
Don't Starve Activation Code [hack]



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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

b4d347fde0

English







Weekly Patch 16: Back to Work:



Hey everyone,

I just got back from vacation. I heard there was a surprise patch last week? I just found out, what a surprise!

Fortunately, our company is 2 people so there's a patch this week, too.

Many have asked us if we will be at GDC this year. We will NOT be attending this year, sorry. Good news, we'll be working on the game instead!

Patch Notes

Hotfix. **Weekly Patch 36: Power Through:**



Hey everyone,

It's patch time!

This week brings a few bug fixes and quality of life improvements. We thank you for your patience while we work on various features that are still forthcoming! It's gonna be good :D

Save Slot System. **Weekly Patch 28: The Ritual:**



Hey everyone,

It's patch time! This week we focused on expanding content for Act 3 while continuing work on prepping the Soundtrack and Controller support.

New Events. **Weekly Patch 26: Controller Support Testing:**



Hey everyone,

This week we continued to work on controller support and character 3. You'll see that controller support is now available in the beta branch! Also, more content is going into Act 3 so players in the beta branch may start seeing changes as we test out new enemies, events, etc.

Controller Survey. **Weekly Patch 31: Custom Mode:**



Hello!

I hope everyone's having a good week, we've been quite busy with a bunch of new players thanks to the Steam sale. Hello new players!

This week brings in a 3rd game mode called Custom Mode.

Custom Mode. **Weekly Patch 47: Metamorphosis:**



Greetings,

This week's focus was on prepping the final content for next week, visual updates, and bug fixes.

Final Content?! (BETA). **Weekly Patch 15: Surprise Patch:**



Casey is still enjoying his vacation till later next week. Although originally we did not plan on a patch this week, I decided to release a small update focusing on improvements to the daily climbs!

Daily Climb Changes

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