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About This Game

Don't Starve is an uncompromising wilderness survival game full of science and magic.

You play as Wilson, an intrepid Gentleman Scientist who has been trapped by a demon and transported to a mysterious wilderness world. Wilson must learn to exploit his environment and its inhabitants if he ever hopes to escape and find his way back home.

Enter a strange and unexplored world full of strange creatures, dangers, and surprises. Gather resources to craft items and structures that match your survival style. Play your way as you unravel the mysteries of this strange land.

Key Features:

- **Uncompromising Survival & World Exploration:**
No instructions. No help. No hand holding. Start with nothing and craft, hunt, research, farm and fight to survive.
- **Dark and Whimsical Visuals:**
2D characters and odd creatures inhabiting a unique 3D world.
- **Randomly Generated New Worlds:**
Want a new map? No problem! At any time you can generate a new living and breathing world that hates you and wants you to die.

Title: Don't Starve
Genre: Adventure, Indie, Simulation
Developer:
Klei Entertainment
Publisher:
Klei Entertainment

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English







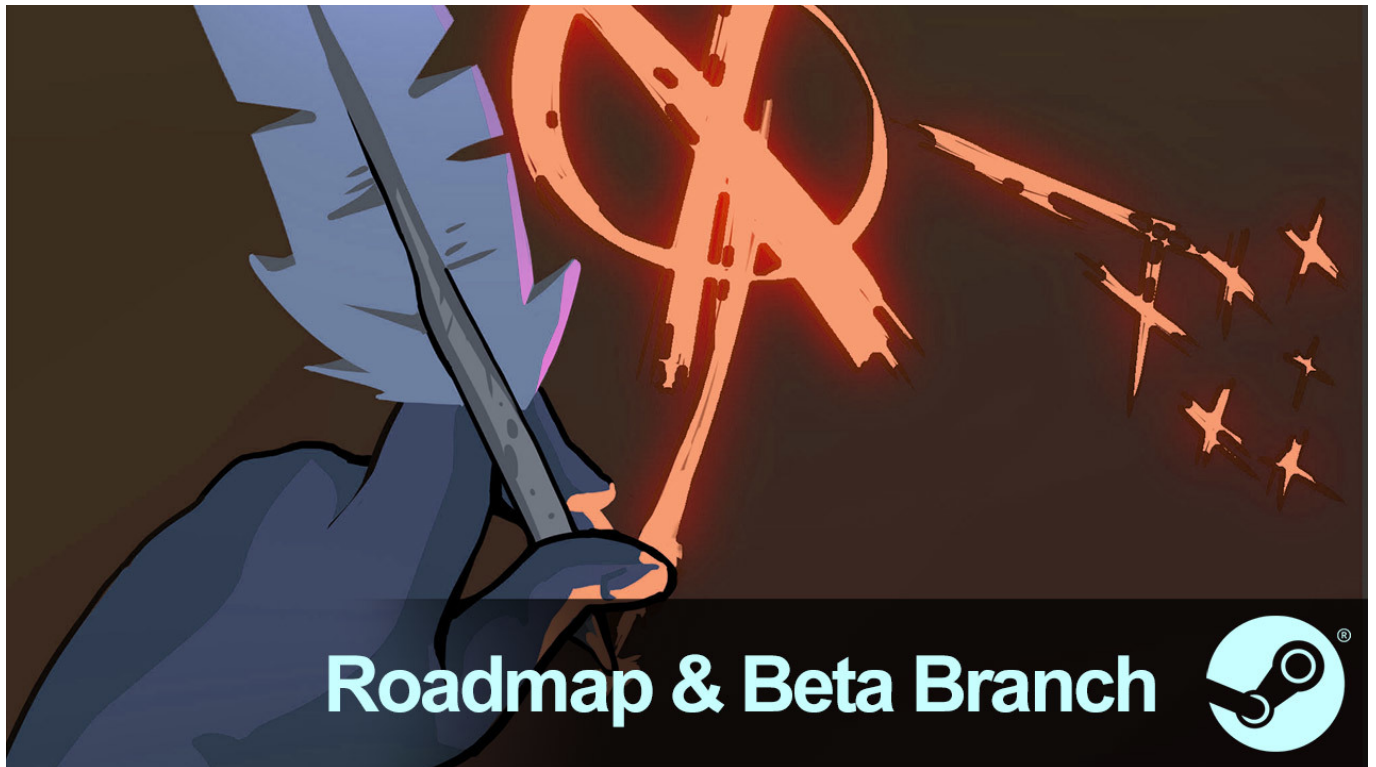
Weekly Patch 37: Darkness:



Hello,

This week's patch brings in the Save Slot system, some balance changes, custom mods, and a few other tweaks here and there. Special thanks to our beta testers for helping us improve the UI for the Save Slot system!

