Slow Cooker [SOLUTION]

The names, dialogue, and title point to the Crock Pot item in the game "Don't Starve".

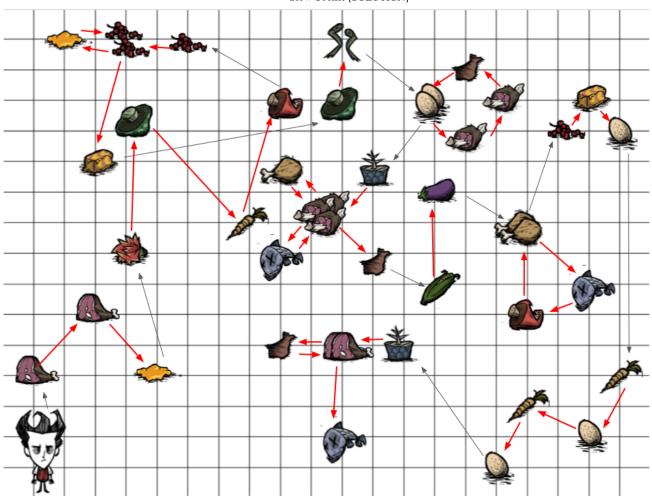
Every dish mentioned in the dialogue are recipes that can be made in the Don't Starve Crock Pot. The 3rd line in the dialogue hints that we want to make all these dishes in the order that they are stated. Crock Pot dishes require recipes (e.g. Honey Ham requires 2 units of Meats and 1 unit of Honey), and the puzzle is solved by moving around on the grid and picking up the ingredients needed to make each dish.

The icons in the map are icons from the game; as explained on the Crock Pot page on the Don't Starve Wiki, foods belong to various categories (Vegetables, Meats, Fruits, Sweetners, Eggs, Butter) and have different values. For example, the fish icons have a value of 0.5 Meat, and the carrots have a value of 1 Vegetable.

The warning at the end are rules about how to move:

- 1. The cooker needs to go as quickly as possible, and therefore should be looking for the shortest path possible. The map is designed such that there are no ambiguities about how to move (although some distances are close calls; the grid itself is provided to help with these)
- 2. Some locations on the map have multiple items stacked there (e.g. double berries, double eggs, triple small meats). However, since the cooker can only pick up one item at a time, and must continually move (that is, they cannot stay and pick up both items in a spot with multiple foods), They must move away and pick up something else close by and return later.

The below maps shows how the pickups should happen. Red arrows depict movement within getting all the items required for a specific dish, while gray arrows depict movement between picking up the last ingredient for a dish and the first one for the next.



Looking at the red arrows for each dish in the order they were cooked, we note that each arrow draws out a shape/letter. The results is " \land NTI \lor XI \lor \land NT" i.e. ANTIOXIDANT, a salad at Urban Plates.

(Easter Egg(s): For those more familiar with the game, the dialogue in the puzzle statement is <u>full</u> of references to it. How many can you find?)