An Introduction to Stardew Valley

Contents

Welcome!

Whether you are new to the game, or just want a refresher this guide is here to help you through the earliest stages of set-up and game play!

New Saves in Stardew Valley

To replay, or begin playing, Stardew Valley, you need to start a new save. This process includes creating your avatar, starting your new farm, and planting crops.

Part of the charm of Stardew Valley is the ability to customize your farm to your liking, however with little to no direction the character creation and farm selection process can be a bit intimidating. This set of instructions aims to demystify this process so that you can have the character and farm set from the get go!

To create a new save in Stardew Valley, you must:

- Have Steam installed and be signed in
- Have Stardew Valley in your library (meaning you were gifted the game, or have purchased it)
- Have Version 1.6 of Stardew Valley installed

Once you have the ability to play the game, having completed all the prerequisites, you will need to complete the following to set up the new save.

1. Create required character traits (this is your avatar's name, farm name, and favorite thing)
2. Select a farm type (for new players, a standard farm is recommended)
3. Design your avatar

Once you are happy with all of your choices for your avatar, you can proceed with Stardew Valley!

Types of Traits

Some traits are required to start the game, some are not.

Trait	Optional Trait or Required?	Changeable in Game?
Name	Required	Yes
Farm Name	Required	No
Farm Type	Required	No
Favorite Thing	Required	Yes
Skin Color	Optional	Yes
Hairstyle	Optional	Yes
Shirt	Optional	Yes
Pants	Optional	Yes
Accents	Optional	Yes
Sex	Optional	Yes

How to Choose Required Traits

The player cannot proceed with the game until they have chosen their required traits. These are the player's name, farm name, favorite thing and farm type. Once the game is started, these cannot be changed until later in the game.

1. Launch Stardew Valley, and click New on the bottom-left corner. You will be brought to the character and farm creation page.

2. Enter your character's name into the "Name" field.

    Warning: You cannot change your character's name.

    FYI: Alex is an example name, the default is blank.

3. Type the name you want for your farm into the "Farm Name" field.

    FYI: Daisy Day is an example farm name, the default is blank.

4. Add in something to serve as your favorite thing. Your favorite thing has no impact on game play, but is simply a way for you to add another level of personality to your character!

    FYI: Apple pie is an example, the default favorite thing is blank.

5. Select your animal preference from the options. This will determine what your first pet will be. There will be the opportunity to acquire a different pet later in the game.

6. To select a farm type, hover over the icons of each farm type for a general description of each farm type, click to select that type of farm.

    FYI: A red box will appear to indicate that your selection has gone through

Favorite Things

Your "Favorite Thing" is the third customizable trait when create your farmer, after you've given them a name and established your farm's name.

Your character's favorite thing is completely up to you, you can be as creative as you like. Your avatar's "Favorite Thing" comes into play when you find stardrops, which are little gems that give your avatar energy to boost their health and stamina. Other that stardrops, your "Favorite Thing" is occasionally brought up in dialogue with other characters.

Tip: There is an Easter egg in game for users who list Stardew Valley or ConcernedApe as their favorite thing when they find Stardrops.

Customizing a New Character

The "Designing Your Character" portion of the new save set-up process allows for the most customization. Some aspects of the character design phase allow for more freedom than others, for example physical characteristics of characters have rigid presents, but color selection allows for more freedom.

1. Choose the character's sex. It is best to select this first as the clothing and hair styles will change if you decide to switch the sex of your character later.

    Info: While selecting a character's sex will change the starting selections for the character's hair and outfit, all preset options are available regardless of the character's sex.

2. Click the arrows to flip through all set appearance options for Skin Color, Hair Style, Shirt, Pants, and Accents.

3. Click the arrows to flip through all set appearance options for Skin Color, Hair Style, Shirt, Pants and Accents.

    FYI: The number in the middle of the arrows will change to indicate which option you have selected. Don't worry if you don't like your clothes, you can make and add more clothing later in the game.

4. Select the color of your avatar's eyes, shirt and pants using hue, lightness and darkness sliders.

    Tip: It's best to think of the color selection process like mixing paint with set amounts of paint. First you pick the base color, then you can mix in white and/or black to change the shade. The number next to the color selection slider shows the base you have selected. The number next to the other two displays the percentage of base color in the final shade.

