

= Don 't Starve =

Don 't Starve is a 2013 action @-@ adventure video game with survival and roguelike elements , developed and published by the Canadian indie company Klei Entertainment . The game was initially released via Valve Corporation 's Steam software for Microsoft Windows , OS X , and Linux on April 23 , 2013 . A PlayStation 4 port , renamed Don 't Starve : Giant Edition , became available the following year (with PlayStation Vita and PlayStation 3 versions released on September 2014 and June 2015 respectively , and an Xbox One version released in August 2015) . Don 't Starve for iOS , renamed Don 't Starve : Pocket Edition was released on July 9 , 2015 . Downloadable content titled Reign of Giants was released on April 30 , 2014 , and a multiplayer expansion called Don 't Starve Together became free for existing users on June 3 , 2015 .

The game follows a scientist named Wilson who finds himself in a dark , dreary world and must survive as long as possible . Toward this end , the player must keep Wilson healthy , fed , and mentally stable as he avoids a variety of surreal and supernatural enemies that will try to kill and devour him . The game 's " Adventure " mode adds depth to the sparse plot and pits Wilson against the game 's antagonist , Maxwell .

Don 't Starve was Klei 's first foray into the survival genre . Conceived during the height of a game industry trend of dropping players into a world with few instructions and a goal of survival , the game was influenced by Minecraft , which spearheaded this trend , as well as by filmmaker Tim Burton . The game received positive reviews from critics ; commended for its original art style , music , and variety of ways for the player to die , although its high level of difficulty and implementation of permanent death were less warmly received .

= = Gameplay = =

Don 't Starve is an action @-@ adventure game with a randomly generated open world and elements of survival and roguelike gameplay . Combat is handled by pointing and clicking with the mouse , while other activities are controlled by the keyboard , or using the inbuilt gamepad support to play using a controller , giving it a console @-@ like gameplay feel . The goal is to survive as long as possible , with a count of the number of days the player has survived shown onscreen . The game keeps few records of player progress besides the total number of experience points and the playable characters unlocked . Wilson is the main playable character , but the first character , Willow , can be unlocked with 160 experience points ? the player earns 20 each in @-@ game day and receives them after dying ? while Woodie , the last , requires the game 's limit of 1 @,@ 600 . As is common among roguelikes , death is permanent , barring the use of several rare and difficult to acquire items , like the Meat Effigy , Touch Stone , and Life Giving Amulet .

The game relies on a day / night cycle that causes meaningful fluctuations in gameplay style . During the day , the player spends most of their time exploring the world ; gathering food , firewood , and other items ; discovering " recipes " to combine available items ; and avoiding enemies . With nightfall comes dangerous monsters as well as an invisible menace (Charlie) which attacks the player when the screen is dark . A player must either have a nearby light source or must have some sort of night vision to prevent the night monster from attacking . Crafting , which uses recipes , allows the player to create shelters and weapons like axes . The characters are able to gather and farm plants as well as hunt animals for sustenance , with several characters having dietary perks or restrictions . Food can spoil , however , so the player cannot keep it for too long . Eating spoiled food results in loss of health , sanity , and an increase in hunger . Each in @-@ game day takes 8 minutes of real time .

Death can occur in a variety of ways . The player has three gauges displayed on the game 's heads @-@ up display , which respectively track hunger , health , and sanity . Hunger worsens by default , being replenished with food . Sanity decreases during the dusk and night , or as a result of certain unpleasant actions , such as robbing graves or being in complete darkness ; it can be replenished through mentally stimulating activities , such as sleeping , picking flowers , and wearing " dapper " clothing . When hunger gets too low , it begins to chip away at health , which will eventually result in

the player 's death . A large variety of creatures can attack the player , including giant one @-@ eyed birds , tree monsters , tentacles whose owners are not shown , and even small , weak frogs that will nonetheless try to accost the player and steal from them . Additionally , at low enough sanity , figments of the character 's imagination become corporeal and able to attack the player . Some creatures , such as pig @-@ like creatures often found in tribes , begin as neutral to the player (Excluding the Reign of Giants character Webber) , but the player 's actions may lead them to be allies or hostile foes .

The game 's bulk occurs in Sandbox Mode , but there is a second mode , Adventure , which the player can access by finding a landmark called " Maxwell 's Door . " Adventure serves as the game 's campaign , and consists of five levels that pit the player against Maxwell , the antagonist of Don 't Starve . The player loses all items and recipes upon entering , and can only pick four to keep upon completion of each chapter . Death or completion of all five chapters results in being returned intact to Sandbox Mode .

