sun Haven: 4% of its positive reviews.

Heard "Tools don't break, and your character can mine and work on the farm without worrying about getting tired" · Sun Haven, 23 h played

Your page No line about this was found on your page.

06 Design tide-based tasks to feel varied rather than repetitive, and mention pacing designed to avoid grind in the description.

Not on your page

Why **Excessive grinding tedium.** Complained about in all three games: Roots of Pacha 25%, Coral Island 14%, Sun Haven 14% of negative reviews.

Heard "the second half of it is an absolute SLOG. It stopped being fun 100 hours ago" · Roots of Pacha, 161 h played

Your page No line about this was found on your page.

07 Ensure robust save system and mention stability/testing if true, to reassure players.

Not on your page

Why **Crashes and lost saves.** Complained about in all three games: Coral Island 25%, Sun Haven 11%, Roots of Pacha 3% of negative reviews.

Heard "bugs and issues, many dating back to early release that the developers just seem completely oblivious or indifferent to" · Coral Island, 20 h played

Your page No line about this was found on your page.

08 Given full controller support is listed, playtest controls thoroughly and highlight smooth, intuitive controls on the page.

Not on your page

Why **Clunky controls and movement.** Complained about in all three games: Roots of Pacha 18%, Coral Island 7%, Sun Haven 2% of negative reviews.

Heard "The initial quest to find and plant seeds starts with no hints or guidance" · Roots of Pacha, 5.7 h played (original on the web report)

Your page No line about this was found on your page.

09 Since only English is listed, avoid rushing additional language support without proper localization quality checks later.

Not on your page

Why **Poor translation quality.** Complained about in two of the three games: Sun Haven 37%, Coral Island 6% of negative reviews.

Heard "the translations themselves are buggy and oftentimes gibberish" · Sun Haven, 9.3 h played

Your page No line about this was found on your page.

10 Coral Island, Sun Haven and Roots of Pacha score up to 24 points lower with Simplified Chinese reviewers than overall; top complaints: Multiplayer connectivity issues, Frequent crashes, Unfinished or incomplete content. Your page doesn't list Simplified Chinese; a careful Simplified Chinese version is an opening these games leave.

Not on your page

Why
Simplified Chinese reviews are less positive than each game's overall score: Coral Island 65% vs 89%, Sun Haven 59% vs 80%, Roots of Pacha 77% vs 93%.

The top complaints in those reviews, with each one's share of the game's negative reviews:

Coral Island Multiplayer connectivity issues 9%, Frequent crashes 20%, Unfinished or incomplete content 24%

Sun Haven Poor translation quality 37%, Grinding and tedious gameplay loops 14%, Excessive cosmetic DLC pricing 18%

Roots of Pacha Lack of combat and content depth 13%, Repetitive grindy gameplay 25%, Confusing UI and controls 18%

Heard
"even with accelerator multiplayer still disconnects, extremely not recommended for multiplayer players" · Coral Island, 18 h played
(original on the web report)

Your page
No line about this was found on your page.

11 Coral Island and Roots of Pacha score up to 17 points lower with Russian reviewers than overall; top complaints: Weak story and characters, Unfinished or incomplete content, Stardew Valley comparisons. Your page doesn't list Russian; a careful Russian version is an opening these games leave.

Not on your page

Why
Russian reviews are less positive than each game's overall score: Coral Island 72% vs 89%, Roots of Pacha 78% vs 93%.

The top complaints in those reviews, with each one's share of the game's negative reviews:

Coral Island Weak story and characters 12%, Unfinished or incomplete content 24%, Stardew Valley comparisons 7%

Roots of Pacha Repetitive grindy gameplay 25%, Multiplayer instability 10%, Slow movement and stamina limits 15%

Heard
"Персонажи настолько пустые, что с ними никак неинтересно взаимодействовать"
English: "Characters are so empty that it is impossible to interact with them in any interesting way" · Coral Island, 88 h played

Your page
No line about this was found on your page.

LATER

12 Emphasize breadth by listing more activity types (crafting recipes, seasonal events, fishing variety) explicitly on the page.

On your page

Why	**Tons of content and activities.** Praised in all three games: Coral Island 25%, Sun Haven 19%, Roots of Pacha 15% of positive reviews.
Heard	“One of the ways it does this is through its tropical setting, which includes exploring coral reefs and saving them from pollution” · Coral Island, 332 h played
Your page	“Fishing: each tide brings different fish into the shallows.”

13 Sun Haven scores up to 22 points lower with Japanese reviewers than overall; top complaints: Poor translation quality, Controls and controller issues. Your page doesn't list Japanese; a careful Japanese version is an opening this game leaves.

Not on your page

Why	Japanese reviews are less positive than each game’s overall score: Sun Haven 58% vs 80%. The top complaints in those reviews, with each one’s share of the game’s negative reviews: **Sun Haven** Poor translation quality 37%, Controls and controller issues 2%
Heard	“the translations themselves are buggy and oftentimes gibberish” · Sun Haven, 9.3 h played
Your page	No line about this was found on your page.

08 Method

We read a sample of each game's reviews, not all of them: up to 200 of the most recent, 100 recent negative reviews, 150 of the most helpful from the past year, and 25 recent negative reviews in each of up to 2 languages that score well below the rest.

Praise shares are out of the sampled positive reviews; complaint shares are out of the sampled negative reviews. The extra negative reviews sampled for weaker languages are counted only in the language section.

Every quote appears word for word in the review it came from. English translations of other languages are machine translations.

Review scores count Steam purchases only, the way Steam does.

Reviewer names and profiles are never stored or shown.

What was read, per game · the extra-language reviews count only toward language gaps

Game	Reviews read	Positive	Negative	Extra language	Threads	Review dates	Board
Coral Island	407	248	130	29	96 15 in full	Jan 2025 – Sep 2026	Read
Sun Haven	371	160	177	34	100 15 in full	Nov 2024 – Sep 2026	Read
Roots of Pacha	310	204	88	18	99 15 in full	Apr 2023 – Sep 2026	Read

Engine ri-3 · Models: claude-sonnet-5 (topic grouping, comparison, summary, page check); claude-haiku-4-5 (review extraction, thread labels, quote check) · Generated September 25, 2026

09 Everything we found

The full record behind each profile: every topic with all its figures and quotes, every discussion-board request with all its thread titles, every language gap, and what was read.

A dash means too few reviews to read that figure: a trend needs 20 reviews on each side of the last 90 days, and the playtime split and the still-recommend share need 10 mentions.

Coral Island

13 praise · 15 complaints · 120 quotes · 8 requests · 2 language gaps

Praise · 13 topics from 248 positive reviews

Content abundance and variety

25% 62 of 248

Players praise the large amount and variety of activities, content, and things to do.

Trend Falling 20% recent vs 36% older | When players hit it <2h 0% · 2–10h 5% · 10–50h 21% · 50h+ 74% · 62 reviews

> “One of the ways it does this is through its tropical setting, which includes exploring coral reefs and saving them from pollution”
> Recommended · 332 h played · 48 found it helpful · Jun 2026

> “The town feels alive, more than cyberpunk ever did. People have schedules, they have jobs, they have lives.”
> Recommended · 88 h played · 47 found it helpful · Mar 2026

> “Coral Island keeps introducing new mechanics, progression systems, and things to work towards.”
> Recommended · 25 h played · 45 found it helpful · May 2026

> “Farming, diving, restoring coral reefs, mining, decorating, befriending villagers, and uncovering the island's deeper mysteries all blend together naturally”
> Recommended · 205 h played · 40 found it helpful · Nov 2025

> “There's more variety in this game than most others in the genre, and that's in every category: plants, enemies, museum finds, townsfolk”
> Recommended · 105 h played · 21 found it helpful · May 2026

Character depth and relationships

22% 55 of 248

Players enjoy the depth, personality, and diversity of characters and their relationships.

Trend Falling 20% recent vs 27% older | When players hit it <2h 0% · 2–10h 7% · 10–50h 20% · 50h+ 73% · 56 reviews

> “The villagers are pretty well written with people coming from all different walks of life, actually being diverse, and being pretty inclusive.”
> Recommended · 265 h played · 23 found it helpful · Apr 2026

> “The locals all have their own personalities and backstories that make getting to know each character an interesting endeavor”
> Recommended · 143 h played · 20 found it helpful · Dec 2025

> “Plenty of romanceable characters and as gameplay progresses, it becomes even more elaborate”
> Recommended · 720 h played · 17 found it helpful · Nov 2025

> “Each NPC feels authentically written, with dialogue that rings true and relationships that develop through meaningful interactions”
> Recommended · 555 h played · 12 found it helpful · Jun 2026

Graphics and art style

13% 32 of 248

Players praise the game's visual style, character art, and overall graphical presentation.

Trend Falling 10% recent vs 19% older | When players hit it <2h 1% · 2–10h 4% · 10–50h 18% · 50h+ 77% · 34 reviews

> “The art style is vibrant and full of personality, and the island itself feels alive”
> Recommended · 205 h played · 40 found it helpful · Nov 2025

> “Изумительная графика, приятная музыка”
> English: “Amazing graphics, pleasant music”
> Recommended · 16 h played · 24 found it helpful · Feb 2026 · Russian

> “has THE CUTEST animations and the HOTTEST character art”
> Recommended · 266 h played · 16 found it helpful · Jun 2026

> “EXCELLENT character artwork for all characters! And townies change outfits (sometimes even hairstyles) with the seasons”
> Recommended · 102 h played · 13 found it helpful · Jan 2026

> “arte toda estilizada com personagens parecendo de desenhos da Disney, o que achei bem bonito”
> English: “fully stylized art with characters looking like Disney drawings, which I found very beautiful”
> Recommended · 75 h played · 12 found it helpful · Dec 2025 · Portuguese - Brazil

Underwater and mermaid theme

12% 30 of 248

Players like the unique underwater diving, ocean restoration, and mermaid-themed content.

Trend Steady 12% recent vs 13% older | When players hit it <2h 0% · 2–10h 7% · 10–50h 23% · 50h+ 70% · 30 reviews

> “the underwater exploration and the fact that there are so many fully fleshed out diverse characters”
> Recommended · 193 h played · 48 found it helpful · Feb 2026

> “Ocean pollution is a theme, and seeing the waterside gradually become cleaner as the scenario progresses gives a sense of accomplishment”
> (original on the web report)
> Recommended · 94 h played · 21 found it helpful · Dec 2025 · Japanese

> “the tropical theme really spoke to me and I love the extra emphasis this game has on the ocean & environmental conservation”
> Recommended · 133 h played · 19 found it helpful · Feb 2026

> “Coral island has added alot of features (underwater farming, cultural (indonesian) elements)”
> Recommended · 107 h played · 18 found it helpful · Oct 2025

> “I absolutely LVE exloring the ocean and meeting all the mermaids”
> Recommended · 1,471 h played · 17 found it helpful · Nov 2025

Stardew Valley comparisons

11% 28 of 248

Players say the game improves upon or surpasses Stardew Valley in various ways.