5. Slide the cursor of the top, rainbow colored bar to select the color family you want for this feature (i.e. red, orange, yellow, green, blue, etc.)

6. Slide the cursor of the middle bar to adjust the amount of white in the final color.

7. Slide the cursor of the bottom bar to adjust the amount of black in the final color.

8. When you are satisfied with your choices, click "OK" to proceed with the game!

Farming in Stardew Valley

In the early stages of the game, farming and selling crops is the best way to build your income.

The information found below is intended only for Stardew Valley version 1.6 on PC.

There are some pre-requisites to have squared away before you start farming.

- Must have Steam installed, and be signed in to your account
- Must have Stardew Valley in your Steam Library (which means you have purchased or been gifted the game).
- Have Stardew Valley 1.6 installed.
- Must have an existing save file, or create a new save file.

Once all of the pre-requisites to starting the game have been completed, there are some in-game requirements and items needed to begin farming.

- A square of land for each crop you wish to plant. These square should be cleared of all other objects, such as trees, grass, bushes, rocks, and decorations.
- A hoe
- A watering can
- Pickaxe
- Axe
- Scythe
- Gold coins to purchase seeds (when needed)

Buying Seeds: Should I Go to Pierre's or JojaMart?

There are main stores where you can buy seeds consistently: Pierre's General Store and JojaMart. Each store has its own hours, prices, and unique contributions to the storyline.

Pierre's General Store

Hours & Location

Shop: 9am to 5pm (closed on Wednesday*****)

Building: 9am to 9pm

While you can access the building until 9pm each day, Pierre will only be at the counter to buy and sell with the player from 9am to 5pm everyday except for Wednesdays*****.

Pierre's General Store (aka Pierre's) is located in the north of Town Square.

*Once the community center has bee restored, Pierre's will be open every day.

About

Pierre's General Store is a Pelican Town staple, owned and operated by Pierre himself. This small business is in direct competition with the corpate owned JojaMart.

Stock

Pierre's carries a vareity of farming items. While seeds are offered seasonally, but he offers a variety of year-round stock:

- Apple, apricot, cherry, orange, peach and pomegranate saplings
- Basic and quality fertilizer
- Basic and quality retaining soil
- Bouquet
- Catalogue
- Dehydrator recipe
- Flooring (random pattern each day)
- Grass starter
- Grass starter recipe
- Oil
- Rice
- Regular and deluxe Speed-Gro
- Sugar
- Vinegar
- Wallpaper (random each day)
- Wheat flour

You can also buy backpack upgrades from Pierre to unlock the second and third slots of your inventory.

Pierre will also buy items from the player. These items include:

- Animal products
- Artisan goods
- Cooked dishes
- Crops
- Crop seeds
- Foraged items

Joja Mart

Hours & Location

Shop: 9am to 11pm (closes when player completes the Community Center)

JojaMart is located directly north of the Blacksmith on the north east edge of Pelican Town.

About

JojaMart is a store owned by the player's previous employer the Joja Corporation. This store is the main competiton for Pierre's General Store. They sell a similar variety of seeds and other items, but JojaMart is open later than Pierre's and is open on Wednesdays.

Joja Mart offers a memebership that will reduce the prices significantly that players can purchase for 5000g. Without a memebership the prices at JojaMart are typically higher than Pierres.

Caution: Purchasing the JojaMart Membership will remove the option to complete the Community Center achievements. However, the gifts that these accomplishements unlock can be purchased for 15,000g to 40,000g.

Stock

JojaMart offers seeds on a seasonal basis, but has a permanent stock of items that includes:

- Auto-Petter (only if the Membership is purchased, and the
- Flooring (random each day)
- Grass Starter
- J. Cola Light
- Joja Cola
- Joja Furniture Catalogue
- Joja and Random Wallpapers
- Rice
- Sugar
- Wheat Flour

Acquiring Seeds

Before crops can be planted, you must have seeds for the appropriate crop. There are three methods for acquiring seeds, here you will learn how to acquire seeds from shops

1. Walk to Pierre's General Store or Joja Mart and right-click the door to enter
2. Approach Pierre or the cashier, but stay behind the counter. If you approach Pierre from the same side of the counter, you will start a dialogue, or give him a gift rather than accessing the shop catalogue.
3. Right click on Pierre or the cashier to bring up his shop catalogue.
4. Scroll in the catalogue to find and select the plants you wish to grow.