= = Plot = =

= = = Characters = = =

Wilson , a gentleman scientist , is the protagonist of Don 't Starve . While Wilson has no special abilities beyond growth of " a magnificent beard " , which slows the speed of freezing in winter , and accelerates overheating in summer , other playable characters do ; a few examples follow . Willow , a firestarter , is immune to fire damage and will start a small fire on the ground , which can set fire to nearby objects , when she has a low sanity level . A girl named Wendy receives visits from her deceased twin sister Abigail when summoned . A strongman named Wolfgang has higher health , offensive capabilities that grow the more his hunger meter is full , but starves faster and loses more sanity when near danger . WX78 is an android who nonetheless needs to eat , sleep , and stay mentally stimulated , but does not become ill from spoiled food , can increase its maximum health , hunger , and sanity with gears (which are reset to the original maximum after dying and respawning , but the corpse leaves behind a portion of the used ones) , and takes damage from rain . WX @-@ 78 also attracts lightning , being made of conductible material , that makes it surrounded by a glow , which gradually decreases with time as the charge wears off , refills health , and lowers sanity while continuing to speed the loss of it .

The game 's antagonist is named Maxwell . Maxwell is described as a puppet master who is " dapper " and " frail " in stature . He is part @-@ demon and transforms incrementally as his anger at the player increases over the five chapters of Adventure . He is the final unlockable character , obtained after completion of the story rather than with experience points . The character version of Maxwell starts with a Dark Sword , Night Armor , Purple Gem , 4 Nightmare Fuel and the Codex Umbra , a book that when activated , costing 2 Nightmare Fuel , depletes 15 health , lowers maximum sanity by 55 , and spawns a shadow clone of himself that aids him in battle , mining and wood chopping . The Shadow Puppet has 75 health and deals 40 damage with each attack . When it dies , it disappears and returns Maxwell 's lost maximum of sanity . A maximum of 3 puppets can be spawned at once , and each will disappear 2 @.@ 5 days after it is spawned .

= = = Story = = =

As the game itself opens with Maxwell snidely informing the player of their gaunt appearance and includes little further story , the game 's setup is told through its trailer . On a dark and stormy night , Wilson appears to be getting nowhere in a chemistry experiment until he is startled by his radio speaking to him . It reveals that it has noticed his trouble and has " secret knowledge " for him . When he eagerly agrees , a flurry of equations and diagrams encircle him and fill his head with this information . Using white rats , a typewriter , and his own blood , among other tools and materials , Wilson creates a giant machine . The radio commends his work and tells him to pull the machine 's

switch . He hesitates , but at the radio 's insistence , he does it ; the machine rattles violently and a pair of ghostly arms whisk him into a different world while an apparition of Maxwell cackles .

As the player wakes up each morning during the Adventure mode , Maxwell appears over them and comments . At first he seems impressed at the player 's hardiness ; he then becomes irritated and urges the player to turn back . He offers the player a truce but then becomes completely enraged .

At the end of Adventure , the player reaches an island called Maxwell 's Island with a hall belonging to Maxwell on it . The player finds Maxwell trapped in a throne encircled by short stone pillars . The player is at first unable to free him , but finds a keyhole , as well as a key nearby . The player sets Maxwell free , but he turns into a skeleton and disintegrates as soon as he stands up . The ghostly arms from the trailer then grab the player and ensnare them in the throne . An epilogue implies that the player will take on a villainous role similar to Maxwell 's using newfound powers given by the throne , but will nonetheless be trapped forever .

= = Development = =

= = = Conception and design = = =

Don 't Starve was developed and published by indie studio Klei Entertainment . The game began development as part of a 48 @-@ hour game jam in 2010 . The team liked the idea but shelved it until two years later , when they had the time to flesh it out . Full development commenced in 2012 , while Klei was nearing the end of the development process of Mark of the Ninja . This was during the heat of an industry trend of creating games in which players are dropped into a world with few instructions and a goal of survival . The torch of this movement was held by the 2011 sandbox game Minecraft . Member Kevin Forbes stated in an interview that Minecraft was one of the team 's biggest influences , particularly its exploration elements . However , as the game was conceived as a " weird experiment " , the team 's main goal was to innovate in terms of gameplay and aesthetics , specifically by adding a layer of emphasis on characterization and themes . Another influence was the 2005 Nintendo DS title Lost in Blue , which contains similar supernatural elements and a day / night cycle .

