

A beginner's guide to DST, with combat, crafting, survival, and more.

By Q42, aka Quackkyy, aka ZOLBY

(This guide assumes you're playing keyboard and mouse. Sorry console players!)

Let's start with the character selection screen. I know, the character selection screen looks pretty overwhelming. Every character has different upsides and downsides. But I'll narrow it down to a few of the beginner friendly choices.



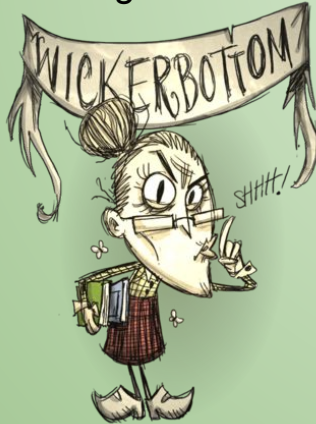
Wendy can summon her dead sister Abigail to aid in combat. This helps learn basic combat skills. She also can stay sane better than most other characters. However, Wendy does 25% less damage to enemies.



Wilson has no innate special abilities, other than growing a *magnificent* beard, which helps keep you warm in winter. He does have a skill tree though, focusing on survival and resource transmutation. He has no downsides, and few upsides. He's a good beginner character.



Abigail!



Wickerbottom has access to her very own crafting tab - books! Each book she can craft has an ability, such as growing plant resources extremely quickly and putting enemies to sleep. Her downsides are relatively small, (gets even less stats from stale food and can't sleep to restore stats) and is easy to learn. Be careful though, because heavy use of her books results in insanity.

Lag Compensation

The very first thing you want to do when you get in a world is press **escape**, click **settings**, click **“Advanced”** on the left, then set **“Lag Compensation”** to **None**. This will keep the game from throwing off your hit registration.

Don't Starve Together's Heads Up Display!

The crafting
tab

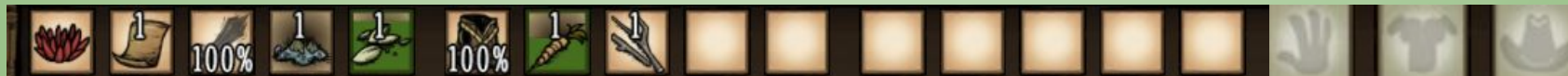


← The crafting tab has changed since this guide was released. You can now search for items and pin recipes. Most of the categories should be the same though, just with some extra ones. The survival tab has been removed, however.



This watch lets you know exactly how long you've lived. The yellow is day, brown is dusk, and blue is night. Each day is 8 minutes long.

Your inventory



Your hand, body,
and head slot.

Now, for the actual gameplay.

On day 1, you're gonna want basic materials. (seen below) We'll go into crafting with them soon. These resources are important because TONS of crafting recipes and your survival depend on them.

You'll use these to make basic tools, and you can use the tools for basic actions like mining boulders and trees. If you're running low on health, you can punch butterflies that spawn from flowers by holding CTRL and pressing F when they're hovering above a flower or stop moving. They provide 8 health and a little hunger!



Twigs



Grass



Flint

Wendy gathering
grass



Crafting is split into tabs. Here's the most important ones.



Tools: Tools include axes, pickaxes, shovels, and more. You can use picks to mine boulders. (seen in bottom left) Axes chop trees (seen in bottom right) which can make campfires, armor, chests, and more.



Gray boulders give you rocks, flint, and nitre. Rocks make basic science items and cut stone, flint makes tools, and nitre makes items to aid in Summer.



Gold boulders are the same as gray boulders, but instead of nitre they give GOLD! Gold is used in making upgraded tools, science, and more!



A tree!



The light tab is probably the most important tab in the game! You can craft torches, a mobile light, with twigs and grass. You can craft campfires with grass and wood to provide a stationary light. You can also make fire pits, which don't disappear after they run out of fuel! Other useful light items include lanterns (a torch that you can drop on the ground) and mole goggles that light up the entire screen!



The science tab lets you create scientific stations that increase the number of items you can craft, like the science machine (bottom left) and alchemy engine! (bottom right) Remember that after you craft something for the first time, you don't need to stand next to the station to craft it again.



The science machine is crafted using 4 rocks, 4 wood, and 1 gold. It allows you to craft *many* important recipes like backpacks and shovels, which can tree stumps for extra wood and dig up graves for trinkets, which can then be traded for gold! (more info later)



Wendy dancing with a torch. Don't play with fire!