Trend Rising 13% recent vs 8% older | When players hit it <2h 0% · 2–10h 11% · 10–50h 21% · 50h+ 68% · 28 reviews

> “its everything Stardew but expanded on. There's more quests, more NPC's more crops, more animals, more cutscenes, more to do in general.”
> Recommended · 273 h played · 81 found it helpful · Jul 2026

> “They upgraded every concept of the game. Including (and not limited to) amazing events with minigames and pamphlets, SO many more NPCs”
> Recommended · 48 h played · 16 found it helpful · Jun 2026

> “Way more townies than Stardew, also way more romance options”
> Recommended · 102 h played · 13 found it helpful · Jan 2026

> “tem muitas coisas diferente de stardew valley”
> English: “has many things different from stardew valley”
> Recommended · 11 h played · 12 found it helpful · May 2026 · Portuguese - Brazil

> “this game rivals even a giant like StardewValley”
> Recommended · 151 h played · 8 found it helpful · Apr 2026

Relaxing cozy atmosphere

8% 21 of 248

Players find the game's atmosphere and pacing relaxing, cozy, and stress-relieving.

Trend Steady 8% recent vs 10% older | When players hit it <2h 5% · 2–10h 5% · 10–50h 33% · 50h+ 57% · 21 reviews

> “I really enjoy that I can just take my time with the game or optimize things depending on what I feel like.”
> Recommended · 247 h played · 19 found it helpful · Apr 2026

> “Exelente juego para bajar el estrés”
> English: “Excellent game for stress relief”
> Recommended · 134 h played · 17 found it helpful · Nov 2025 · Spanish - Spain

> “Coral Island não te pressiona a ficar rico logo no início”
> English: “Coral Island doesn't pressure you to get rich right at the beginning”
> Recommended · 29 h played · 9 found it helpful · Oct 2025 · Portuguese - Brazil

> “este virou meu segundo jogo conforto”
> English: “this became my second comfort game”
> Recommended · 265 h played · 7 found it helpful · Nov 2025 · Portuguese - Brazil

> “Sıcacık atmosferi, huzurlu müzikleri ve tatlı karakterleriyle içinizi ısıtan bir deneyim”
> English: “A warm atmosphere, peaceful music and sweet characters that warm your heart”
> Recommended · 1.2 h played · 5 found it helpful · Nov 2025 · Turkish

Ongoing updates and support

4% 11 of 248

Players appreciate frequent updates and developer responsiveness to feedback.

Trend Steady 4% recent vs 5% older | When players hit it <2h 0% · 2–10h 0% · 10–50h 9% · 50h+ 91% · 11 reviews

> “There has been so much added and improved”
> Recommended · 107 h played · 18 found it helpful · Oct 2025

> “it's only gotten better since the early release with frequent, exciting updates”
> Recommended · 720 h played · 17 found it helpful · Nov 2025

> “There have been some big updates. It is a great time to start playing.”
> Recommended · 149 h played · 13 found it helpful · Oct 2025

> “continually bring free updates that greatly improve the feel of the game”
> Recommended · 229 h played · 8 found it helpful · Jun 2026

> “have fixed a ton of problems and bugs the game had at the start”
> Recommended · 122 h played · 6 found it helpful · Sep 2026

Quality of life features

4% 10 of 248

Players appreciate the quality of life improvements and interface design.

Trend Steady 4% recent vs 5% older | When players hit it <2h 0% · 2–10h 0% · 10–50h 29% · 50h+ 71% · 11 reviews

> “think of any quality of life update you've wanted in Stardew and its there”
> Recommended · 273 h played · 81 found it helpful · Jul 2026

> “crafting can be done from anywhere with materials in your chests”
> Recommended · 158 h played · 19 found it helpful · Mar 2026

> “As mecânicas e ferramentas são super bem feitas, tudo flui naturalmente”
> English: “The mechanics and tools are super well-made, everything flows naturally”
> Recommended · 29 h played · 9 found it helpful · Oct 2025 · Portuguese - Brazil

> “One of the cleanest and most well-designed user interfaces I've ever seen”
> Recommended · 90 h played · 6 found it helpful · Oct 2025

> “The game has a lot of quality of life features which makes the game play so well”
> Recommended · 89 h played · 1 found it helpful · Sep 2026 · German

Value for money

2% 5 of 248

Players consider the game a good value given its price and content amount.

Trend Steady 2% recent vs 1% older | When players hit it —

> “Le jeu vaut son prix avec autant de quêtes et quêtes secondaires”
> English: “The game is worth its price with so many quests and side quests”
> Recommended · 42 h played · 0 found it helpful · Sep 2026 · French

> “Time and money well spent”
> Recommended · 243 h played · 0 found it helpful · Aug 2026

> “It's worth the price!”
> Recommended · 150 h played · 0 found it helpful · Sep 2026

Story and narrative quality

2% 4 of 248

Players praise the storytelling, narrative themes, and writing quality.

Trend Steady 1% recent vs 2% older | When players hit it —

> “The story-line is fun and always keeps you looking forward to playing another day”
> Recommended · 1,471 h played · 17 found it helpful · Nov 2025

> “Histoire très remplie et très longue, bons graphismes”
> English: “Very full and very long story, good graphics”
> Recommended · 46 h played · 0 found it helpful · Aug 2026 · French

Performance and optimization

1% 3 of 248

Players report the game runs smoothly and performs well even on weaker hardware.

Trend Steady 1% recent vs 1% older | When players hit it —

> “a very polished game with a metric ton of content, works great on the Steam Deck”
> Recommended · 36 h played · 18 found it helpful · Jan 2026

> “Runs well, without lagging, crashing, or bugging.”
> Recommended · 32 h played · 1 found it helpful · Sep 2026

> “the fact Coral Island runs *normally* is incredibly impressive”
> Recommended · 1,366 h played · 0 found it helpful · Sep 2026

Multiplayer enjoyment

1% 2 of 248

Players enjoy playing the game cooperatively with friends.

Trend Steady 0% recent vs 2% older | When players hit it —

> “É muito bom poder jogar com amigos”
> English: “It's very good to be able to play with friends”
> Recommended · 124 h played · 10 found it helpful · Apr 2026 · Portuguese - Brazil

> “on est à fond sur notre game en multi”
> English: “We're going hard on our multiplayer game”
> Recommended · 136 h played · 4 found it helpful · Mar 2026 · French

Addictive gameplay loop

1% 2 of 248

Players describe the gameplay loop as highly engaging and addictive.

Trend Steady 0% recent vs 2% older | When players hit it —

> “The story is great, character's stories are entertaining, and something about farming/collecting trash in the ocean is so peaceful”
> Recommended · 93 h played · 16 found it helpful · Nov 2025

> “incredibly fun, addicting, cute”
> Recommended · 151 h played · 8 found it helpful · Apr 2026

Complaints · 15 topics from 130 negative reviews

Bugs causing lost progress and saves

25% 32 of 130

Players describe bugs and save corruption that erase hours of progress, sometimes leading to unplayable saves.

Severity 9/10 | Trend Falling 21% recent vs 30% older | When players hit it <2h 0% · 2–10h 5% · 10–50h 15% · 50h+ 80% · 45

Unfinished or incomplete content

24% 31 of 130

Players feel the game launched or remains incomplete, with unfinished features and slow content updates.

Severity 6/10 | Trend Falling 23% recent vs 26% older | When players hit it <2h 3% · 2–10h 11% · 10–50h 8% · 50h+ 79% · 42 reviews | Tolerated or dealbreaker Mixed 61% still recommend, vs 89% overall

> "Mining is an unrewarding chore; ore spawn rates are abysmal, meaning you can break a hundred rocks and maybe get five actual ores"
> Not recommended · 17 h played · 138 found it helpful · Jun 2026

> "Its been FULLY RELEASED, 1.0, for almost 3 years. WITHOUT full content"
> Not recommended · 569 h played · 132 found it helpful · Jun 2026

> "Это просто комнаты с однообразными врагами, которые даже не нападают на тебя, пока ты не подойдешь вплотную"
> English: "It's just rooms with uniform enemies that don't even attack you until you get close"
> Not recommended · 99 h played · 50 found it helpful · Jan 2026 · Russian

> "Why can't players expand housing without marriage and children? Not only pushing marriage but also pushing having children?"
> (original on the web report)
> Not recommended · 144 h played · 31 found it helpful · Mar 2026 · Simplified Chinese

> "it still feels incomplete in many aspects, which prevents me from recommending it in its current state"
> Not recommended · 137 h played · 18 found it helpful · Oct 2025

Frequent crashes

20% 26 of 130

Players report the game crashing frequently during normal gameplay, often for no clear reason.

Severity 9/10 | Trend Steady 19% recent vs 22% older | When players hit it <2h 0% · 2–10h 8% · 10–50h 43% · 50h+ 50% · 29 reviews | Tolerated or dealbreaker Dealbreaker 33% still recommend, vs 89% overall

> "the amount it easily crashes is absolutely insane. Editing the farm, the house, even traveling can cause this game to crash."
> Not recommended · 112 h played · 81 found it helpful · Feb 2026

> "The most frustrating crashes of my entire life"
> Not recommended · 13 h played · 21 found it helpful · Apr 2026

> "The game crashes far too often, and every time it does, I lose a whole day of progress."
> Not recommended · 7.3 h played · 20 found it helpful · Dec 2025

> "crashes remain one of the biggest issues I've experienced"
> Not recommended · 297 h played · 14 found it helpful · Jun 2026

> "just unlocked ocean farming, collected a bunch of shells to check wiki, crashed directly"
> (original on the web report)
> Not recommended · 71 h played · 11 found it helpful · Nov 2025 · Simplified Chinese

Excessive grinding

14% 18 of 130

Players find core gameplay loops such as mining, farming, and ocean cleanup to be excessively grindy and tedious.

Severity 6/10 | Trend Steady 14% recent vs 13% older | When players hit it <2h 0% · 2–10h 4% · 10–50h 27% · 50h+ 69% · 27 reviews | Tolerated or dealbreaker Mixed 68% still recommend, vs 89% overall

> "game pacing is weird and too quickly leaves you in a place where all you have left is endless tedium of the same farming loop"
> Not recommended · 75 h played · 285 found it helpful · Dec 2025

> "the Diving component is slow and tedious"
> Not recommended · 22 h played · 36 found it helpful · Dec 2025

> "the grind is a SLOG. you either love this title or you drop it in the mid-game."
> Not recommended · 154 h played · 33 found it helpful · Aug 2026

> "Very grindy, ocean garbage cleanup gameplay is something humans could think of?"
> (original on the web report)
> Not recommended · 127 h played · 15 found it helpful · Apr 2026 · Simplified Chinese

> "terribly grindy and awfully demanding of your time and effort"
> Not recommended · 88 h played · 13 found it helpful · Apr 2026

Weak story and characters

12% 15 of 130

Players find the narrative, dialogue, and characters shallow, boring, or emotionally flat.

