

Don't Starve - All Bosses (No RoG/SW DLC) PC Route

Made by Hardrocker

Notes:

Timing Starts upon gaining control after your Character wakes up

Timing Ends when you defeat the 4th Boss

If you come across Set Pieces during the Run (*If you are **not** using the Manipulation*):

- Set Piece with a 0% Durability Trap (Any point in the run): Can skip building any Traps
 - Trap can be used infinitely
- Set Piece with a Walking Cane (Up until you try to kill a MacTusk): Can skip killing a MacTusk and building Walking Cane
- Set Piece with a Miner Hat (Up until Caves): Can skip building a Bug Net, capturing Fireflies, and building a Miner Hat
 - Instead of Fireflies, you pick Light Bulbs from Light Flowers for Fuel
- Living Forest (Up until Treeguard): Skips having to farm/spawn a Treeguard

Pre-Run:

Character:

Willow = Her Infinite use Lighter is OP

Custom World Presets:

To have quicker resets, save this preset.

Any Presets which are not mentioned should not be changed

<Preset> = <Change>

BEGIN WITH “DEFAULT PLUS”, then change the following:

Land Branch = Never

Land Loop = Never

Length of Seasons = Short Both

Length of Day = Only Day

Touch Stones = Lots

Boons = Lots

Grass Tufts = Lots

Saplings = More

Reeds = Lots

Trees = Lots

Flint = More

Boulders = More

Berry Bushes = Lots

Carrots = Lots

Mandrakes = Lots

Rabbits = Lots

Birds = Lots

Beehives to Tallbirds = None

Hounds to Tentacles = None

MacTusks = More

Krampus = None

Treeguards = Lots

Deerclops = Lots

Route:

- Set Presets and Character and hover over "Start"
- Set System Time/Date to:
 - Date: July 27th, 2018
 - Time: 01:59:55 PM (13:59:55 Military Time)
- Save System Time/Date and quickly go back to Don't Starve
- Slightly BEFORE the System Time hits 02:00:00 PM, click the "Start" Button
 - This should get you the correct seed for this run
 - An indicator of the correct seed is [This Layout](#) of the Chests and Skeleton
- Use Backpack Blueprints and Gunpowder Blueprints from Chests
- Grab Shovel, Spear, Axe, and Pickaxe from Chests, Equip one of them
- Grab 30 Cut Grass, 20 Logs, 30 Twigs, 10 Gold Nuggets, 10 Flint, 20 Rocks, 2 Gunpowder, and 6 Silk from Chests
- Craft Backpack
- Grab All Food (Not the Tallbird Egg) from Chests and place in Backpack
- ([Map](#)) Go through this Wormhole
- ([Map](#)) Now go anywhere in the Blue Circle
- Craft Science Machine, Place
- Craft a Trap and Bird Trap
- Place Bird Trap
 - Bait Bird Trap with Seeds
- Drop Trap, Shovel, Silk, Gunpowder, Seeds, Cut Grass, Meat, Dragon Fruit, and Carrots onto the Ground
 - Put Pickaxe, Axe, Berries, Pumpkin, Eggplant, Twigs, Flint, and Willow's Lighter in Backpack
- Gather Materials:
 - 9 Cut Grass
 - 10 Twigs
 - 12 Gold Nuggets (21 total)
 - 41 Nitre (1 full stack + 1 extra)
 - 8 Reeds
 - 18 Rocks (34 total)
 - 30 Mandrakes
- Go to this [Dense Forest](#), Chop down Trees to get 20 Logs (34 total)
- Burn down Dense Forest with Willow's Lighter
 - Gather 41 Charcoal (1 full stack + 1 extra) from burnt down Trees
- Go back around near your Science Machine, Bird Trap, and Trap
- Craft 4 Cut Stone and 8 Boards
- Craft an Alchemy Engine
- Place Alchemy Engine near Science Machine