The alchemy engine is an upgraded science machine that gives you all the recipes the science machine has and more! It's quite a bit more expensive, requiring 4 boars, 4 cut stone, and 2 electrical doodads. (crafted with 1 cut stone and 2 gold) The alchemy engine lets you craft the football helmet armor, lanterns, thermal stones to keep you warm, and much more!



Gravestone



Ah, the fight tab! Another important one. I would start off by crafting a spear at a science machine whenever you can. You can also craft a log suit (although you won't be able to wear a backpack with it) for protection.

After you get an alchemy engine, the possibilities open up even more. You can make the football helmet, an extremely cheap helmet that reduces damage by 80%. The hambat is a weapon that has INFINITE durability! Well, except that it rots in 10 days, or 80 minutes. But while it's fresh, it does a massive 59 damage, almost double that of the spear! However, the damage goes down as the hambat spoils, to a minimum of 32.



A lot of these items require rope  or boards,  which you can make in the refine tab! If you're planning on using this tab though, you better have at least a science machine or it doesn't appear.



Wendy brandishing a spear



A bunch of weapons and armor!



Some Refine tab items



The survival tab! You can craft backpacks for more inventory space, thermal stones to stay warm, rabbit traps for catching those pesky bunnies, umbrellas to add some dryness to your rainy day, and more!

EDIT: The survival tab has been removed! You can find most of the stuff that WAS here under the tools, winter/rain/summer, and health tabs.



A rabbit about to fall for a trap



A thermal stone by the fire will keep you warmer than any winter clothing!



The extra slots provided by a backpack.

Now that we've gone over crafting, how about some game mechanics?



Health, run out and you die. Most characters start with 150.



Hunger goes down by 75 each day. Eating delays starvation. Most characters start with 150.



Video of killing a nightmare creature, courtesy of Zreamland.



Sanity is the most complicated stat. When it becomes dusk and night, you lose sanity. When you fight, you lose sanity. When you use magic items, you lose sanity. Yeah... Low sanity spawns nightmare creatures, (seen to the right) which drop nightmare fuel. You can restore sanity by eating certain food like cooked cactus flesh, and killing nightmare creatures.

Bait out their attack by going in and out of their attack range, then press F to attack. So, what can you do with the nightmare fuel they drop? You can craft various magic tab items, which we'll go into later, including the *best* weapon in the game in terms of damage and amulets that resurrect you!



A fast, tough, and high damage nightmare creature.



A less threatening nightmare creature, although still dangerous.

After spending a couple of days collecting resources, I would start uncovering the map ASAP! Autumn is the safest season, and having knowledge of the world is key to survival.

Following roads usually takes you to a different biome (with a speed boost), but walking around the edges of the map to is more thorough. I prefer walking across the edges. Keep an eye out for skeletons called boons, they're surrounded by resources! Other things to look out for are Walrus camps, a desert with magma pools, and the Pig King, all of which are seen below.



Walrus Camp



Magma pools.
If you see these, RUN!!!
A boss is near!



The Pig King! He'll buy off your trinkets (seen below) and exchange them for gold. The Pig King is surrounded by pig houses.



This is what you can expect your world to look similar to. More information on biomes upcoming!



A boon! Poor guy...

Some of the many trinkets ----->



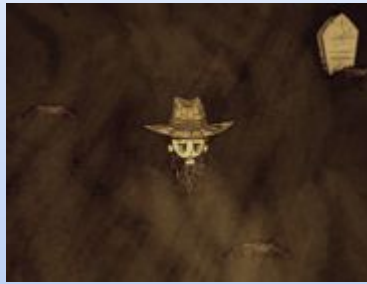
Biome time!



The forest biome, full of trees and the occasional pig house or rock.



The grasslands are full of plant resources like twigs, grass, and flowers.



The graveyard is characterized by its fog, gold, and graves.



Love rocks? Well, then the rockylands are for you! Come here for all your gold, nitre, rock, and flint needs.



The savanna contains a ton of grass and bunnies, and some beefalo!



The deciduous forest is home to the Pig king and catcoons. Meat, anyone?



The dangerous swamp, full of waving tentacles and evil merms. Never stop walking!

Ahh, the desert. There's actually 2 deserts. One contains a lush oasis and little danger, while the other is chock full of hounds, and an extremely strong boss! They both contain cacti, which is a great food source. I like to make my base in the desert with the hounds, because there's also tumbleweeds full of resources.

I've explored, found important stuff, and am ready to settle down. Now what?

Well my friend, you need a base! I recommend basing around day 10-14, to give a few days for winter prep. If A good base should have easy access to most resources. A swamp for reeds, rocks and trees, and other immovable resources like cacti and the Pig King. Also take note of any wormholes, they take you across the map between each other instantly!