The game 's dark and supernatural yet cartoonish art style was influenced by the work of filmmaker Tim Burton , to which it has been frequently compared , and by writers Edward Gorey and H.P. Lovecraft . Forbes noted the team 's ambition of creating something " dark and creepy . " After conception of the basic game setup , Forbes penned a backstory influenced by steampunk and horror , and lead creative director Jeff Agala added comic strip @-@ like art elements . To further the game 's atmosphere of loneliness and directionlessness , Klei decided firmly against multiplayer gameplay . However , in December of 2014 , after numerous requests , Klei finally released the multiplayer version of the game titled " Don 't Starve Together " on steam early access after an initial closed beta release . The game is still in beta .

Development was marked by a few changes to the game 's formula that would be reverted . Most notably , at one point during development , Klei wanted to add quests to the existing open gameplay . Klei shelved this idea when they realized that " having external goals is extremely counter to what is fun about the game . " Nevertheless , Klei co @-@ founder Jamie Cheng has emphasized that Klei values the freedom to try different approaches that being tied to a major publisher would not afford them .

Cheng related in an interview that Don 't Starve 's development taught Klei a considerable amount about the nature of the emergent gameplay that was endemic to its open and random world ; Klei tries to experiment with a new genre with each project and prefers not to create sequels to any of its games . These lessons would later be used to balance the mechanics of Klei 's upcoming project Invisible , Inc .

= = = Releases and updates = = =

Klei employees argued at length about whether to release Don 't Starve as a free @-@ to @-@ play game . Forbes stated that he " wouldn 't rule it out as a business model " but that the team was not ready to make such a decision . It was , however , free in the early days of beta testing .

Don 't Starve was released in beta form in 2012 , a move that Klei decided on to find out " what aspects of the game players are really responding to , and [nip] usability issues in the bud . " Klei 's Cory Rollins has stated that he finds that most developers ' beta periods simply serve as an early release of the game and result in few glitches being fixed , and wanted to make more use of the strategy . Added benefits the team discovered during beta testing were that it forced them to make important decisions about the game 's upcoming release well in advance , and that it solidified a player base . In addition , Klei added the ability for food to spoil during this time , inspired by a forum thread about such possibilities . Cheng found Don 't Starve to have " ended up a way better game because of the community . " It spent a few months in beta testing , and Klei continued to give updates for months after its release .

In June 2013 , shortly after the game 's main release , a PlayStation 4 version was announced ; it would not be released until January of the following year . In a January 2014 interview , Rollins mentioned internal discussions of creating a PlayStation Vita version of Don 't Starve , citing massive community interest in playing it on the PlayStation 4 remotely . An iOS edition was released in July 2014 . The company is also considering other mobile phone adaptations , as well as a potential sequel , but is not prioritizing them .

== == Don 't Starve : Reign of Giants == ==

Don 't Starve : Reign of Giants , the game 's first paid downloadable content expansion , was announced on February 18 , 2014 . Three cryptic teasers were released , each named after a season of the year . The first , " Fall " , shows a badger @-@ like creature , while " Winter " adds an unlockable arachnid character named Webber and " Spring " a furry leg accompanied by a hatching egg . The expansion was made available as early access at the beginning of April and was released on April 30 . It contains new items , characters , and environments .

== == Don 't Starve Together == ==

On May 7 , 2014 , Klei announced that a free multiplayer expansion , Don 't Starve Together , would be coming later that year . As they had initially decided not to create multiplayer , Klei clarified on their official forums that they originally had not been " confident that it would actually work both in concept and implementation " but had changed their minds in response to popular demand and bringing in new help .

Don 't Starve Together made its debut on Steam 's Early Access program on December 15 , 2014 . It supports up to six players at a time , who can be either existing friends or strangers and can play in public or private games . The expansion contains most , if not all , features of the single @-@ player game , but with ongoing balance patches being made for multiplayer . The game was officially released out of early access on April 21 , 2016 .

