



Dear Villagers reveals new visual identity, with amazing games coming in 2023!

Check out its upcoming titles at [PAX East!](#)

Montpellier, France March 15th, 2023

Dear Villagers, an experienced boutique publishing label dedicated to helping indie studios bring their games to a large, international audience, has today announced a massive rebranding effort. A subsidiary of Plug in Digital, Dear Villagers emerged in 2018 and has since flourished into its own thriving, unique ecosystem of over 20 people.

Having already released such successful, beloved and award-winning titles at *The Forgotten City*, *The Dungeon of Naheulbeuk*, *Foretales*, *Souldiers*, and *Edge Of Eternity*, Dear Villagers has carved a niche for itself as an indie game publisher that partners with developers focused on narrative and world-building, making games that will be memorable long after the credits have rolled.

“When we launched Dear Villagers, we invited studios to join us in a cozy and friendly place where they’d be free to create the best gaming experiences with enthusiastic support from a rising publisher,” said Guillaume Jamet, Head of Publishing for Dear Villagers. “For the past few years, our company continued to grow and raise money, but we kept our ambition intact. That’s what we want to claim with this new visual identity, offering more personality, along with a clear charter of values. We live in a cool village with talented, passionate developers and artists. Come join us!”

[Watch our rebrand video!](#)

To commemorate this rebrand, Dear Villagers has revealed its

all new logo up above. Developed with marketing agency Combostrike, it's a joyful village, a reminder that almost every endeavor in our industry is a group effort. There's a reason for the expression "it takes a village". The colors are inspired by landscapes from the south of France, where Dear Villagers is based, full of olive trees and lavender fields.



Dear Villagers also revealed its new key art. Realized by an artist from Toulouse called *Sylvain Tohad*, and his studio Umeshu Lovers, this painting represents the company's vision of its welcoming little village, getting ready to celebrate.

As part of its redefined initiative, Dear Villagers has outlined the following core values in an effort to be a preferred publishing partner for the best indie studios, worthy of their talent, and of their trust:

IT TAKES A VILLAGE

True to the proverb, we believe that anything of value can only be achieved through fruitful collaboration. **We foster a culture of teamwork**, of asking when you don't know the answer, of celebrating victories together, and supporting each other through setbacks.

PEOPLE OVER PIXELS

We strive to create a net positive impact wherever we can. We believe in the value of long-term partnerships, based on mutual trust, which takes root in honesty, transparency, and acceptance. **We love pixels, but we believe in people.**

STUDIO FIRST

Any success in our space is a testament, first and foremost, to the quality of the game. Above all else, we value **the creative work of the studios** we partner with. We always make decisions with their best interests in mind.

COME AS YOU ARE

Our industry is in a unique place to be a safe haven for people who feel outside the status quo. People who love quirky and unique things with boundless passion, people whose identity, or ability, or inclination isn't as clear-cut as mainstream stereotypes. We strive to be a little corner of the gaming space, where **compassion and tolerance** are valued

above any ideology.

ARTISAN HANDS

We believe in learning by doing, in improving by trying. Wherever possible, we make room for innovation, for trial and error, on any project.

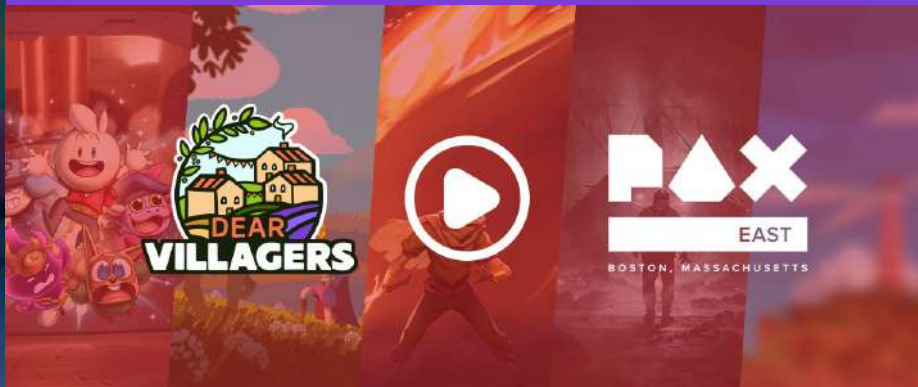
Like an artisan, we craft first, observe, try again, sometimes fail, then fail better. As a result, we build best practices that we, and the studios we work with, can all trust.

EYES TO THE SKY

We are dreamers, and while we take time to celebrate successes, we cultivate an infinite mindset. There is always some bigger dream to chase, some innovation to catch up to, or get ahead of. At our core, **we are committed to growing our scope and capability to publish increasingly ambitious titles.**

PAVING MEMORY LANE

We have an opportunity to bring beautiful stories into the limelight, and to bring players together around positive, shared experiences that will be etched in their memories long into the future. Embracing player empathy as a guiding tool, we strive to bring them joyful, memorable emotions.



Dear Villagers has currently revealed four incredible games due this year, all being shown off at PAX East from March 23rd-26th. These include: *Fort Solis*, a deeply immersive cinematic thriller set on Mars; *Fabledom*, a lovely and refreshing take on the city-builder genre;

Nocturnal, an action side-scroller where you get to actually play with fire; and *Born of Bread*, an adorable adventure where you play as a flour golem. But that's not all! As you'll find out in the upcoming months, Dear Villagers has a few surprises up its sleeve, including something new from some of its old companions!



Coming in 2023

Fabledom

Spring 2023

Fort Solis

Summer 2023

Nocturnal

Spring 2023

Born of Bread

Summer 2023

If you'd like to stay informed and hang out in Dear Villagers' titular village, join the public Discord at:



Visit the official website:
dearvillagers.com



Get in touch!

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