You can dig up grass, twigs, and berry bushes with your shovel and relocate them to your base. I strongly recommend this, and around 20 of each should be enough for 1-2 people. to Grass and berries require fertilization though, and sticking around beefalo for a day will fill your plant's dietary needs.



A Wormhole! It's a 2-way portal to somewhere else in the world.

Another way to obtain food is by crafting a drying rack with 3 rope, 3 twigs, and 2 charcoal. Just add meat, and it'll turn into jerky in a day or two. Jerky heals 20 health, 25 hunger, and 15 sanity! You can also cook cacti to restore similar sanity and hunger, but no health.



A drying rack!



Jerky!



Cactus! Just remember to cook it before consumption, and wear armor when you pick it.

Now, how do I STORE food? Well, an icebox of course! With just a gear, a cut stone (crafted with 3 rocks in the refinement tab) and 2 gold, you can have your very own nine slots of slow food decay.

Except, uh, what are gears? You obtain gears by killing clockworks (seen below) that usually drop 2 gears. They're found anywhere on the surface along with special white and gray floor. Careful though, they have 900 health! That's 9x as much as a spider! Gears can also be used to upgrade the character WX-78's stats.



A fridge!



Gears! They can also be made into an ice flingomatic to put out fires.



Clockwork Knight



Clockwork Rook



Clockwork Bishop

Other stuff to put in your base!

An alchemy engine or a science machine are essential for unlocking new recipes. A think tank crafted with 4 boards will let you craft seafaring items, but that's a whole other can of worms NOT explained in this guide.

Wanna store stuff? Make a chest! For just 3 boards, you can make your very own box that stores 9 items. Make as many as you want, but they're not really necessary so to speak, since you can just drop stuff on the ground. Unless you live near moles; they steal your rocks. You can dig their mole holes to get them back.



The Think Tank lets you build a Boat Kit and other sea gear.



A lovely chest.

Wait, I almost forgot! Crock pots!

I could make an entire guide as long as this one JUST about crock pots, but here's the gist. Put 4 items into one of these, and food comes out! This kind of thing is easier to explain with pictures, so here you go!



Just shove a ton of meat in there for a meaty stew that restores a whopping 150 hunger! A morsel has a meat value of 0.5 and a big meat has a meat value of 1. A total meat value of 3 results in meaty stew.



Meatballs restore 60 hunger! Berries can be substituted for ice. All you need is 0.5 meat and 3 berries for an amazing dish. However, 3 ice and a morsel will result in bunny stew instead.



Monster meat is normally very dangerous to eat, but putting it in a crock pot is a meat substitute with a value of 1. Don't put more than a single monster meat though, or you'll get useless monster lasagna. Bacon and eggs restores 70 hunger and 20 health.



A meat value of 2 and 2 honey combine for a tasty honey ham that results in 75 hunger and 30 health. Low on meat? With just 0.5 meat, 1 honey, and 2 berries or ice you can get a lesser version of this food called honey nuggets.

Still hungry? You're in luck, because I'm not done!



Cactus counts as a vegetable. This is an AMAZING dish! Seriously! 40 health, for just 0.5 meat, a veggie, an egg, and a filler i.e berry/ice!/another meat. Yay pierogi!



Still on low health? Well, for the low price of 2 berries, a twig, and a roasted birchnut (obtained by cooking pine cones from trees in the deciduous biome), you can get 30 health from this trail mix! Berries MUST be used to make this dish!



For a couple drumsticks obtained from gobblers, .5 meat, and a berry, this turkey dinner nets you 75 hunger and 20 health! berries MUST be used to make this dish!



How do I get eggs?

Eggs are obtained by feeding your caged bird some meat. Simply craft a birdcage with 2 papyrus, 6 gold, and 2 seeds for an... empty birdcage. Craft a bird trap with 4 silk and 3 twigs to catch a bird to put in the cage. Remember to add a seed for bait!



A bird trap.



Crock pot! Put them around your fridge for easier use. Craft one with 3 cut stone, 6 twigs, and 6 charcoal. Obtain charcoal by chopping burnt trees!

If you've noticed that magic tab, then you're probably wondering what it's all about...



Some of the most powerful items in the game are restricted to the magic tab. Get started by making yourself a **prestihatitator**, crafted with a top hat made from 6 silk. You'll also need 4 boards to craft the prestihatitator, along with 4 bunnies! Set a trap and bait the bunnies in to pick them up.

