















Food	Name							Recipe	
								Requires	Filler Restrictions
	Bacon and Eggs	+20	+75	+5	20	40	10	 x2  x1.5	no 
	Butter Muffin	+20	+37.5	+5	15	40	1	 x1  x0.5	no 
	Dragonpie	+40	+75	+5	15	40	1	 x1	no 
	Fish Tacos	+20	+37.5	+5	6	10	10	 x1  x1	
	Fishsticks	+40	+37.5	+5	10	40	10	 x1  x1	maximum  x1
	Fist Full of Jam	+3	+37.5	+5	15	10	0	 x0.5	no  no  no 
	Froggle Bunwich	+20	+37.5	+5	15	40	1	 x1  x0.5	
	Fruit Medley	+20	+25	+5	6	10	0	 x3	no  no 
	 Flower Salad	+40	+12.5	5	6	10	10	 x1  x 2	no     
	 Guacamole	+20	+37.5	0	10	10	10	 x1  x1	no 
	Honey Ham	+30	+75	+5	15	40	2	 x1  x2	no 
	Honey Nuggets	+20	+37.5	+5	15	40	2	 x1  x0.5	no 
	 Ice Cream	0	+25	+50	3	10	10	 x1  x1  x1	no    

Food	Name							Recipe	
								Requires	Filler Restrictions
	Kabobs	+3	+37.5	+5	15	40	5	 x0.5  x1	maximum  x1
	Mandrake Soup	+100	+150	+5	6	60	10	 x1	
	Meatballs	+3	+62.5	+5	10	15	-1	 x0.5	no 
	Meaty Stew	+12	+150	+5	10	15	0	 x3	no 
	 Melonsicle	+3	+12.5	+20	3	10	10	 x1  x1  x1	no   
	Monster Lasagna	-20	+37.5	-20	6	10	10	(  or  ) x2	no 
	Pierogi	+40	+37.5	+5	20	20	5	 x1  x0.5  x0.5	no 
	Powdercake	-3	0	0	18750	10	10	 x1  x1  x1	no  no 
	Pumpkin Cookie	0	+37.5	+15	10	40	10	 x1  x2	
	Ratatouille	+3	+25	+5	15	20	0	 x0.5	no  no 
	 Spicy Chili	+20	+37.5	0	10	10	10	 x1.5  x1.5	
	Stuffed Eggplant	+3	+37.5	+5	15	40	1	 x1  x0.5	
	Taffy	-3	+25	+15	15	40	10	 x3	no 

Food	Name							Recipe	
								Requires	Filler Restrictions
	 <b>Trail Mix</b>	+30	+12.5	5	15	10	10	 x1  x1  x0.5	no    
	<b>Turkey Dinner</b>	+20	+75	+5	6	60	10	 x2  x0.5(  or  ) x0.5	
	<b>Unagi</b>	+20	+18.8	+5	10	10	20	 x1  x1	
	<b>Waffles</b>	+60	+37.5	+5	6	10	10	 x1  x1  x1	
	<b>Wet Goop</b>	0	0	0	6	5	-2	Any invalid recipe	













 **Health**
 **Hunger**
 **Sanity**
 **Perish Time** (days)
 **Cook Time**

 **Priority** (sec)

## Mechanics



Before looking into the mechanism, here are some reminders:

- Some Crock Pot dishes give fewer hunger/health points than the sum of their components. E.g. it's better to just eat 4x  [+12  +50  ] than to make a  [+3  +25  ] with them. However, with very few exceptions all Crock Pot recipes will restore 5  which may make the inefficiency desirable. Additionally, as the Crock Pot reduces spoilage, it is also almost always more efficient to cook stale or spoiled ingredients than to eat them directly.
- Placing more than 1 Monster Food (  ,  ,  ,  ,  ) will result in Monster Lasagna in most cases, unless Twigs have been added.

The outcome of the Crock Pot is not randomly decided between recipes. It can be cooked with the given ingredients. Each recipe can require certain items to be present, for example [Meatballs](#) requires one of the [Meats](#) and can never be cooked without any. Similarly, recipes can exclude certain items, for example [Dragonpie](#) excludes Meats and can never be cooked if meat is included.

Each recipe has a priority rating, which decides what the result of the current cooking session will be. The recipe with the highest rating will always be chosen. If there are several recipes with the same importance, a random recipe will be chosen. Some recipes have importance of 0 or below, which means they will never be chosen over other recipes. Such as, [Wet Goop](#), which is *always* a valid result, but never chosen over anything else due to having -2 importance. The only exception is 0 importance recipes [Fist Full of Jam](#), [Fruit Medley](#) and [Ratatouille](#), which appear to always get chosen in that order.

Crock Pot requires 4 food items, however some recipe requirements can be fulfilled with less than 4 items. In such recipes, the remaining slots can be filled by any cookable item that doesn't affect the original recipe or produce a different recipe. For example, [Meatballs](#) can be made with 1 [Morsel](#). The remaining three slots could be 3 more Morsels or 3 [Butter](#). However, adding [Twigs](#) will result in [Kabobs](#), as they are higher importance than the Meatballs.

Here is an example of possible recipes from [Fish](#) + [Cooked Frog](#)  
[Legs](#) + [Corn](#) + [Twigs](#): [Fishsticks](#) [Importance=10], [Fish Tacos](#) [Importance=10], [Kabobs](#) [Importance=5], [Froggle Bunwich](#) [1], [Wet Goop](#) [-2].  
 This means the result will be [Fishsticks](#) 50% and [Fish Tacos](#) 50% of the time, but not [Kabobs](#) or any other ones.

## Meat values

Meat recipes, instead of a certain number of Meat items, require a certain amount of "meatiness". Different meats have different meatiness values, these being:



The total meatiness is the sum of individual item meatiness. So, for example, makes 1, + make 1.5, and + + make 1.5. This means (which requires >2 meatiness) can be cooked with 2x (=2) or 1x and 2x (=2.0), but not, for example, with 1x (=1) or 1x (=0.5).

## Fruit values





- 1:       
- 0.5:   
- 0.5:  

Berries only count as half a whole Fruit. Thus, for example, recipes requiring Fruits will require at least 2 Berries to fulfill the requirement. Note, that Durian also counts as Monster Food as well as 1 fruit.

## Vegetable values

- 1:       
- 1:     
- 0.5:      

## Egg values

- 1:  
- 4:  



## Reign of Giants

In the Reign of Giants DLC, items left un-harvested in the Crock Pot will still spoil, and in rain, they will spoil quicker. There are now new recipes which can lower or raise the player's temperature. Also, some existing recipes also gain the ability to warm or cool the player. The Crock Pot itself also generates heat when cooking, which can overheat the player in Summer.