DST manip, or daylight savings time manipulation, is a method of making seed moons grow immediately by daylight savings kicking in (i.e. the clock advances 1 hour) after you plant the seed. This is useful in Sand Kingdom in any%, with the plaza seed. It is optimal for the clock to advance at some point before you exit the pipe subarea, otherwise you will have to watch the plant growing animation.

EDIT: If you are more of a visual learner, this spreadsheet I made will probably be easier to understand than this guide. However, this guide goes into greater detail about which time you should use and why.

The text between the dashed lines basically explain how to set up DST manip for top runners with general estimates. If you are still confused about how to set it up for yourself, keep reading the text below it. I had to use estimations for the times, but the window is so large that this should not really be an issue.

TL;DR Top runners should use about -20 if they want to be safe, the -15 to -10 range will probably also work (at least at first), but if you are fast enough then a lower number like -10 will result in timeloss. Runners of any other level should read the goddamn guide.

DST needs to be set up such that DST kicks in somewhere between planting the seed and exiting the pipe. With a strat of getting bird before overlooking, this window is about 29 seconds. With optimal movement, getting bird after overlooking, this window is probably about 25 seconds, maybe as low as 23-24 if done very well. It takes ~50 seconds from Cascade fadeout to planting the seed.

So, with a 5:30 Cascade fadeout, the window for DST to kick in is approximately 6:20-6:43 on livesplit on a very good run. This would mean you would have to set the time to 7 minutes before DST before beginning the run (i.e. 1:53 AM on the date of DST in whatever year you want, I use March 11 2018), and do so at least 17 seconds before beginning the run (i.e. start livesplit at -17.0 when you hit "OK" in the switch's clock menu, and start the run when the timer hits 0). This means that you *need* to plant the seed by 6:43 on the timer, but leaving the pipe room before 6:43 on the timer will cause issues. This is because DST will kick in 7 minutes after you set the clock, which happened at -17s on the timer. You could also set the clock at -40 on the timer, and you'd need to plant the seed by 6:20 on the timer and leave the pipe after 6:20 on the timer. Obviously, this is the far worse option because it means resetting takes longer *and* it *forces* you to make fewer mistakes while still making DST kick in during the window.

It is worth noting that if you use a high time, like 17 seconds, as the time between setting the clock and starting the run, that your time resetting can be minimized a bit. You can set the clock before resetting your game file, and while livesplit counts up to 0.0, do the normal menuing involved in resetting a run.

Also, if you play totally out of your mind and get a 5:28 Cascade fadeout, then you will probably leave the pipe too early. The way to counteract that is to use a number higher than 17 seconds between clock-set and run-start. The exact number you want to use depends on your early game, level of consistency, and how much you care about how long resets take.

If you do the bird+overlooking slowly and a great Cascade exit is more like 5:38 (like me), then the window is more like 6:28-6:57 on the timer. In this case, you must set the switch's time at least 3 seconds before (I use 5.0, personally).

Essentially, for each extra second that a *good* Cascade exit for you is faster than these examples, you set the clock 1 second earlier (e.g. use -18 on livesplit instead of -17). For every second faster that you execute any part of Sand kingdom up to exiting the pipe (e.g. getting to planting the seed, movement between seed and entering pipe, etc.), you set the clock 1 second earlier. At that point, your run just can't be 23 (or 24 or 29 or whatever) seconds slower than a great Cascade exit + early Sand, which should be extremely easy to do consistently.

The same principles work in reverse: if your great Cascade exit is a 5:32, and you do bird before overlooking (so you have the 29 second window), then your window for DST to kick in is 6:22-6:51 on livesplit, and you want to set the clock at -9 on the timer.

However, things get a bit more complicated if you are slower. If a good Cascade fadeout for you is 6:10 and you take 30 seconds between planting the seed and exiting the pipe, your window for DST to kick in is 7:00-7:30 on the timer. This means you must set the clock to 8 minutes before DST (i.e. 1:52 AM), and do so at anywhere from -30.0 to -1:00.0 on your timer (-30.0 lets you make more mistakes, but also means if you have a *really* good run for your skill level that you will need to wait before exiting the pipe). If this sounds like you, then you may want to reconsider how much time you want to spend resetting, as well as if you should even bother with this until you have a more solid early game. Either way, this is what you need to know to set up the DST manip.

If you still can't figure it out, just DM me (CMFP#8762), and we will figure it out together quickly.