The prestihatitator can't craft much on its own, but it *is* a recipe for the **Shadow Manipulator**! You'll need a **purple** gem made by combining a red and blue gem (you get those by digging up graves), 7 nightmare fuel from shadow creatures, and 3 living logs obtained by fighting the dangerous TREE GUARD! Summon him by chopping a ton of trees in a forest! Alternatively, you can chop a **Totally Normal Tree** and dig the stump for 3 living logs.



A prestihatitator.



Nightmare fuel, a purple gem, and a living log.
You can also obtain a purple gem killing a Clockwork Bishop.



Shadow Manipulator!



A totally normal tree.

Here's some of the best recipes made at the Shadow Manipulator



Dark sword

One of the most damaging weapons in the game, but it slowly drains sanity when held.

5 Nightmare Fuel, 1 Living log



Life Giving Amulet

Revives you when haunted as a ghost
3 Gold, 2 Nightmare Fuel, *1 Red Gem

*obtained from digging graves



Night Armor

Reduces damage taken by 95%, but it has low durability and drains your sanity when worn and hit. You can increase its effective durability by wearing head armor with it.

5 Nightmare Fuel, *3 Papyrus

*made from reeds from the swamp



Pan Flute

Puts nearby enemies to sleep

5 Reeds, 1 Rope, *1 Mandrake

*There's only a few in each world! They're found in a grassy patch in a forest biome.

I don't know how to transition this, but it's time for COMBAT!

Kiting is a technique used to avoid damage. You can weave in and out of enemy's attack range, as you saw with nightmare creatures.

Most enemies let you hit more than once before kiting, like hounds! Hit twice, then reel back in. If there's too many, you can go in a circle-like maneuver to group them up. Then you should be able to bait them out all at the same time. Remember the treeguard from earlier? His pattern is 3-4 hits, then dodge.

Spiders are different though: You don't have to kite them. They are stunlockable, meaning you can hit them over and over without them having a chance to fight back. Lookout though, if there's more than 1 then you might have to kite those too. You can get in 3 hits before reeling in.



A hound.
Killed in 5 Spear Hits.
6 Hits if you're Wendy.



Spiders can be killed
in 3 hits by a spear.
4 Hits if you're Wendy



Kiting a treeguard.
4 hits, then dodge!
Remember that pressing
and holding F is a better
way to attack than
clicking.

Some enemies are really hard to kite though, for example, the warrior spider. You can't stunlock them, and if you try to kite, they'll just jump to your position.

That's where tanking comes in. You need to have enough armor and weapons to take them down, instead of relying on dodging.

Remember that if your tanking, it's even more important to bring good weapons and armor. It's generally better to kite an enemy, unless they have a massive sanity drain like Deerclips. More on him later.



Mighty Wolfgang, a playable character.



The evil warrior spider.

Wait, why is there snow...?

Winter comes on day 20 and is dangerous because of lack of food, the cold, and deerclaps. These aren't that dangerous by themselves, but when things start stacking up it gets a lot worse. Here's how to make the cold redundant, and all you need are 2 items: A thermal stone and a torch.

A thermal stone is made from 10 rocks, 3 flint, and a pickaxe at an alchemy engine. While walking around, when you start freezing sit down the thermal stone next to a tree and light it ablaze! Wait for the fire to extinguish, then grab your stone.



Thermal stone!



The winter hat.

Next up, lack of food! That's where ICE comes in! You can find these mini glaciers in the rocky biome. Just mine them with your pickaxe, and reap your reward of 4-6 ice. Throw 3 ice and a single monster meat in the crockpot for meatballs that restore 60 hunger!

Just remember to fight some spiders every now and then for the monster meat. If you break a tier 3 spider den (it looks really big) you are rewarded with your very own spider nest that you can plant anywhere. Plant it next to your base, and enjoy the spiders that respawn in it every 90 seconds. When ya need food, just lure a couple out by stepping on their web.



A lovely mini glacier. Try saving at least 30 in your fridge for when summer comes around, you'll need it to keep your base safe! It also NEVER spoils in your fridge!



A tier 1, tier 2, and tier 3 spider den. Remember those evil warrior spiders? They ONLY spawn in tier 2 and 3! Enjoy your silk!

Deerclops

Congratulations on surviving the first 29 days. Now it's the night of day 30. Deerclops is coming! When you hear his breathing, get out of your base! Run to a clearish area to take him down.

Now, here's where you either kite or tank. If you want to kite them, you'll need a hambat and at least 2 football helmets.

If you want to tank him, you'll just need a hambat, 2 log suits, and 2 football helmets. Also bring some healing food, like Pierogi or Trail Mix. 3 Pierogi or 5 Trail mix is recommended.