Severity 4/10 | Trend Steady 11% recent vs 13% older | When players hit it <2h 10% · 2–10h 5% · 10–50h 21% · 50h+ 64% · 16 reviews | Tolerated or dealbreaker Dealbreaker 22% still recommend, vs 89% overall

> “The characters are shallow and largely one-dimensional.”
> Not recommended · 75 h played · 285 found it helpful · Dec 2025

> “Персонажи настолько пустые, что с ними никак неинтересно взаимодействовать”
> English: “Characters are so empty that it is impossible to interact with them in any interesting way”
> Not recommended · 88 h played · 33 found it helpful · Sep 2025 · Russian

> “Romanceable NPC personal stories are filled with family conflicts, including father-son, stepmother-daughter, siblings, divorced couples, etc.”
> (original on the web report)
> Not recommended · 144 h played · 31 found it helpful · Mar 2026 · Simplified Chinese

> “романтическая линия нулевая. Персонажи не проявляют к тебе интереса”
> English: “the romantic storyline is zero. Characters show no interest in you”
> Not recommended · 78 h played · 21 found it helpful · Apr 2026 · Russian

> “getting to know the villagers of Coral Island feels strangely empty. The heart events often feel more like I'm an awkward observer”
> Not recommended · 96 h played · 19 found it helpful · Jul 2026

Multiplayer connectivity issues

9% 12 of 130

Players report frequent disconnections, broken co-op, and unreliable multiplayer sessions that lose progress.

Severity 8/10 | Trend Rising 12% recent vs 4% older | When players hit it <2h 4% · 2–10h 0% · 10–50h 33% · 50h+ 63% · 15 reviews | Tolerated or dealbreaker Mixed 52% still recommend, vs 89% overall

> “Multiplayer is very buggy: hardlocks, constant crashes and just generally sloppy implementation.”
> Not recommended · 129 h played · 34 found it helpful · Nov 2025

> “even with accelerator multiplayer still disconnects, extremely not recommended for multiplayer players”
> (original on the web report)
> Not recommended · 18 h played · 8 found it helpful · Feb 2026 · Simplified Chinese

> “after 1.3 update co op is a disaster”
> Not recommended · 57 h played · 4 found it helpful · Jun 2026

> “the second player keeps running into insane bugs where they either fall through the floor, the game crashes, there are black screens”
> Not recommended · 96 h played · 2 found it helpful · Jul 2026 · German

> “Co-op game keeps "losing connection"”
> Not recommended · 21 h played · 2 found it helpful · Jul 2026 · German

Poor optimization and performance

7% 9 of 130

Players experience lag, stuttering, and poor frame rates due to inefficient optimization, including on Steam Deck.

Severity 8/10 | Trend Rising 10% recent vs 2% older | When players hit it <2h 10% · 2–10h 7% · 10–50h 28% · 50h+ 55% · 14 reviews | Tolerated or dealbreaker Mixed 71% still recommend, vs 89% overall

> “This should not be Verified on Steam Deck. It stutters badly regardless of settings”
> Not recommended · 1.0 h played · 46 found it helpful · Aug 2026

> “poorly optomised for cross platform still game breaking bugs”
> Not recommended · 82 h played · 12 found it helpful · Dec 2025

> “the game is so laggy that it's completely unplayable, no matter what settings you use”
> Not recommended · 1.7 h played · 10 found it helpful · Sep 2026

> “When playing this game my graphics card makes struggling sounds and the computer keeps crashing”
> (original on the web report)
> Not recommended · 77 h played · 7 found it helpful · Jul 2026 · Korean

> “This game has a terrible memory leak problem. Devs should have fixed this by now”
> Not recommended · 168 h played · 6 found it helpful · Jun 2026

Stardew Valley comparisons

7% 9 of 130

Players describe the game as a derivative or inferior clone of Stardew Valley in content, story, and design.

Severity 3/10 | Trend Rising 8% recent vs 4% older | When players hit it <2h 9% · 2–10h 14% · 10–50h 48% · 50h+ 29% · 12 reviews | Tolerated or dealbreaker Mixed 59% still recommend, vs 89% overall

> “copies too much from Stardew Valley (crop quality, museum, offerings and so on)”
> Not recommended · 14 h played · 15 found it helpful · Jan 2026

> “This game is Stardew Valley with a cocomelon skin and worse dialogue.”
> Not recommended · 2.0 h played · 4 found it helpful · Sep 2026

> “this is just such a Stardew Valley copy it's insane”
> Not recommended · 2.5 h played · 3 found it helpful · Jul 2026

> “feels like they just copy and pasted stardew valley's opening. and i mean almost exactly”
> Not recommended · under 1 h played · 3 found it helpful · Jul 2026

> “Coral Island von vorne bis hinten ein kompletter Stardew-Klon ist”
> English: “Coral Island is a complete Stardew clone from start to finish”
> Not recommended · 55 h played · 2 found it helpful · Aug 2026 · German

Clunky controls and movement

7% 9 of 130

Players describe controls, camera, and movement as slow, unresponsive, or poorly mapped.

Severity 5/10 | Trend Rising 8% recent vs 4% older | When players hit it — | Tolerated or dealbreaker —

> “Even the fishing mechanic feels dumb and clunky”
> Not recommended · 17 h played · 138 found it helpful · Jun 2026

> “The controls feel a bit clunky, the running animation looks faster than you actually move”
> Not recommended · 14 h played · 15 found it helpful · Jan 2026

> “EVERYTHING is so slow. Walking speed, dialog text, cutscenes, tool animations.”
> Not recommended · 38 h played · 10 found it helpful · Aug 2026

> “Controls don't feel very fluid or satisfying”
> Not recommended · 29 h played · 9 found it helpful · Jul 2026

> “The mines are boring and the clunky controls make it frustrating at times”
> Not recommended · 47 h played · 3 found it helpful · Jul 2026

Translation and localization quality

6% 8 of 130

Players report missing or poor-quality translations for several languages, including untranslated dialogue.

Severity 4/10 | Trend Falling 5% recent vs 9% older | When players hit it <2h 5% · 2–10h 0% · 10–50h 21% · 50h+ 75% · 11 reviews | Tolerated or dealbreaker Mixed 62% still recommend, vs 89% overall

> “периодически выкатываете обновления, переводите игру на разные экзотические языки и при этом старательно игнорируете русский”
> English: “you periodically roll out updates, translate the game into various exotic languages while carefully ignoring Russian”
> Not recommended · 167 h played · 111 found it helpful · Mar 2026 · Russian

> “Daily conversations are not translated and are all in English.”
> (original on the web report)
> Not recommended · 164 h played · 20 found it helpful · Jan 2026 · Japanese

> “La traduction est épouvantable.”
> English: “The translation is appalling.”
> Not recommended · 848 h played · 15 found it helpful · Dec 2025 · French

> “Localization is very poor, feels heavily machine translated, often incoherent, unclear what NPC wants when doing quests”
> (original on the web report)
> Not recommended · 156 h played · 8 found it helpful · Aug 2026 · Simplified Chinese

> “Too many untranslated parts, sometimes English appears in everyday dialogue and in NPC individual stories”
> (original on the web report)
> Not recommended · 116 h played · 7 found it helpful · Jul 2026 · Korean

Audio issues

5% 6 of 130

Players mention repetitive, missing, or glitchy sound and music, including unpleasant effects.

Severity 3/10 | Trend Rising 6% recent vs 2% older | When players hit it — | Tolerated or dealbreaker —

> “hated the lack of music”
> Not recommended · 5.3 h played · 4 found it helpful · Sep 2026

> “LOUD ASS INTRO”
> Not recommended · 32 h played · 4 found it helpful · Jul 2026

> “music being too quiet, non-memorable, and sometimes non-existent”
> Not recommended · 76 h played · 3 found it helpful · Jul 2026

> “every time I tried to play it- the audio has EXTREMELY bad tearing”
> Not recommended · 18 h played · 1 found it helpful · Jul 2026

> “bare feet farmer boot and everything in between make the same footsteps sound”
> Not recommended · 1.1 h played · 0 found it helpful · Sep 2026

High price for content

5% 6 of 130

Players feel the game is overpriced relative to its content quality or compared to similar games.

Severity 5/10 | Trend Steady 4% recent vs 7% older | When players hit it — | Tolerated or dealbreaker —

> “Coral Island is almost 3x the price of Stardew Valley”
> Not recommended · 22 h played · 36 found it helpful · Dec 2025

> “I would say this is a 20$ game”
> Not recommended · 82 h played · 12 found it helpful · Dec 2025

> “Um jogo com tantos pequenos problemas custar quase quatro vezes o valor de Stardew Valley é difícil de justificar”
> Not recommended · 94 h played · 1 found it helpful · Aug 2026

> “For example, silver ore is 15 each, silver ingot is 75, but one ingot needs 5 silver ore plus coal, so you lose money on coal”
> (original on the web report)
> Not recommended · 14 h played · 1 found it helpful · Jun 2026 · Simplified Chinese

> “sells for almost four times the price”
> Not recommended · 73 h played · 1 found it helpful · Sep 2026

Lack of difficulty and challenge

3% 4 of 130

Players feel combat, mining, and other systems are too easy or unbalanced, removing meaningful challenge.

Severity 4/10 | Trend Falling 1% recent vs 7% older | When players hit it — | Tolerated or dealbreaker —

> “combat is pointless because the monsters are laughable and practically sleep through encounters”
> Not recommended · 17 h played · 138 found it helpful · Jun 2026

> “it got repetitive and not so challenging”
> Not recommended · 118 h played · 8 found it helpful · Nov 2025

> “the festival mini games are all impossible”
> Not recommended · 74 h played · 4 found it helpful · Aug 2026

Graphics and animation quality

3% 4 of 130

Players criticize character models, animations, and overall visual polish as unattractive or unfinished.

Severity 3/10 | Trend Steady 4% recent vs 2% older | When players hit it — | Tolerated or dealbreaker —

> “the character animations also feel very janky”
> Not recommended · under 1 h played · 3 found it helpful · Jul 2026

> “I find both the main char as well as NPCs incredibly unattractive”
> Not recommended · under 1 h played · 2 found it helpful · Jun 2026

> “Not recommended, character art style is too ugly”
> (original on the web report)
> Not recommended · 3.3 h played · 0 found it helpful · Jun 2026 · Simplified Chinese

> “Pełne 3D może i jest plusem na piewszy rzut oka... Ale dla mnie daje za bardzo wrażenie stylu graficznego gry mobilnej”
> English: “Full 3D might be a plus at first glance, but for me it gives too much of a mobile game graphical style feeling”
> Not recommended · 5.5 h played · 0 found it helpful · Jul 2026 · Polish

Missing manual save and autosave issues

2% 2 of 130

Players want a manual save option and are frustrated by limited or unreliable autosave behavior.

Severity 6/10 | Trend Steady 1% recent vs 2% older | When players hit it — | Tolerated or dealbreaker —

> “the developers have decided to not allow players to manually save”
> Not recommended · 34 h played · 117 found it helpful · Mar 2026

> “A forced online game that you can only save once a day. It's inherently incompatible”
> Not recommended · 32 h played · 1 found it helpful · Aug 2026

Discussion board requests · 8 from 96 threads read

Farming and content progression bugs

20 threads · 66 replies

Bug report

“BUG: some BOS missions cannot be completed”
“some items not pickupable”
“Can't upgrade underwater seeds”

Content and platform expansion requests

7 threads · 37 replies

Feature request · also in 6 reviews

“Please opt in to GeForce NOW”
“No sound”
“geforce now support?”