- Craft 2 Papyrus
- Craft a Birdcage and 3 Traps
- Place Birdcage near Science Machine
- Gather Bird from Bird Trap
 - DO NOT KILL THE BIRD
- Place Bird in Birdcage
- Equip Shovel
- Find a Rabbit Hole, Place a Trap above it, Dig up Rabbit Hole, Gather Rabbit from Trap
 - DO NOT KILL THE RABBIT
- Equip Spear
- Do [This Glitch](#) with Captured Rabbit and Trap 32 Times to get 32 Morsels
 - If you are not very consistent with this glitch, a slower backup strat is to place a trap above a Rabbit Hole and dig it up
- Kill Rabbit to get 33rd Morsel
- Go to Birdcage and Feed the Bird 8 Meat and 33 Morsels to get 41 Eggs
- Put 41 Eggs in inventory
- Craft a Fire Pit
- Cook 10 Mandrakes and Eat 10 Cooked Mandrakes to spoil Eggs into Rotten Eggs
- Craft 41 Gunpowder to have a total of 42 Gunpowder

- Craft a Pickaxe
- Craft Thermal Stone for Winter
- Light the Fire Pit with Willow
- Cook Mandrakes until Winter starts
- Stand by Fire Pit with Thermal Stone until it gets to Glowing Orange
 - Repeat this during the Winter when the Thermal Stone get Cold
- Put MacTusk to Sleep by eating a Cooked Mandrake, Attack it with Spear, Repeat until you get a Walrus Tusk
 - When the MacTusk can attack you again, put it to sleep
- Go back to Alchemy Engine, Craft Walking Cane, Equip Walking Cane
 - When the Route says to use another item, always switch back to Walking Cane after
 - When you are in the Caves and Ruins, Don't use the Walking Cane

BOSS 1: Deerclops

- Find Deerclops (Should be near the player)
- Eat an Uncooked Mandrake near Deerclops
 - Place 10 Gunpowder on the ground next to Deerclops as soon as it is asleep
 - Light it with Willow's Lighter and back up

BOSS 2: Spider Queen

- Go to the closest Tier 3 Spider Den
- Eat Cooked Mandrakes until the Tier 3 Spider Den evolves into a Spider Queen
 - Leave 3 Mandrakes Uncooked
- Eat an Uncooked Mandrake near Spider Queen

- Place 6 Gunpowder on the ground next to Spider Queen as soon as it is asleep
- Light it with Willow's Lighter and back up

BOSS 3: Treeguard

- Eat remaining Cooked Mandrakes until it becomes Summer
- Go to the [Living Forest Set Piece](#)
- Eat an Uncooked Mandrake near Treeguard
 - Place 13 Gunpowder on the ground next to Treeguard as soon as it is asleep
 - Light it with Willow's Lighter and back up

BOSS 4: Ancient Guardian

- Go to [This Sinkhole](#), Mine the Sinkhole and pick up the Drops
- Stand right next to the Sinkhole
- Set System Time/Date to:
 - Date: July 27th, 2018
 - Time: 05:59:55 PM (17:59:55 Military Time)
- Save System Time/Date and quickly go back to Don't Starve
- Right as the System time hits 06:00:00 PM, Enter the Sinkhole
 - An indication of the right Caves is [This Map Layout](#)
 - If you do not get the Manipulation, go to [This Sinkhole](#) and Retry
 - If you do not get the Manipulation after that, go to [This Sinkhole](#) and Retry
 - If after three tries you don't get it, just make do with the caves you have
- Craft 3 Torches, Use them as a light source
- ([Map](#)) Go to the Thulecite Biome
- Find the Thulecite Sinkhole in the Biome
- Go back to the Thulecite Sinkhole and place 1 Gunpowder, Light it with your torch, run away
 - This will create an earthquake so make sure you survive it
- Enter the Thulecite Sinkhole to go to the Ruins (No RNG Manip Required)
- ([Map](#)) Go to the Labyrinth Biome in Ruins
- ([Map](#)) Make your way through the Labyrinth until you get to the Ancient Guardian
- Eat an Uncooked Mandrake near Ancient Guardian
 - Place 13 Gunpowder on the ground next to Ancient Guardian as soon as it is asleep
 - Light it with Willow's Lighter and back up

TIME IS WHEN THE ANCIENT GUARDIAN DIES