== == Don 't Starve : Giant Edition == ==

A PlayStation Vita port of Don 't Starve titled Don 't Starve : Giant Edition was announced on August 25 , 2014 and was released on September 2 , 2014 in North America , and September 3 , 2014 in Europe . This was also announced to be released for the Wii U via the Nintendo eShop on March 4 , 2015 . Wii U Specific Features : Enjoy Off @-@ TV Mode ! Use companion map via the Wii U GamePad to navigate around the world ? Reign of Giants ? DLC available at launch . Giant Edition was released in North America on May 28 , 2015 and in Europe on June 4 , 2015 . A PlayStation 3 port was developed by Abstraction Games and released in North America on June 23 , 2015 , as well as in Europe on June 24 , 2015 . An Xbox One version was released on August 26 , 2015 .

== Don 't Starve : Shipwrecked ==

Don 't Starve : Shipwrecked , co @-@ developed by Super Time Force studio Capybara Games , was released on PC on the first day of December 2015 in early access . This expansion includes new characters , biomes , creatures , and seasonal effects .

Don 't Starve : Pocket Edition

Don 't Starve : Pocket Edition was released on July 9 , 2015 , for iOS and includes the Reign of Giants DLC . An Android version is planned to be released in September 2016 .

= Reception =

Don 't Starve received " generally favorable " reviews , according to video game review aggregator Metacritic . The game sold one million copies by the end of 2013 . Don 't Starve was a finalist for the grand prize and " Excellence in Design " subcategory at the 2014 Independent Games Festival awards ceremony . It also received honorable mentions for " Excellence in Visual Art " and " Excellence in Audio . "

The game 's art style was critically acclaimed . Summarizing that the " distinct art style and atmosphere set a cool vibe , " GameSpot 's Nathan Meunier commended the atmosphere and visual design . Marty Sliva of IGN claimed an " immense appreciation for the paper @-@ cutout graphical style and whimsical presentation " , going on to praise the threatening qualities bestowed upon mundane objects by the " gothic @-@ inspired look . " Game Informer writer Jeff Marchiafava stated that " the cartoony art style makes exploring your massive , randomized world a joy . " Writing for the newspaper Toronto Sun , Steve Tilley called the art " whimsical and wonderful " and the presentation in general " captivating . " Reviewing the PlayStation 4 version specifically , Jordan Devore of Destructoid said that it looked and played very well on the console , though he did note some pixelation effects when the screen zooms in on the inventory . He also found that the gamepad controls , while less efficient than a keyboard , were similarly enjoyable .

The music was generally well received . Sliva compared it to carnival music and called it " immediately catchy " though lacking in variation . Giancarlo Saldana of GamesRadar called it " eerie [yet] calming " and praised its role in complementing the simultaneously lonesome and dangerous world .

Critics universally acknowledged , but gave mixed opinions on , the game 's high level of difficulty . This sentiment was epitomized by Sliva 's comment that " Don 't Starve will never , ever hold your hand , and I both love it and hate it for that . " For example , he felt some of his deaths were unfairly caused by the game 's camera system obscuring needed objects . Meunier stated that " survival doesn 't come easy , but there 's an undeniable thrill to the challenge , " but also placed the high difficulty in his list of the game 's cons . Leon Hurley of Official PlayStation Magazine claimed that " learning is half the fun and even the smallest victory makes you feel like you 're winning with a capital FU . " Reviewers also felt that players ' levels of satisfaction would depend heavily on their levels of commitment to survival .

The lack of a permanent saving mechanic and permanence of death were criticized . Marchiafava , while normally a fan of permadeath in games , found it problematic in Don 't Starve because , unlike other games such as The Binding of Isaac and Spelunky , Don 't Starve is much longer and so death felt like more of a loss . Meunier noted that the novelty and thrills of each new run wear off somewhat " when you 're stuck tackling the same menial tasks over and over again to regain lost ground . " Sliva expressed disappointment at being given " nearly no recognition from Don 't Starve itself " upon being killed by a frog , and reported being bored for roughly 30 minutes at the overly familiar starts of later playthroughs . Brown thought similarly , also calling the early game in particular " a bit dull . " Saldana , however , reasoned that " you at least gain some knowledge of how things work " and would thus make incremental , enjoyable progress .

The variety of unusual , numerous , and frequently placed ways for the player to die were singled out for praise . Focusing on the harm caused by subzero temperatures during winter , Meunier found

that " these interesting wrinkles add depth and additional difficulty to the already challenging survival mechanics at play . " Jessica Conditt of Joystiq praised the high number of possible causes of death as well as the game 's efficient and easy @-@ to @-@ understand display of the player 's health , hunger , and mental stability . Saldana noted that the unfamiliarity of some monster designs would help to keep the player wary .