Quality of life and accessibility options

3 threads · 2 replies

Feature request · also in 7 reviews

“Option to disable 'Sleep' mechanic”
“Why can't we turn motion blur off?”
“Suggestion: Changing Animal's Color”

Romance and relationship features

2 threads · 7 replies

Feature request · also in 5 reviews

“Loosing the entire day of your wedding is bs”
“Why isn't Rysy a romanceable character? Rysy should be a romanceable character.”

Multiplayer and connection problems

6 threads · 37 replies

Bug report

“So frustrated with multiplayer.”
“Hardwood is a major bottleneck”
“Suggestion - When players marry each other”

Crashes and launch failures

6 threads · 37 replies

Bug report

“Game Crash”
“Unreal Process has Crashed”
“The game crashed after loading a save file.”

Language support requests

3 threads · 122 replies

Feature request · also in 2 reviews

“Italian”
“Polish language”
“Falas em inglês no PT-BR”

Performance and stability issues

3 threads · 13 replies

Bug report

“Help with Lag?? Want to enjoy this so badly :(”
“I'm over the constant micro stutters while walking around”
“Advice on bad lagging”

Language gaps · 2 languages

Simplified Chinese

65% positive −24 pts

1,126 reviews in this language · the game is 89% positive overall

Top complaints in this language: Multiplayer connectivity issues · Frequent crashes · Unfinished or incomplete content

Russian

72% positive −17 pts

85 reviews in this language · the game is 89% positive overall

Top complaints in this language: Weak story and characters · Unfinished or incomplete content · Stardew Valley comparisons

What was read

Reviews sampled	Reviews read	Dropped (too short or jokes)	Review dates
407	407	41	Jan 2025 – Sep 2026
Positive	**Negative**	**Extra language**	**Languages in the sample**
248	130	29	17
Threads read	**Discussion board**	**Fetched**	**Score and review count**
96 · 15 in full	Read	September 25, 2026	Steam purchases

Where the sample came from (a review can come through more than one)

most helpful 148 · most recent 168 · recent negative 94 · weaker languages 47

Sun Haven

13 praise · 12 complaints · 106 quotes · 8 requests · 2 language gaps

Praise · 13 topics from 160 positive reviews

Content volume and variety

19% 30 of 160

Players praise the large amount and variety of content, activities, and things to do.

Trend Steady 19% recent vs 18% older | When players hit it <2h 3% · 2–10h 7% · 10–50h 43% · 50h+ 47% · 31 reviews

> “There are so many worlds, quests, mysteries, and even romance options”
> Recommended · 11 h played · 19 found it helpful · Dec 2025

> “the way where there is always something to work towards without feeling overwhelming”
> Recommended · 27 h played · 17 found it helpful · Dec 2025

> “This game has a beautiful world to explore”
> Recommended · 3.1 h played · 15 found it helpful · Mar 2026

> “The FANTASY aspect had me intrigued. It takes everything I enjoy about the genre and adds enough unique features to make it stand out”
> Recommended · 27 h played · 12 found it helpful · Jul 2026

> “decorating elements like furniture and coordination items are extremely diverse and free”
> (original on the web report)
> Recommended · 23 h played · 12 found it helpful · Nov 2025 · Korean

Stardew Valley comparisons

17% 27 of 160

Players say the game improves on or surpasses Stardew Valley in scope, content, and mechanics.

Trend Rising 18% recent vs 13% older | When players hit it <2h 0% · 2–10h 4% · 10–50h 36% · 50h+ 60% · 29 reviews

> “The game scale is much larger, and playing it felt like it was really well-made”
> (original on the web report)
> Recommended · 112 h played · 24 found it helpful · Jun 2026 · Korean

> “supera Stardew Valley”
> English: “surpasses Stardew Valley”
> Recommended · 237 h played · 20 found it helpful · Nov 2025 · Portuguese - Brazil

> “If you liked Stardew Valley, but wanted a more fantasy inclined farming sim, this is the game for you”
> Recommended · 27 h played · 17 found it helpful · Dec 2025

> “there's like 4 different towns to explore, better combat”
> Recommended · 41 h played · 14 found it helpful · Feb 2026

> “It has more storyline and questing, so you dont feel like you're just doing the same thing over and over”
> Recommended · 18 h played · 12 found it helpful · Feb 2026

Relaxing cozy gameplay

8% 13 of 160

Players describe the game as relaxing, cozy, and enjoyable to play casually.

Trend Steady 8% recent vs 9% older | When players hit it <2h 0% · 2–10h 15% · 10–50h 62% · 50h+ 23% · 13 reviews

> “É muito bonito, confortável e gostoso de jogar.”
> English: “It is very beautiful, comfortable and nice to play.”
> Recommended · 28 h played · 9 found it helpful · Jul 2026 · Portuguese - Brazil

> “I played this game casually, love it after that”
> Recommended · 83 h played · 9 found it helpful · Jan 2026

> “gaming is supposed to be about relaxing and having fun and this game is both of those things”
> Recommended · 36 h played · 8 found it helpful · Sep 2026

> “It is so relaxing while also being very engaging and fun”
> Recommended · 31 h played · 1 found it helpful · Sep 2026

> “very fun farm sim with magic elements”
> Recommended · 28 h played · 0 found it helpful · Aug 2026

Pixel art and visuals

6% 10 of 160

Players compliment the game's pixel art style, graphics, and overall visual design.

Trend Steady 7% recent vs 4% older | When players hit it <2h 0% · 2–10h 10% · 10–50h 21% · 50h+ 69% · 12 reviews

> “one of the most beautifully drawn and decorated worlds”
> Recommended · 234 h played · 32 found it helpful · Jun 2026

> “The art feels polished and beautiful, every area of the game looks unique due to it.”
> Recommended · 63 h played · 28 found it helpful · Jul 2026

> “This is basically Stardew Valley on fantasy crack with slightly better pixel art.”
> Recommended · 11 h played · 19 found it helpful · Dec 2025

> “I love the Art they put into the game.”
> Recommended · 70 h played · 7 found it helpful · Aug 2026

> “Excellent pixel art, great scripting, every character looks and acts different.”
> Recommended · 74 h played · 5 found it helpful · Sep 2026

Combat and skill systems

5% 8 of 160

Players like the combat mechanics and skill/talent progression systems.

Trend Falling 3% recent vs 11% older | When players hit it —

> “Game is fun, has easy mode that is very friendly to combat disabled players”
> (original on the web report)
> Recommended · 175 h played · 11 found it helpful · Mar 2026 · Simplified Chinese

> “MUCH faster movement (you get a 0 cooldown air dash spell at level 1)”
> Recommended · 8.1 h played · 11 found it helpful · Feb 2026

> “combat elements are more diverse”
> (original on the web report)
> Recommended · 85 h played · 9 found it helpful · Oct 2025 · Korean

> “Stardew with a massive world and better combat.”
> Recommended · 45 h played · 9 found it helpful · Oct 2025

> “цікава система бойовки, на відміну від Стард'ю. Додається система магії”
> English: “interesting combat system, unlike Stardew. Magic system is added”
> Recommended · 145 h played · 7 found it helpful · Mar 2026 · Ukrainian

Story and characters

4% 7 of 160

Players find the story, quests, and characters engaging and well written.

Trend Steady 4% recent vs 4% older | When players hit it —

> “The characters are pretty interesting and it easily pulled us into the story”
> Recommended · 44 h played · 11 found it helpful · Apr 2026

> “You can do so many more things with a very rich and intresting story.”
> Recommended · 70 h played · 7 found it helpful · Aug 2026

> “доволі рідкість в геймплеї пробачень, майже всі персонажі ментально здорові, та не поводять себе як мразі”
> English: “quite rare in gameplay, almost all characters are mentally healthy and don't act like jerks”
> Recommended · 145 h played · 7 found it helpful · Mar 2026 · Ukrainian

> “A deep story rich farming sim with a romance tilt.”
> Recommended · 14 h played · 0 found it helpful · Sep 2026

> “иинтересный сюжет”
> English: “interesting plot”
> Recommended · 38 h played · 0 found it helpful · Aug 2026 · Russian

Multiplayer and co-op

4% 7 of 160

Players enjoy playing with friends via smooth cooperative multiplayer.

Trend Falling 3% recent vs 7% older | When players hit it —

> “This game is so much fun with friends or solo!”
> Recommended · 27 h played · 17 found it helpful · Dec 2025

> “Bonus points for the amazing co op feature that allows you to play with up to 8 friends”
> Recommended · 27 h played · 12 found it helpful · Jul 2026

> “Das Co-Op System funktioniert einwandfrei”
> English: “The co-op system works flawlessly”
> Recommended · 70 h played · 10 found it helpful · Oct 2025 · German

> “Great coop questing. Excellent with a friend.”
> Recommended · 45 h played · 9 found it helpful · Oct 2025

> “You don't have to progress the story together, you can do it separately so no story rushing pressure”
> (original on the web report)
> Recommended · 63 h played · 1 found it helpful · Sep 2026 · Korean

No stamina or energy restrictions

4% 6 of 160

Players appreciate the absence of energy or stamina systems limiting actions.

Trend Steady 3% recent vs 4% older | When players hit it —

> “Tools don't break, and your character can mine and work on the farm without worrying about getting tired”
> Recommended · 23 h played · 21 found it helpful · Jan 2026

> “the lack of a restrictive stamina system”
> Recommended · 27 h played · 12 found it helpful · Jul 2026

> “самый жир тут нет этой дебильной полоски энергии”
> English: “the best part is there's no stupid energy bar”
> Recommended · 86 h played · 7 found it helpful · Feb 2026 · Russian

> “NO ENERGY bar”
> Recommended · 36 h played · 1 found it helpful · Sep 2026

> “Quests assist with game progression nicely. I like not having to burn up energy”
> Recommended · 5.1 h played · 0 found it helpful · Sep 2026

UI and quality of life features

3% 5 of 160

Players appreciate helpful UI features like quest tracking, map tools, and adjustable day length.

Trend Steady 3% recent vs 4% older | When players hit it —

> “You can change how quick your day goes in-game, without having to save and restart”
> Recommended · 63 h played · 28 found it helpful · Jul 2026

> “Fishing is less distressing than SDV”
> Recommended · 18 h played · 12 found it helpful · Feb 2026

> “A MAP THAT SHOWS YOU MOST IMPORTANT PLACES BY DEFAULT, CONSTANTLY UPDATES WITH IMPORTANT CHARACTERS LOCATIONS”
> Recommended · 8.1 h played · 11 found it helpful · Feb 2026

> “within ur quest tab it'll tell you where youd most likely need to go/who u need to talk to”
> Recommended · 36 h played · 1 found it helpful · Sep 2026

Fantasy setting and world design

3% 5 of 160

Players enjoy the fantasy theme, world design, and exploration.

Trend Falling 2% recent vs 7% older | When players hit it —

> “the characters are well designed and pleasant to look at”
> Recommended · 233 h played · 2 found it helpful · Sep 2026

> “Der Fantasy-Aspekt war für mich mal was ganz neues im Zusammenhang mit einem Farming-Game.”
> English: “The fantasy aspect was something completely new for me in connection with a farming game.”
> Recommended · 153 h played · 0 found it helpful · Sep 2026 · German

Character customization

3% 4 of 160

Players enjoy the depth and variety of character customization options.

