



## Don't Starve

By Klei Entertainment

4.8/10

android

ios

### Description

---

DON'T STRAVE The main character begins the construction of a mysterious machine based on the knowledge given by the demon. After finishing work, Wilson hears Maxwell's words "Do it!" And then starts his work. The machine began to grow and take shape, depicting Maxwell's face, and then demonic hands emerge from the floor and drag Wilson into a mysterious, full of danger, a world of wild nature. People are assigned a sign, and then there are several functions available on the basis of the selected person that are attached to them. These items become useful for dealing with monstrous beasts, enemies and unknown dangers that must be faced when the user tries to find a way out. The main role in the game is Wilson , who was imprisoned after he was introduced to the mysterious world and must use his brain to make sure he can deal with everything and not starve. The trick is to get used to the environment and then use everything for good; it will cause you to return home after completing several tasks. News - Fixed problems with the controller, which involved incorrect switching of the input type. - Moved floating menu, which avoids clipping. - Moved arrangement in the chest. Previously, the layout was partially truncated on some devices.

### Review

---

#### DON'T STRAVE

The main character begins the construction of a mysterious machine based on the knowledge given by the demon. After finishing work, Wilson hears Maxwell's words "Do it!" And then starts his work. The machine began to grow and take shape, depicting Maxwell's face, and then demonic hands emerge from the floor and drag Wilson into a mysterious, full of danger, a world of wild nature.

People are assigned a sign, and then there are several functions available on the basis of the selected person that are attached to them. These items become useful for dealing with monstrous beasts, enemies and unknown dangers that must be faced when the user tries to find a way out.

**The main role in the game is Wilson**, who was imprisoned after he was introduced to the mysterious world and must use his brain to make sure he can deal with everything and not starve.

**The trick is to get used to the environment and then use everything for good; it will cause you to return home after completing several tasks.**

## News

- Fixed problems with the controller, which involved incorrect switching of the input type.
- Moved floating menu, which avoids clipping.
- Moved arrangement in the chest. Previously, the layout was partially truncated on some devices.

## ✓ Pros

---

- Tight mix of craft, exploration and survival- A clear artistic style and atmosphere give a nice atmosphere
- A huge open world to discover The discovery process is very satisfying
- Very nice aesthetics

## ✗ Cons

---

- There are no prizes that would compensate for repetition- Infinite brutality
- It could use more types of creatures in the world
- It would be good to start the adventure mode from the title screen

## Tips

---

1. When you build your first tool, which is usually Ax, prepare wood for the night. Try to get a bonfire instead of an ordinary bonfire. The fireplace can be restarted and much safer.
2. Choose the right location for the permanent camp. Usually, I put myself near a few things - a. A few rabbit holes, b. Close to beef, but not too close, because they tend to crowd.
3. Get a shovel and dig up seedlings and tufts of grass. Then you can place them wherever you want, near the camp.
4. Pick up the flowers when you see them. Feed them with pigs for manure, which is essential for agriculture.

## Download

---

[Official Site](#) | [App Store](#) | [Google Play](#)

## Social

---

[Facebook](#) | [Instagram](#) | [Twitter](#)