Also, wherever you tank him, remember to place a campfire **right** next to you so that you don't get frozen solid!



The amazing
pierogi



The tasty
Trail Mix



You can kite deerclops by hitting him 4 times, (hold F instead of clicking) then running away until he launches his attack at you. His attack's range is shorter than it looks! Continue this until he dies.

However, tanking deerclops is usually the better option because you don't become as insane during the fight. Just hold F until he dies, using the gear mentioned previously.

If you not confident in your kiting skills (you'll need to learn eventually!) and aren't prepared for tanking, you can lure deerclops to the swamp biome and get the tentacles to attack him. I strongly recommend SOME way of defeating him, because the eyeball he drops is crucial for spring. (continued on the next slide). Just don't use beefalo, he'll wipe the whole herd out.



Deerclops' icy attack



Deerclops' Eyeball



Winter mostly sucks! At least there's a few good things too, though.



After deerclops falls, he drops 8 meat and his eyeball. Combine the eye with 2 bone shards and some twigs for an eyebrella! It completely protects you from rain, which is plentiful in spring. Acquire bone shards by hammering boons with a hammer.

Remember those mactusk camps? Now that it's winter, they're occupied! MacTusk, his son, and 2 ice hounds spawn in them. Kill MacTusk, who is armed with a blowdart, by chasing him away from his camp until he ignores you. He has a 50% chance of dropping a walrus tusk, which can craft the amazing walking cane that increases movement speed by 25%! He also has a 25% chance to drop the Tam O' Shanter, a hat that restores sanity by 6 a minute (an insane amount) and provides the same insulation as a winter hat.

Congrats. You survived winter (hopefully)! I'll end the guide with some miscellaneous tips.

- Uncover suspicious dirt piles and follow them for a koalefant, a mammal that drops a ton of meat! Hit 6 times and dodge. It will run from you first, so you may need to corner it to the edge of the land. Be careful though, because there's a small chance of finding a dangerous monster instead...
- Don't be afraid to explore the caves! I know I left them out in this guide, but they're not much more dangerous than above ground. Be warned though, if any bunnymen in the bunny village (they live in carrot houses) smell meat on you, they'll become hostile. They're otherwise neutral.
- Night isn't for sitting around and waiting for day. Make a lantern or torch and gather stuff! Even in winter!
- If you find a gray stone surrounded by pig heads on sticks, hammer the heads for free pig skin. You can also be revived by haunting the stone.
- Don't be afraid to turn your map with Q and E. Walking away from your screen is much more advantageous than toward, because you can see further.
- It's usually not a good idea to make a base on day 1, 2, 3, or even 4. Explore first.
- Shift click to quickly sort items between inventories
- You can move AND look at the map at the same time. Click ahead where you want to go, then press M.
- Organizing your inventory is extremely useful! It doesn't matter how you do it, just do it.

Tips for the upcoming seasons, spring and summer!

Spring comes right after winter. Put that eybrella to good use, because the rain will be falling! And thunder! Make a lightning rod in your base, you'll NEED it! It's in the structures tab. Also, the giant monster of spring doesn't have to be fought. I recommend it, but if you don't want a weather pain, there's no need. See "Moose/Goose" on the Don't Starve Wiki to make the decision! I can't tell you what to do!

Summer can be taken care of by making a base in the caves during spring, and living there in the summer. The boss of summer is the Antlion. If you've managed to get this far, she should be no problem. You can tank them with 3 marble suits and 4 football helmets, along with around 10 crock pot dishes that restore 40 health. Or, you can put on some [desert goggles](#), grab a walking cane, and kite her.

I like to use Flower Salad for healing during summer. Cacti during summer also give cactus flowers, and 2 cactus flowers and 2 cactus flesh make the extremely farmable Flower Salad. If you want to live above ground, you need to make an Ice-Flingomatic to keep your base from catching fire. Keep a thermal stone in the icebox to keep it cold, and another in your pocket. Swap them out when one runs out of cool.

Acknowledgements

Thanks to Demon Rebuilt, James Bucket, Freddo Films, Don Giani, and many other Don't Starve Youtubers for supplying me with a lot of the information on this guide! I couldn't have discovered all this by myself.

Also Thanks to Dinsdale_P, DemonZ67, AvideluxSocial, and dsawchuck on Reddit for offering feedback that motivated me to change the guide for the better.

Thanks to Zreamland on Youtube for providing the clip of kiting the nightmare creatures. Other images and gifs are licensed under fair use, and pulled from the Don't Starve Wiki.

Thanks to Edgy Rick for being a good example of how to NOT make a guide.

And most of all, thank YOU for reading!