Trend Steady 3% recent vs 2% older | When players hit it —

> “Character creation is the most immersive one in any farming sim I have played”
> Recommended · 63 h played · 28 found it helpful · Jul 2026

> “Der Charakter-Editor ist richtig toll”
> English: “The character editor is really great”
> Recommended · 70 h played · 10 found it helpful · Oct 2025 · German

> “você poder escolher raça e muita customização”
> Recommended · 10 h played · 0 found it helpful · Sep 2026

Addictive gameplay loop

2% 3 of 160

Players find the gameplay loop highly addictive and engaging.

Trend Steady 2% recent vs 2% older | When players hit it —

> “хорошо затягивает”
> English: “very engaging”
> Recommended · 88 h played · 10 found it helpful · Nov 2025 · Russian

> “A game you can get lost in for hours”
> Recommended · 88 h played · 0 found it helpful · Aug 2026

> “super addicting to play”
> Recommended · 12 h played · 0 found it helpful · Aug 2026

Romance and relationships

1% 2 of 160

Players like the romance options and relationship progression mechanics.

Trend Falling 0% recent vs 4% older | When players hit it —

> “The farming and dating aspects are super cozy.”
> Recommended · 19 h played · 17 found it helpful · Oct 2025

> “You can gain hearts with characters so much faster than other farming games”
> Recommended · 41 h played · 14 found it helpful · Feb 2026

Complaints · 12 topics from 177 negative reviews

Poor translation quality

37% 66 of 177

Players describe translations (especially machine-translated text) as low quality, garbled, or losing meaning across many languages.

Severity 6/10 | Trend Falling 36% recent vs 40% older | When players hit it <2h 9% · 2–10h 14% · 10–50h 41% · 50h+ 36% · 94 reviews | Tolerated or dealbreaker Mixed 65% still recommend, vs 80% overall

> “the translations themselves are buggy and oftentimes gibberish”
> Not recommended · 9.3 h played · 163 found it helpful · Mar 2026

> “After so many damn years, machine translation issues still aren't fixed”
> (original on the web report)
> Not recommended · 12 h played · 106 found it helpful · Jun 2026 · Simplified Chinese

> “The German translation often doesn't make any sense”
> Not recommended · 186 h played · 92 found it helpful · Mar 2026

> “the game name Sun Haven can be translated to 'sang hei wen' in multiple places”
> (original on the web report)
> Not recommended · 48 h played · 47 found it helpful · Jun 2026 · Simplified Chinese

> “don't lie about having Korean translation and sell it, fix the translation properly”
> (original on the web report)
> Not recommended · 64 h played · 31 found it helpful · Nov 2025 · Korean

Excessive cosmetic DLC pricing

18% 32 of 177

Players feel the game pushes numerous expensive cosmetic DLCs and advertising instead of investing in core content or fixes.

Severity 6/10 | Trend Steady 17% recent vs 19% older | When players hit it <2h 3% · 2–10h 7% · 10–50h 36% · 50h+ 54% · 38 reviews | Tolerated or dealbreaker Mixed 45% still recommend, vs 80% overall

> “Releases DLC's left and right worse than EA”
> Not recommended · 77 h played · 302 found it helpful · Jun 2026

> “releasing a hundred stupid paid cosmetic DLCs while ignoring the numerous bugs”
> Not recommended · 21 h played · 186 found it helpful · Oct 2025

> “The DLC's are expensive”
> Not recommended · 9.3 h played · 163 found it helpful · Mar 2026

> “Instead they'd rather put out $140 of DLC instead of fixing their game after 5 years”
> Not recommended · 76 h played · 116 found it helpful · May 2026

> “push of more content over polishing what's there”
> Not recommended · 168 h played · 113 found it helpful · Apr 2026

Shallow or unfinished content

15% 26 of 177

Players note the game feels incomplete, unpolished, or lacking depth in story, characters, and endgame.

Severity 6/10 | Trend Rising 16% recent vs 12% older | When players hit it <2h 3% · 2–10h 13% · 10–50h 16% · 50h+ 68% · 35 reviews | Tolerated or dealbreaker Mixed 60% still recommend, vs 80% overall

> “it's a case of too many ideas in one pot, which leads to inconsistencies, weird tone, and generally a bit of a mess”
> Not recommended · 290 h played · 211 found it helpful · Jan 2026

> “many of them either have no purpose, get devalued by other mechanics, or feel unfinished”
> Not recommended · 230 h played · 177 found it helpful · Jul 2026

> “the current experience feels disjointed”
> Not recommended · 332 h played · 95 found it helpful · Dec 2025

> “it's kind of an unfinished game”
> Not recommended · 200 h played · 65 found it helpful · Aug 2026

> “Sun Haven tries to do so much and it stretches itself too thin.”
> Not recommended · 13 h played · 55 found it helpful · Jun 2026

Grinding and tedious gameplay loops

14% 24 of 177

Players find many tasks, farming systems, and progression grindy, repetitive, or tediously time-consuming.

Severity 5/10 | Trend Rising 16% recent vs 10% older | When players hit it <2h 3% · 2–10h 8% · 10–50h 48% · 50h+ 42% · 36 reviews | Tolerated or dealbreaker Tolerated 69% still recommend, vs 80% overall

> “3-4 farms you can manage alone, but damn near impossible to do without playing in multiplayer mode”
> Not recommended · 49 h played · 50 found it helpful · Nov 2025

> “Most bonuses from the skill tree are so small they might as well not be there”
> Not recommended · 6.3 h played · 36 found it helpful · Jul 2026

> “95 часов я больше провела копаясь в шахте ради того что бы просто прокачать свои инструменты”
> English: “95 hours I spent mostly digging in the mine just to level up my tools”
> Not recommended · 94 h played · 21 found it helpful · Jan 2026 · Russian

> “The story and characters are lacking depth. The dialogues don't feel genuine. To improve the relationship you need to butter them up.”
> Not recommended · 103 h played · 16 found it helpful · Aug 2026

> “If it doesn't lock your stamina bar, it locks your time”
> (original on the web report)
> Not recommended · 1.7 h played · 14 found it helpful · Jan 2026 · Simplified Chinese

Crashes and game-breaking bugs

11% 19 of 177

Players report frequent crashes, freezes, and severe bugs that block progress or corrupt the game state.

Severity 9/10 | Trend Rising 14% recent vs 5% older | When players hit it <2h 0% · 2–10h 0% · 10–50h 58% · 50h+ 42% · 22 reviews | Tolerated or dealbreaker Mixed 41% still recommend, vs 80% overall

> “all the unaddressed bugs and issues”
> Not recommended · 108 h played · 123 found it helpful · Oct 2025

> “a looooooooot of bugs, which never got adressed”
> Not recommended · 43 h played · 98 found it helpful · Nov 2025

> “I find I am unable to grow certain crops (yes, they are in season).”
> Not recommended · 143 h played · 36 found it helpful · Sep 2026

> “viele Mechaniken nicht wirklich funktionierten, nicht ineinander griffen oder schlichtweg einfach nicht existierten”
> English: “many mechanics didn't really work, didn't fit together or simply didn't exist”
> Not recommended · 135 h played · 25 found it helpful · Jan 2026 · German

> “this game feels raw, unpolished, and full of bugs”
> Not recommended · 40 h played · 17 found it helpful · Jun 2026 · Russian

Miscellaneous gameplay bugs

8% 14 of 177

Players report a variety of smaller bugs affecting animations, collisions, items, currency, and UI stability.

Severity 6/10 | Trend Steady 9% recent vs 7% older | When players hit it <2h 0% · 2–10h 13% · 10–50h 37% · 50h+ 50% · 16 reviews | Tolerated or dealbreaker Dealbreaker 39% still recommend, vs 80% overall

> “lack of accountability from the devs about bugs and quality”
> Not recommended · 168 h played · 113 found it helpful · Apr 2026

> “the base game keeps breaking every time they do an update”
> Not recommended · 143 h played · 36 found it helpful · Sep 2026

> “Materialien/Feldfrüchte/etc weiter zu verarbeiten bringt fast gar nichts und generell ist das ganze Währungssystem völlig im Eimer.”
> English: “Processing materials/crops/etc. brings almost nothing and the entire currency system is completely broken.”
> Not recommended · 135 h played · 25 found it helpful · Jan 2026 · German

> “sofre com alguns bugs chatos”
> English: “suffers from some annoying bugs”
> Not recommended · 14 h played · 18 found it helpful · Dec 2025 · Portuguese - Brazil

> “импрувмент не был замечен, только баги и кривой ui (серьезно, за три года с выхода игры ничего толком не пофиксить??)”
> English: “no improvement noticed, only bugs and broken ui (seriously, for three years since release nothing is really fixed??)”
> Not recommended · 12 h played · 18 found it helpful · May 2026 · Russian

Multiplayer functionality bugs

5% 9 of 177

Players describe co-op and multiplayer as broken with connectivity issues, character corruption, and unfair progress mechanics.

Severity 8/10 | Trend Falling 3% recent vs 8% older | When players hit it <2h 0% · 2–10h 0% · 10–50h 53% · 50h+ 47% · 11 reviews | Tolerated or dealbreaker Mixed 49% still recommend, vs 80% overall

> “coop is working so damn badly, its unbelievable”
> Not recommended · 43 h played · 98 found it helpful · Nov 2025

> “i have DLC using it on multiplayer, my friend cant use the MOUNTS, all of the MOUNTS is unuseable to him”
> Not recommended · 20 h played · 67 found it helpful · Apr 2026

> “story heavily single player? no body in town acknowledges that there are multiple players. You spawn on top of each other in the cutscenes”
> Not recommended · 49 h played · 50 found it helpful · Nov 2025

> “not all bosses are able to be fought together, yet you're both in the same arena fighting the boss in different instances”
> Not recommended · 99 h played · 13 found it helpful · Jan 2026

> “developers think its ok to have cosmetic skins without fixing the multiplayer problems”
> Not recommended · 19 h played · 2 found it helpful · Sep 2026

Save and data loss bugs

3% 6 of 177

Players lose progress, items, or entire save files due to bugs affecting saves, multiplayer syncing, or house upgrades.

Severity 9/10 | Trend Steady 4% recent vs 3% older | When players hit it — | Tolerated or dealbreaker —

> “theres a funny bug where if you passed out at night, all of the item in the shipment will disappear!”
> Not recommended · 20 h played · 67 found it helpful · Apr 2026

> “When closing the game, if the host saves and exits before all players, every other player will have their character corrupted”
> Not recommended · 69 h played · 18 found it helpful · Jan 2026

> “При сносе дома теряются все предметы внутри, в том числе лимитированные.”
> English: “When demolishing a house all items inside are lost, including limited items”
> Not recommended · 127 h played · 12 found it helpful · Aug 2026 · Russian

> “THE AUTOSAVE IS SOO ANOYING”
> Not recommended · 8.9 h played · 6 found it helpful · Aug 2026

> “the major monthly seasonal event are out of sink.....meaning your friend or friends wont be abled to attend them”
> Not recommended · 19 h played · 2 found it helpful · Sep 2026

Controls and controller issues

2% 4 of 177

Players find controls clunky, controller support incomplete, or input mapping and disconnection problems frustrating.