Save Slots. **Roadmap, Betas, and Game Difficulty:**



Hey everyone,

We hope you are all having a good time slaying the Spire (or getting slain)! We reached our 1 week anniversary so we figured we would shed some light on upcoming plans, a beta branch, and briefly share our thoughts on difficulty and game balance.

Before we start, we want to mention that patches will be pushed out weekly on Thursday nights (Pacific Time). However, this week's patch will be on Friday due to the holidays.

Roadmap. **Weekly Patch 46: Adrenaline:**



Hello!

This week we updated and added some enemies in Act 3, added various visual effects, made Neow changes, and worked on some performance improvements.

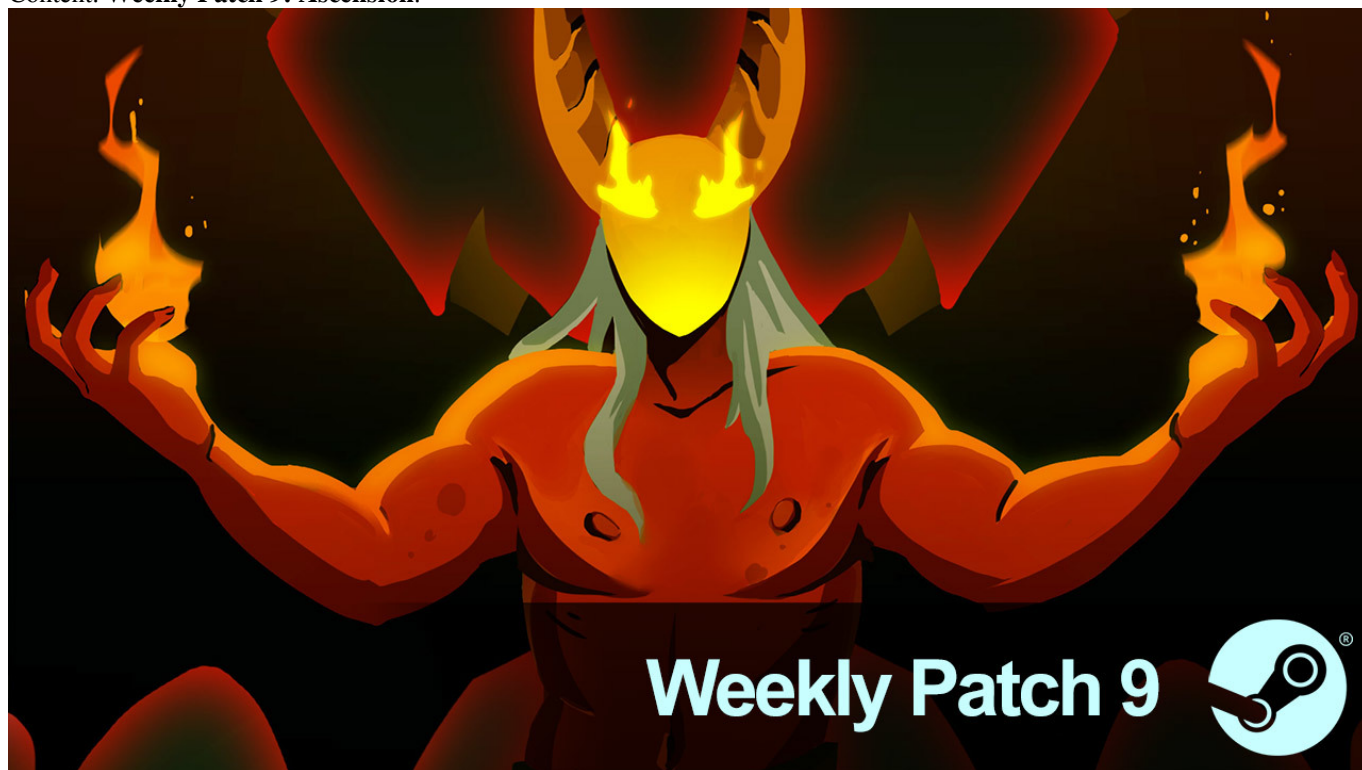
Act 3 Enemies. **Weekly Patch 34: Malaise:**



Greetings,

This week's focus continues the trend of adding content to reach our content goals. On top of this, we took some time to examine various cards and relics for balancing. We appreciate your continued patience and feedback!

Content. Weekly Patch 9: Ascension:



It's patch day!

We fixed the leaderboards, they upload again!
Also, the leaderboards have been reset.

We heard that some of our players wanted an additional challenge so we've devised an experimental game mode for you! For those just starting Slay the Spire, we don't want to spoil the fun so we're putting it in a spoiler block. You have been warned!

Hotfixes. Weekly Patch 42: Reboot:



Hey everyone,

Breaks are good. But patches are good, too!

This patch brings in updates for our older low-res Power icons, additional SFX, and bug fixes.

Power Icon Updates

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