   Tip: If you hover over the seed you can see the growing details, such as what season you can plant the crop in, and how long it will take to grow.

5. Right-click to purchase one packet of seeds. Each packet will grow one plant of that type.

   Tip: You can buy multiples of 5 by holding Shift + right- or left-click, multiples of 25 by holding Control + Shift + right- or left-click, or a full stack of 999 by holding Control + Shift + 1 + left-click. Once you click, the money will automatically leave your inventory.

Spring Crops

There are a variety of crops that are plantable and harvestable in the spring season.

Crop Name	Seed Price	Days to Grow	Maximum Harvests per Season	Sell Price
Blue Jazz	30g	7 Days	3	50g
Cauliflower	80g	12 Days	2	175g
Garlic	40g	4 Days	6	60g
Kale	70g	6 Days	4	110g
Parsnip	20g	4 Days	6	35g
Potato	50g	6 Days	4	80g
Rhubarb	100g (Only puchased in Oasis)	13 Days	2	220g
Tulip	20g	6 Days	4	30g
Unmilled Rice	40g	Irrigated: 6 Unirrigated:8	Irrigated: 4 Unirrigated: 3	30g
Carrot	0g	3 Days	9	35g

Using Energy to Complete Tasks

Any time you use a tool (with the exceptions of scythes and pans), engage in combat, or move a chest in Stardew Valley, it will deplete some of your energy. You will need to pay attention to this level each day as you complete tasks around the farm, and in Pelican Town.

Each player starts the game with 270 points of maximum energy. Currently available energy is indicated on the energy bar in the bottom right corner of the screen.

Exhaustion

If a player reaches 0 energy they will become exhausted. This is indicated by an 'X' dialogue bubble appearing above the player, the energy bar being empty, and the E symbol on the top of the bar converting to a frowning face.

When exhausted, a player's speed is significantly reduced, weapons and tools take longer to use, and a fishing pole cannot be used at all.

Using any of these when exhausted will result in a player recieving negative energy. At -15 energy a player will pass out, and end the day. Passing out anywhere outside of the houes will result in a player loosing 10% of their money, up to 1000g.

There are warnings that appear when a player is close to reaching exhaustion. At 20 energy, continued activity will make the energy bar shake and emit drops of sweat. When the player hits 15 energy they will get a warning stating "You're starting to feel exhausted". These warnings have no impact on the player's overnight energy restoration.

Replenishing Energy

Eating Food

Energy can be replenished up to the player's maximum by eating positive-energy food. To eat food:

1. Add food to the hotbbar (top row of your inventory)
2. Select that food item by pressing the associated key
3. Right click with the food item in your hand
4. Select yes from the resulting pop-up

Once you have eaten the food item you will get a notification in the bottom left of the screen to show the energy and health gained by eating the food, and your energy bar will increase.

Restoration

Other than eating, you can also increase your energy throughout the day by visiting the Spa and while in multiplayer, being in a Bed. Relaxing in the spa will increase your energy by 1 for every 100ms you stay in the pool without moving. Resting in bed, in multiplayer only, will increasee your energy by 1 every 500ms.

Sleeping

Sleeping will restore your energy for the next day. Going to bed at or before 12:00am restores energy to its maximum amount. There is a late to bed penalty

Late to Bed Penalty

Time	Energy Loss
12:10AM	-2.5%
12:20AM	-5%
12:30AM	-7.5%
12:40AM	-10%

Time	Energy Loss
12:50am	-12.5%
1:00AM	-25%
1:10AM	-27.5%
1:20AM	-30%
1:30AM	-32.5%
1:40AM	-35%
1:50AM	-37.5%
2:00AM (Player Passes Out)	-50%

Additionally, if a player goes to bed exhausted, the sleep will remove the exhaustion but will reduce the energy restored by 50%.