Severity 5/10 | Trend Rising 4% recent vs 0% older | When players hit it — | Tolerated or dealbreaker —

> “mechanical control annoyances and bugs that have exist since early EA and they still exist”
> Not recommended · 200 h played · 65 found it helpful · Aug 2026

> “Controls are really bad - and controls make or break a game for me.”
> Not recommended · 1.0 h played · 3 found it helpful · Sep 2026

> “would have been awesome if it would not have kept dropping my controller every load of the game”
> Not recommended · 1.2 h played · 1 found it helpful · Jul 2026

> “I love to play with my controller but this game only partial support on it”
> Not recommended · 13 h played · 1 found it helpful · Sep 2026

Performance and loading issues

2% 3 of 177

Players experience frame rate drops, lag, and slow loading times that hurt overall performance.

Severity 7/10 | Trend Steady 2% recent vs 1% older | When players hit it — | Tolerated or dealbreaker —

> “the FPS sometimes randomly drops to 25 or 5”
> Not recommended · 125 h played · 13 found it helpful · Oct 2025

> “10% of my f-ing playtime is just waiting the first load of the farm”
> Not recommended · 57 h played · 1 found it helpful · Aug 2026

> “Mine shafts have to watch approximately 7-8 seconds of repeated animation on every floor”
> (original on the web report)
> Not recommended · 73 h played · 1 found it helpful · Sep 2026 · Simplified Chinese

UI and interface design complaints

2% 3 of 177

Players find the interface, menus, and quality-of-life features poorly designed or missing.

Severity 5/10 | Trend Steady 3% recent vs 0% older | When players hit it — | Tolerated or dealbreaker —

> “вырвиглазная графика, играть долго в это невозможно, слишком много мелькающих окон”
> English: “Eye-straining graphics, impossible to play for long, too many flickering windows”
> Not recommended · 1.8 h played · 8 found it helpful · Jul 2026 · Russian

> “RECORDÉ EL DESASTRE desorganizado que es. Tengo que ir viendo cosa por cosa dónde va cada”
> English: “I REMEMBERED THE MESS it is. I have to go thing by thing to see where each goes”
> Not recommended · 21 h played · 1 found it helpful · Sep 2026 · Spanish - Latin America

> “Achei o jogo bagunçado, muita coisa de inicio, progressão estranha”
> English: “I found the game disorganized, too much at the beginning, strange progression”
> Not recommended · 3.9 h played · 1 found it helpful · Aug 2026 · Portuguese - Brazil

Stardew Valley comparisons **1%** 2 of 177

Players compare the game unfavorably to Stardew Valley, calling it derivative or inferior.

Severity 3/10 | Trend Steady 2% recent vs 0% older | When players hit it — | Tolerated or dealbreaker —

> “Stardew Valley copy - can't tell if there's anything original”
> (original on the web report)
> Not recommended · 134 h played · 4 found it helpful · Jul 2026 · Korean

> “Очень слабый стардью велли”
> English: “very weak Stardew Valley”
> Not recommended · 1.2 h played · 2 found it helpful · Aug 2026 · Russian

Discussion board requests · 8 from 100 threads read

Translation and localization quality 5 threads · 11 replies
Feature request · also in 6 reviews
“Translation is total trash”
“Patch Français ?”
“The translation is far too sloppy”

Content and romance additions 5 threads · 8 replies
Feature request · also in 2 reviews
“A Suggestion.”
“Female Naga Romance Character?”
“Spring Bed is missing from my game”

Progression and quest lock bugs 6 threads · 11 replies
Bug report
“Loading Scenario Freeze.”
“Wesley marriage bug”
“Anyone have a fix for this bug?”

Crop and growth bugs 4 threads · 24 replies
Bug report
“Repeatable crops broken?”
“Tree grew on my house porch and i can't cut it down”

Boss and combat bugs 3 threads · 8 replies
Bug report
“Enemy Re-spawn”
“Dizzy”
“Dynus”

Multiplayer feature requests 2 threads · 9 replies
Feature request · also in 1 review
“Map is useless”
“Multiplayer”

Save and item persistence bugs 3 threads · 5 replies
Bug report
“No Tools, No Spells”
“nel'vari workshop suddenly gone”
“Save bug, weirdness and all that...”

Freezing and crashing issues 2 threads · 9 replies
Bug report
“Game freezing - cant proceed?”
“Game still "running" after closing it - Help!”

Language gaps · 2 languages

Japanese 58% positive −22 pts
225 reviews in this language · the game is 80% positive overall
Top complaints in this language: Poor translation quality · Controls and controller issues

Simplified Chinese 59% positive −21 pts
2,399 reviews in this language · the game is 80% positive overall
Top complaints in this language: Poor translation quality · Grinding and tedious gameplay loops · Excessive cosmetic DLC pricing

What was read

Reviews sampled	Reviews read	Dropped (too short or jokes)	Review dates
371	371	44	Nov 2024 – Sep 2026
Positive	**Negative**	**Extra language**	**Languages in the sample**
160	177	34	15
Threads read	**Discussion board**	**Fetched**	**Score and review count**
100 · 15 in full	Read	September 25, 2026	Steam purchases

Where the sample came from (a review can come through more than one)
most helpful 150 · most recent 161 · recent negative 94 · weaker languages 48

Roots of Pacha

15 praise · 13 complaints · 122 quotes · 8 requests · 2 language gaps

Praise · 15 topics from 204 positive reviews

Relaxing, low-pressure gameplay

17% 35 of 204

Players appreciate the calm, stress-free pacing without time or grind pressure.

Trend Steady 18% recent vs 17% older | When players hit it <2h 0% · 2–10h 20% · 10–50h 43% · 50h+ 37% · 35 reviews

> "The mini games and mechanics are refreshing"
> Recommended · 46 h played · 5 found it helpful · Mar 2026

> "pure Wohlfühl-Atmosphäre"
> English: "pure comfort atmosphere"
> Recommended · 43 h played · 5 found it helpful · Oct 2025 · German

> "é um dos jogos mais relaxantes que eu já joguei, os personagens são muito fofos"
> English: "It's one of the most relaxing games I've ever played, the characters are very cute"
> Recommended · 80 h played · 4 found it helpful · Oct 2025 · Portuguese - Brazil

> "you can take it at your own pace"
> Recommended · 85 h played · 4 found it helpful · Jul 2026

> "there is not time limit and you can play without rushing"
> Recommended · 42 h played · 4 found it helpful · Apr 2026

Content abundance and variety

15% 30 of 204

Players praise the large amount of content, activities, and things to do throughout the game.

Trend Falling 12% recent vs 16% older | When players hit it <2h 0% · 2–10h 13% · 10–50h 17% · 50h+ 70% · 30 reviews

> "A great balance of farming, exploring, and social interactions with the cast of NPCs"
> Recommended · 204 h played · 18 found it helpful · Jan 2026

> "you can't finish the game in a day (there is SO MUCH content and SO MANY items"
> Recommended · 231 h played · 11 found it helpful · Jan 2026

> "the amount of content this game contains without having to buy DLC surprised me again and again"
> Recommended · 122 h played · 9 found it helpful · Mar 2026

> "Lots of plant and animal variety."
> Recommended · 51 h played · 8 found it helpful · Dec 2025

> "They keep the gameplay so interesting with introductions of new ideas and developments"
> Recommended · 28 h played · 6 found it helpful · Dec 2025

Stone age farming setting

14% 28 of 204

Players enjoy the prehistoric stone age theme as a fresh twist on the farming sim formula.

Trend Falling 7% recent vs 17% older | When players hit it <2h 0% · 2–10h 11% · 10–50h 46% · 50h+ 43% · 28 reviews

> "This might be the only farming sim I've ever played that has a system for domesticating crops over time!"
> Recommended · 13 h played · 22 found it helpful · May 2026

> "The gimmick of being set in the stone age is very well thought out and permeates every inch of the game"
> Recommended · 82 h played · 14 found it helpful · Apr 2026

> "El concepto es totalmente original, se aleja de lo tipico sin tampoco perder la esencia"
> English: "the concept is completely original, distances itself from the typical without losing the essence"
> Recommended · 122 h played · 14 found it helpful · Jan 2026 · Spanish - Spain

> "they deliver the usually 'normal' mechanics of this game genre in a unique way"
> Recommended · 231 h played · 11 found it helpful · Jan 2026

> "does quite a few original takes to its features"
> Recommended · 39 h played · 10 found it helpful · Oct 2025

Community and tribe systems

11% 23 of 204

Players enjoy the community-focused mechanics of tribe growth, cooperation, and NPC contribution.

Trend Falling 8% recent vs 13% older | When players hit it <2h 0% · 2–10h 17% · 10–50h 22% · 50h+ 61% · 23 reviews

> “how a few minor changes to the currency and upgrade systems made the game feel much more community-focused”
> Recommended · 66 h played · 8 found it helpful · Feb 2026

> “feels like the tribe is actually trying to improve/grow without you being the only one doing anything”
> Recommended · 51 h played · 8 found it helpful · Dec 2025

> “Especially growing your children from a newborn to a child that goes to school and chooses a profession is quite rich in this game”
> Recommended · 192 h played · 5 found it helpful · Oct 2025

> “A real nice shift from being the only person who can save a failing town.”
> Recommended · 109 h played · 4 found it helpful · Oct 2025

> “Мені подобається акцент на спілкуванні з нпс, особливо механіка ідеї, по суті це змушує тебе бути частиною спільноти”
> English: “I like the emphasis on communicating with NPCs, especially the idea mechanic, essentially making you part of the community”
> Recommended · 15 h played · 4 found it helpful · May 2026 · Ukrainian

Art style and visuals

10% 20 of 204

Players compliment the game's art style, pixel art, and overall visual presentation.

Trend Steady 10% recent vs 10% older | When players hit it <2h 0% · 2–10h 10% · 10–50h 45% · 50h+ 45% · 21 reviews

> “The game style is very distinctive, completion is extremely high”
> (original on the web report)
> Recommended · 20 h played · 23 found it helpful · May 2026 · Simplified Chinese

> “Adorable art style”
> Recommended · 217 h played · 18 found it helpful · Nov 2025

> “Its super creative, pretty to look at”
> Recommended · 30 h played · 17 found it helpful · Aug 2026

> “Each character has their own little dance animation? The in-game numbered clock appears once you discover sundials? It's incredible!”
> Recommended · 11 h played · 15 found it helpful · Feb 2026

> “uma obra de arte tanto em conceito quanto em visual”
> English: “a work of art both in concept and visual”
> Recommended · 70 h played · 5 found it helpful · Dec 2025 · Portuguese - Brazil

Animal taming and breeding

9% 18 of 204

Players like the systems for taming, domesticating, breeding, and bonding with animals instead of buying them.

Trend Steady 8% recent vs 9% older | When players hit it <2h 0% · 2–10h 5% · 10–50h 38% · 50h+ 56% · 20 reviews

> “You can pet ALL the dogs (and lion cubs, and baby mammoths, and bunnies, and wild boars, and...)”
> Recommended · 62 h played · 10 found it helpful · Jan 2026

> “You can ride almost any animal you tame.”
> Recommended · 131 h played · 6 found it helpful · Jun 2026

> “The process of domesticating wild animals and plants into domestic animals and crops is very rewarding”
> (original on the web report)
> Recommended · 139 h played · 4 found it helpful · Feb 2026 · Simplified Chinese

> “mechanics for farm animals (especially the fact that they're quite different !)”
> Recommended · 158 h played · 3 found it helpful · Aug 2026

> “você precisa domesticar os animais ao invés de comprá-los”
> English: “you need to domesticate animals instead of buying them”
> Recommended · 80 h played · 2 found it helpful · Jul 2026 · Portuguese - Brazil

Story and characters

8% 17 of 204

Players praise the game's story, character writing, and world-building.

Trend Steady 8% recent vs 8% older | When players hit it <2h 0% · 2–10h 6% · 10–50h 35% · 50h+ 59% · 17 reviews

> “la historia que es bastante mas compleja de lo habitual en este tipo de juegos”
>
> English: “the story is quite more complex than usual in this type of games”
>
> Recommended · 122 h played · 14 found it helpful · Jan 2026 · Spanish - Spain

> “There is background lore to the world, the history of the clan, the gods/spirits, etc.”
>
> Recommended · 62 h played · 10 found it helpful · Jan 2026

> “de a gente poder conversar com nossos filhos, acompanhar o crescimento e o desenvolvimento da personalidade deles deixou minha experiência ainda mais imersiva”
>
> English: “being able to talk with our children, watch their growth and personality development made my experience even more immersive”
>
> Recommended · 457 h played · 6 found it helpful · Aug 2026 · Portuguese - Brazil

> “the story line engaging”
>
> Recommended · 46 h played · 5 found it helpful · Mar 2026

> “The overall story that unfolds ties everything together nicely”
>
> Recommended · 192 h played · 5 found it helpful · Oct 2025

Progression and updates

8% 16 of 204

Players value the progression systems and appreciate ongoing developer support through updates.

Trend Falling 5% recent vs 9% older | When players hit it <2h 0% · 2–10h 12% · 10–50h 31% · 50h+ 57% · 17 reviews

> “The devs continue to support the game with really solid updates”
>
> Recommended · 217 h played · 18 found it helpful · Nov 2025

> “There's also a ton of QOL improvements over similar farming sims”
>
> Recommended · 11 h played · 15 found it helpful · Feb 2026

> “vários recursos de qualidade de vida interessantes, como: inventário próprio para sementes e para as ferramentas”
>
> English: “several interesting quality of life features, such as: separate inventory for seeds and tools”
>
> Recommended · 114 h played · 9 found it helpful · Feb 2026 · Portuguese - Brazil

> “The way you progress upgrades and ways to make new items is really nice”
>
> Recommended · 1,199 h played · 8 found it helpful · Apr 2026

> “an update that brought some much appreciated quality of life features, like seeing which animal variant you already tamed.”
>
> Recommended · 131 h played · 6 found it helpful · Jun 2026

Comparisons to Stardew Valley

6% 13 of 204

Players compare the game favorably to Stardew Valley, citing improvements or a fresh alternative to it.

Trend Rising 10% recent vs 5% older | When players hit it <2h 0% · 2–10h 8% · 10–50h 31% · 50h+ 62% · 13 reviews

> “I enjoy this game more than stardew”
>
> Recommended · 53 h played · 9 found it helpful · Jul 2026

> “I got it because my computer wouldn't load Stardew Valley, and I enjoy it so much”
>
> Recommended · 156 h played · 4 found it helpful · Jul 2026

> “More to my taste than Stardew Valley”
>
> (original on the web report)
>
> Recommended · 22 h played · 2 found it helpful · Jun 2026 · Simplified Chinese

> “this one does a great job at taking a fun formula and making it FEEL new”
>
> Recommended · 51 h played · 2 found it helpful · Dec 2025

> “Exceptionally well made among Stardew-like games”
>
> (original on the web report)
>
> Recommended · 99 h played · 1 found it helpful · Aug 2026 · Korean

Multiplayer experience

6% 12 of 204

Players find the cooperative multiplayer smooth, stable, and fun to play with others.

Trend Steady 7% recent vs 6% older | When players hit it <2h 0% · 2–10h 25% · 10–50h 33% · 50h+ 42% · 12 reviews

> “loved playing this with my husband. We had a great time”
> Recommended · 62 h played · 12 found it helpful · Apr 2026

> “extra fun when you play it in multiplayer”
> Recommended · 12 h played · 3 found it helpful · Jun 2026

> “4 people farming, fishing, livestock, mining separately and tasks don't overlap at all which is good”
> (original on the web report)
> Recommended · 49 h played · 3 found it helpful · Nov 2025 · Korean

> “the multiplayer mode is also quite nice”
> Recommended · 75 h played · 2 found it helpful · Mar 2026

> “it's great co-op”
> Recommended · 103 h played · 2 found it helpful · Nov 2025

Overall value and enjoyment

5% 11 of 204

Players describe the game as addictive, worthwhile, and a top pick within its genre.

Trend Steady 5% recent vs 6% older | When players hit it <2h 0% · 2–10h 9% · 10–50h 36% · 50h+ 55% · 11 reviews

> “It's in my top 5 favorite games”
> Recommended · 48 h played · 3 found it helpful · Jan 2026

> “Really fun, why is it so obscure, I really like it”
> (original on the web report)
> Recommended · 73 h played · 2 found it helpful · Jun 2026 · Simplified Chinese

> “Крайне рекомендую эту игру”
> English: “I highly recommend this game”
> Recommended · 40 h played · 1 found it helpful · Aug 2026 · Russian

> “A delightful game that had me addicted for quite a while”
> Recommended · 77 h played · 0 found it helpful · May 2026

> “It's one of the few post-Stardew Valley games that feels like a proper evolution of the farming sim genre”
> Recommended · 73 h played · 0 found it helpful · Apr 2026

Music and sound

4% 8 of 204

Players praise the soundtrack and music design as fitting and enjoyable.

Trend Steady 3% recent vs 4% older | When players hit it —

> “o sistema de musica e dança existentes no jogo, que da para dizer ser o diferencial”
> English: “the music and dance system in the game, which can be said to be the differentiator”
> Recommended · 70 h played · 5 found it helpful · Dec 2025 · Portuguese - Brazil

> “La música es preciosa”
> English: “The music is beautiful”
> Recommended · 43 h played · 5 found it helpful · Feb 2026 · Spanish - Spain

> “it has such good music, dialogue and characters”
> Recommended · 54 h played · 4 found it helpful · Apr 2026

> “The music is fantastic. The soundtrack is on my youtube playlist”
> Recommended · 38 h played · 1 found it helpful · Sep 2026

> “The music and map design fit well and were great”
> (original on the web report)
> Recommended · 99 h played · 1 found it helpful · Aug 2026 · Korean

Cave exploration and puzzles

3% 7 of 204

Players enjoy the mining and cave puzzle content as a highlight of exploration.

Trend Steady 3% recent vs 3% older | When players hit it —

> “the cave puzzles themselves are VERY entertaining”
> Recommended · 39 h played · 10 found it helpful · Oct 2025

> “a exploração das cavernas são intrigantes e divertidas”
> English: “cave exploration is intriguing and fun”
> Recommended · 68 h played · 7 found it helpful · Mar 2026 · Portuguese - Brazil

> “I really like that the mines don't have annoying minigames, just honest mining”
> (original on the web report)
> Recommended · 101 h played · 4 found it helpful · Jul 2026 · Simplified Chinese

> “Changed the cave combat from Stardew Valley into puzzles”
> (original on the web report)
> Recommended · 98 h played · 3 found it helpful · May 2026 · Simplified Chinese

> “The fishing, bug catching, and mining puzzles were different from the other games of this type”
> Recommended · 192 h played · 1 found it helpful · Sep 2026

UI and quality of life

1% 3 of 204

Players like specific interface and quality-of-life features such as tutorials and inventory systems.

Trend Steady 0% recent vs 2% older | When players hit it —

> “The tutorial is the best I've ever seen, gameplay logic is reasonable and progressive”
> (original on the web report)
> Recommended · 20 h played · 23 found it helpful · May 2026 · Simplified Chinese

> “instead of grinding for metals for sprinklers you create a single pump and build a bunch of trenches”
> Recommended · 77 h played · 1 found it helpful · Oct 2025

> “Smooth transitions from one area to the next”
> Recommended · 4.4 h played · 1 found it helpful · Apr 2026

Technical performance

1% 2 of 204

Players note the game runs smoothly with good optimization, including on Steam Deck.

Trend Steady 0% recent vs 1% older | When players hit it —

> “It's great on steam deck”
> Recommended · 103 h played · 2 found it helpful · Nov 2025

> “The game is also very polished. Everything works smooth and I havent encountered a single bug.”
> Recommended · 7.2 h played · 1 found it helpful · May 2026 · Polish

Complaints · 13 topics from 88 negative reviews

Repetitive grindy gameplay

25% 22 of 88

Players describe the core gameplay loop as monotonous, repetitive, and heavily grind-based.

Severity 6/10 | Trend — | When players hit it <2h 3% · 2–10h 23% · 10–50h 40% · 50h+ 34% · 30 reviews | Tolerated or dealbreaker Mixed 69% still recommend, vs 93% overall

> “the second half of it is an absolute SLOG. It stopped being fun 100 hours ago”
> Not recommended · 161 h played · 27 found it helpful · Jan 2026

> “everything in Roots of Pacha feels much grindier — for example, getting better tools, improving irrigation”
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “Too much hand holding and linear gameplay for my liking”
> Not recommended · 11 h played · 20 found it helpful · Oct 2024

> “this one really has no payoff; it's bland and very grindy”
> Not recommended · 82 h played · 16 found it helpful · May 2025

> “it got too repetitive and grindy”
> Not recommended · 40 h played · 10 found it helpful · Feb 2026

Weak story and characters

22% 19 of 88

Players say the story, dialogue, and characters are bland, shallow, or underdeveloped.

Severity 4/10 | Trend — | When players hit it <2h 3% · 2–10h 6% · 10–50h 63% · 50h+ 28% · 27 reviews | Tolerated or dealbreaker Mixed 72% still recommend, vs 93% overall

> “the devs decided to introduce a time-traveler in the late game, and every time she comes onto the screen, my experience actively gets worse”
> Not recommended · 511 h played · 46 found it helpful · May 2026

> “It takes half the game to meet all the characters”
> Not recommended · 161 h played · 27 found it helpful · Jan 2026

> “Completely mundane dialogue. "Bork works too much. He should spend some time resting." Okay? I don't care?”
> Not recommended · 1.4 h played · 22 found it helpful · Feb 2025

> “the lack of a narrative framing to explain the player's presence in the tribe”
> Not recommended · 5.8 h played · 10 found it helpful · Dec 2025

> “The character writing is bland and uninspired.”
> Not recommended · 5.1 h played · 8 found it helpful · Jun 2025

Confusing UI and controls

18% 16 of 88

Players describe the interface, tool switching, inventory, and control schemes as unintuitive and clunky.