Increasing Maximum Energy

You can permanently increase your maximum energy by 34 points each time you eat a Stardrop. Eating every available Stardrop in the game will permanently increase your energy to 508.

Temporary increases of maximum energy are also possible, if food that supports energy buffs are consumed. Two buffs can be active at a time if one comes from consuming a food, and the other from consuming a drink. The largest possible temporary value of maximum energy is 588.

Types of Farming Tools

There are a variety of different tools needed to accomplish different farming tasks.

Name	Function	When to Use
Axe	Cuts down trees and breaks down logs.	Preparing land and planting seeds
Pickaxe	Breaks down rocks.	Preparing land and planting seeds
Scythe	Cuts down grass, weeds, young trees, moss, and some crops.	Preparing land and planting seeds; Harveting Crops
Hoe	Tills land so that seeds can be planted	Preparing land and planting seeds
Watering Can	Pours water on the ground to water plants.	Preparing land and planting seeds; Maintaining Crops

Preparing the Land and Planting Seeds

Once you have acquired your seeds, you will need to prepare the land for planting to grow the crops.

You need the following tools to complete this task:

- axe
- hoe
- pickaxe
- scythe
- watering can

Preparing the Land

1. Right click with the appropriate tool to clear any obstacles from the land.

Object	Tool(s) that Can Clear It
Grass, weeds	Scythe, Sword
Rocks	Pickaxe
Trees, Stumps, and Logs	Axe

Larger objects may require and upgraded tool.

2. Equip your hoe.

3. Use the arrow keys to aim your character at the square you wish to till. Right click to till the land.
   The tilled land will darken slightly and a digging sound effect will play.

4. Repeat until you have tilled one square per seed you want to plant.

Planting the Crops

5. Equip the seeds of the crop you wish to plant.

6. Right click on the tilled square where you want to plant the seed.
   Scatter seeds should appear on the tilled dirt, and you should no longer be able to plant on top of those seeds.

7. Repeat until you have planted all your seeds.

   FYI: You will need to water your crops after planting in order for that day to count towards the total grow time.

Watering Planted Crops

In order for your crops to grow, they must be watered on a daily basis until they are ready to harvest. If you miss a day of watering, your crops will not die, but they also will not progress to the next stage of growth.

You will need a watering can, which was provided at the start of the game, to water your crops.

FYI: You do not need to water your crops on days where it is raining.

Filling Watering Can

1. Equip the watering can by moving it to the top bar of your inventory and using the corresponding number key to select it.

2. Approach any body of water.

3. Left click to fill the can with water.
   FYI: You do not need to hold down to fill the can. One click should fill it all the way.
   The fill bar on the watering can icon in your inventory should return to the top, and a slurping sound effect will play.

Watering Crops

4. Approach the crop you want to water and right click.
   The ground underneath the crop you chose to water should darken and you will hear a sound effect of pouring water.

Harvesting and Selling Crops

After planting and sucessfully maintaing your crops you will be able to harvest the fully grown plant. These plants can then be sold to increase your farm's income, gifted to villagers, or use in recipes to create other goods.

Crops can only be harvested once they are finished growing. You will know if a plant is finished growing if you hover over it and a green plus appears on your cursor.

1. Hover over the crop you wish to harvest and right click.

The harvested crop should imediately enter your inventory. If it does not, consult the following table:

Problem	Error Message	Solution(s)
Unable to harvest crop.	Inventory Full.	You have too many items in your inventory. Sell, throw away or at least one item.
Unable to harvest crop.	Requires scythe.	Certain crops require a scythe. Equip the scthre and try harvesting again.
Crop did not enter inventory upon harvesting.	No error message	You may be too far from the crop to pick it up. Move closer to see if you can aquire it.

2. Walk over to the shopping bin and right click to open it.
   You should be brought to a screen that resembles your inventory with an extra box on top of the existing rows.

3. **Note: FYI:**Once an item has been sold it can not be reclaimed.

   Right click the crops in your inventory to sell them.
   The full stack of crops should popuate in the selling window, and a thudding sound effect should play.

Once the crops have been harvested you will be able to reuse the tilled farmland. You will recieve the profits from the crops you sold at the beginning of the next day.