Severity 5/10 | Trend — | When players hit it <2h 8% · 2–10h 17% · 10–50h 44% · 50h+ 31% · 24 reviews | Tolerated or dealbreaker Mixed 75% still recommend, vs 93% overall

> “The initial quest to find and plant seeds starts with no hints or guidance”
> (original on the web report)
> Not recommended · 5.7 h played · 31 found it helpful · Feb 2026 · Japanese

> “improving irrigation (which is a real pain)”
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “switching tools is a huge pain. you can't quickly switch between 2 tools”
> Not recommended · 24 h played · 22 found it helpful · Jan 2025

> “just label your stuff male or female”
> Not recommended · under 1 h played · 15 found it helpful · Feb 2025

> “The "Ideas" are constantly thrown at you and it's overwhelming”
> Not recommended · 8.4 h played · 7 found it helpful · Jan 2025

Slow movement and stamina limits

15% 13 of 88

Players complain that character movement is slow and stamina is too limited, making tasks feel drawn out.

Severity 5/10 | Trend — | When players hit it <2h 9% · 2–10h 9% · 10–50h 51% · 50h+ 30% · 18 reviews | Tolerated or dealbreaker Mixed 70% still recommend, vs 93% overall

> “You are super slow and at the beginning you're just wasting all of your time running around”
> Not recommended · 40 h played · 10 found it helpful · Feb 2026

> “progression is too slow and not meaningful enough already”
> Not recommended · 13 h played · 9 found it helpful · May 2026

> “The game is quite monotonous, forcing you to run around a lot and check the same areas over and over.”
> Not recommended · 13 h played · 8 found it helpful · May 2025

> “Watering is always tedious, and farm profits are poor to begin with”
> (original on the web report)
> Not recommended · 28 h played · 5 found it helpful · Apr 2026 · Japanese

> “Only 15 minutes per day”
> (original on the web report)
> Not recommended · 157 h played · 4 found it helpful · Aug 2026 · Japanese

Lack of combat and content depth

13% 11 of 88

Players note the absence of combat and shallow, sparse content especially in dungeons and endgame.

Severity 5/10 | Trend — | When players hit it <2h 2% · 2–10h 22% · 10–50h 25% · 50h+ 52% · 20 reviews | Tolerated or dealbreaker Tolerated 83% still recommend, vs 93% overall

> “The game world also feels a lot emptier”
> Not recommended · 27 h played · 25 found it helpful · Apr 2025

> “There is no variation in day to day. I am in the middle of my second year and there really is no incentive”
> Not recommended · 82 h played · 16 found it helpful · May 2025

> “this creates a paradox where if I idle every day, I won't go hungry”
> (original on the web report)
> Not recommended · 1.3 h played · 11 found it helpful · Apr 2025 · Simplified Chinese

> “There is no combat, which doesn't help, since even rudimentary combat helped break things up in Stardew”
> Not recommended · 13 h played · 9 found it helpful · May 2026

> “The progression system holds your hand and leaves nothing to the imagination.”
> Not recommended · 5.1 h played · 8 found it helpful · Jun 2025

Multiplayer instability

10% 9 of 88

Players report multiplayer crashes, disconnects, save corruption, and general poor connection quality.

Severity 9/10 | Trend — | When players hit it <2h 24% · 2–10h 14% · 10–50h 62% · 50h+ 0% · 11 reviews | Tolerated or dealbreaker Mixed 57% still recommend, vs 93% overall

> “При подключении к игроку пишется надпись ClientTimeout и вылетает на главный экран”
> English: “When connecting to a player it shows ClientTimeout and crashes to main menu”
> Not recommended · 3.0 h played · 4 found it helpful · Dec 2025 · Russian

> “не работает мультиплеер”
> English: “multiplayer doesn't work”
> Not recommended · under 1 h played · 3 found it helpful · Jun 2025 · Russian

> “Мультиплеер не работает.”
> English: “Multiplayer does not work.”
> Not recommended · under 1 h played · 2 found it helpful · Jun 2025 · Russian

> “man kann mit coop spielern nicht interagieren .. wtf”
> English: “you can't interact with coop players .. wtf”
> Not recommended · 1.6 h played · 1 found it helpful · Aug 2026 · German

> “It's been a year since release and the multiplayer mode still isn't fixed?”
> (original on the web report)
> Not recommended · 5.5 h played · 0 found it helpful · Oct 2024 · Simplified Chinese

Animal husbandry tedium

7% 6 of 88

Players find breeding, taming, and caring for animals to be slow, tedious, and overly time-consuming.

Severity 5/10 | Trend — | When players hit it <2h 0% · 2–10h 3% · 10–50h 10% · 50h+ 87% · 10 reviews | Tolerated or dealbreaker Tolerated 80% still recommend, vs 93% overall

> “The animal husbandry takes FOREVER”
> Not recommended · 161 h played · 27 found it helpful · Jan 2026

> “I enjoyed the animal mechanic at first, but over time the mini game just got annoying”
> Not recommended · 40 h played · 10 found it helpful · Feb 2026

> “The animal taming music game is tedious and long, with no difficulty”
> (original on the web report)
> Not recommended · 9.9 h played · 4 found it helpful · Oct 2025 · Simplified Chinese

> “my animals are constantly getting sick and fleas, cure them next day another lot will be sick”
> Not recommended · 21 h played · 2 found it helpful · Feb 2026

> “The game also feels as if it is forcing you backwards sometimes, such as with the animal breeding system”
> Not recommended · 67 h played · 2 found it helpful · Mar 2026

Progression pacing issues

7% 6 of 88

Players describe progression as too slow, artificially gated, or unlocking key systems too late.

Severity 5/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “You can't just get a bigger watering can with your resources or money, you need to wait until a villager gets the idea”
> Not recommended · 30 h played · 6 found it helpful · Aug 2024

> “Everything feels very artificially time gated. The game is just... boring.”
> Not recommended · 47 h played · 5 found it helpful · Jun 2026

> “too dialogue and mission heavy”
> Not recommended · 4.4 h played · 2 found it helpful · Jul 2026

Crashes and save loss

3% 3 of 88

Players report crashes, freezes, and lost or corrupted save data outside of multiplayer.

Severity 9/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “My save file disappeared..! For no reason at all!”
> (original on the web report)
> Not recommended · 27 h played · 2 found it helpful · Jul 2026 · Korean

> “[Quote in English]”
> (original on the web report)
> Not recommended · 9.3 h played · 1 found it helpful · Jun 2025

> “the game crashes dozens of times while playing”
> (original on the web report)
> Not recommended · 25 h played · 0 found it helpful · Dec 2024 · Simplified Chinese

Stardew Valley comparisons

3% 3 of 88

Players compare the game unfavorably to Stardew Valley, calling it a lesser clone with less content or freedom.

Severity 4/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “It's a fine Stardew Valley clone, but it isn't and never will be a Stardew Valley replacement.”
> Not recommended · 30 h played · 6 found it helpful · Aug 2024

> “got this game bc i love stardew and its very similar but it's almost bad”
> Not recommended · under 1 h played · 3 found it helpful · Apr 2025

> “A copy of Stardew Valley, even on its quests.”
> Not recommended · 28 h played · 2 found it helpful · May 2026

Cave navigation and puzzles

3% 3 of 88

Players find cave exploration, visibility, and puzzles confusing, dark, and frustrating, often requiring outside guides.

Severity 6/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “no alternative paths or choices just a simple railroaded experience”
> Not recommended · 42 h played · 5 found it helpful · Dec 2025

> “Caves are far away, and once you identify what to deliver, you have to go back, prepare, and return to deliver, which is tedious”
> (original on the web report)
> Not recommended · 28 h played · 5 found it helpful · Apr 2026 · Japanese

Insufficient content for price

3% 3 of 88

Players feel the game offers too little content, replayability, or length relative to its price.

Severity 6/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “At the price point it's just not worth it”
> Not recommended · 188 h played · 14 found it helpful · Aug 2024

> “things are too expensive for no real reason”
> Not recommended · 42 h played · 5 found it helpful · Dec 2025

> “This game is packed with minigames that cannot be skipped, after the novelty wears off it's very annoying”
> (original on the web report)
> Not recommended · 112 h played · 3 found it helpful · Jun 2026 · Simplified Chinese

Accessibility and localization gaps

3% 3 of 88

Players note missing accessibility options like key rebinding and language support, plus achievements requiring online help.

Severity 4/10 | Trend — | When players hit it — | Tolerated or dealbreaker —

> “There's no option to rebind the keys. I'm left-handed.”
> Not recommended · under 1 h played · 3 found it helpful · Sep 2024

> “brak wersji PL,”
> English: “no Polish version,”
> Not recommended · under 1 h played · 3 found it helpful · Jan 2026 · Polish

> “achievement hunters stay away! Stay away! Stay away!”
> (original on the web report)
> Not recommended · 97 h played · 0 found it helpful · Aug 2026 · Simplified Chinese

Discussion board requests · 8 from 99 threads read

Bugs and glitches

11 threads · 18 replies

Bug report

“perform all songs in the amphitheater not working?”
“Cannot Select Seed Bag when using Xbox Controller”
“Copper Pan Glitch?”

More content and depth

2 threads · 1 reply

Feature request · also in 8 reviews

“Please let the player leave a festival without doing the festival activity”
“I can't upgrade to a large hut”

Animal management features

9 threads · 18 replies

Bug report

“Not enough Animal Sheds”
“Really annoyed with how evolved animals works”
“Further update to increase number of pets?”

UI and menu improvements

2 threads · 0 replies

Feature request · also in 5 reviews

“Updating relationship tags after update”
“Painting Improvement Suggestion”

More romance options

5 threads · 3 replies

Feature request · also in 1 review

“Unromancable Mograni NPCs”
“Possible Ideas for future updates”
“Please let me date Gin”

Multiplayer connectivity issues 5 threads · 11 replies
Bug report
“Multiplayer racing stuck at black screen”
“The co-op is not working”
“Co op not working?”

Localization and platform support 4 threads · 0 replies
Feature request
“language and warkshop”
“Local co-op?”
“Mobile Version?”

Day length and pacing 1 thread · 6 replies
Feature request · also in 1 review
“length of day”

Language gaps · 2 languages

Simplified Chinese 77% positive −16 pts
244 reviews in this language · the game is 93% positive overall
Top complaints in this language: Lack of combat and content depth · Repetitive grindy gameplay · Confusing UI and controls

Russian 78% positive −15 pts
55 reviews in this language · the game is 93% positive overall
Top complaints in this language: Repetitive grindy gameplay · Multiplayer instability · Slow movement and stamina limits

What was read

Reviews sampled 310	Reviews read 310	Dropped (too short or jokes) 46	Review dates Apr 2023 – Sep 2026
Positive 204	Negative 88	Extra language 18	Languages in the sample 15
Threads read 99 · 15 in full	Discussion board Read	Fetched September 25, 2026	Score and review count Steam purchases

Where the sample came from (a review can come through more than one)
most helpful 149 · most recent 163 · recent negative 88 · weaker languages 38