

## **Creating a New Save in Stardew Valley**

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## New Saves in Stardew Valley

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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

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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

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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. **Note:** New players should select the standard farm for their first game.  
 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

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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 than 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.

## Farm Type Options

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There are currently 8 different farm maps that you can choose from when you create a new save. While there are certain structures that appear on every map, each type has unique natural features that help with the development of different skills.

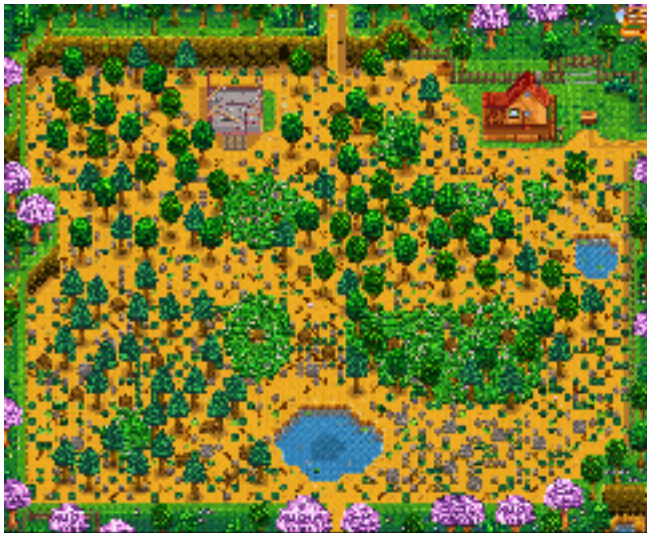
### Standard Farm



**Description** Standard farms are the original farm type released with version 1.0 of Stardew Valley. These maps are mostly farming land, making ideal for raising both crops and animals. This farm type is recommended for beginner players. There are two small ponds on the property, but fishing in these ponds will only yield trash.

**Associated Skill** Farming (crops)

**Farm Layout**



### Riverland Farm



**Description** The map for the riverland farm is mostly water, significantly decreasing the overall farming area. However, players are able to catch the same fish that are found in Pelican Town from their farm.

**Associated Skill** Fishing

### Farm Layout



### Forest Farm



**Description** There are many trees found all around the map. The following items spawn in the west area of the map:

- Renewable Large Stumps (Hardwood)
- Seasonal forage items, except in Winter
- Non-standard item in each season:
  - Morels in Spring
  - Common Mushrooms in Summer
  - Chanterelles, Purple Mushrooms, and Red Mushrooms in Fall

There are also unique weeds that spawn all across the farm that always drop mixed seeds.

**Associated Skill** Foraging

**Farm Layout**



**Hill-Top**



**Description** The hill-top farm features a series of cliffs and a stream. There is also a special mining area in the southwest corner of the map that spawns the following items:

- Stones
- Ore Nodes
- Geode nodes

**Associated Skill** Mining

**Farm Layout**



### Wilderness Farm



**Description** On the Wilderness Farm, monsters spawn at night. The number of monsters that spawn increase as the player's combat level grows. Among these monsters is the Wilderness Golem, which is a monster found only on this kind of farm. **This is not recommended for new players.**

**Associated Skill** Combat

### Farm Layout



### Four Corners Farm





**Description** The Four Corners Farm is designed for multiplayer games. There are four distinct sections of the farm that are tailored to different skills:

- Top left: Foraging
  - Small grassy area containing a Large Stump
  - weeds here can transform into the unique ones that always drop mixed seeds
- Top right: Farming
  - All tillable space
  - Able to build animal buildings and raise animals
- Bottom left: Fishing
  - Pond is fishable with a 50% chance for players to catch fish found in the Cindersap Forest pond
- Bottom right: Mining
  - Small quarry that spawns rocks, ore and geodes

**Associated Skill** Multiplayer

#### Farm Layout



#### Beach Farm



**Description** The Beach Farm is mostly sand, which cannot be watered by sprinklers. All of the water surrounding the land is fishable, and ocean fish will be caught when fishing on the farm. Additionally, beach forage items will spawn on the shores. Occasionally, supply crates will wash up with a random variety of useful items.

**Associated Skill** Fishing & Foraging

#### Farm Layout





### Meadowlands Farm



**Description** Chewy blue grass, which animals love, grows on the Meadowlands Farm. Rather than starting with just a farm house and parsnip seeds, players begin with a coop, two chickens, and 15 pieces of hay. The river on the land is fishable, and you can catch Cindersap Forest fish.

**Associated Skill** Farming (animals)


### Farm Layout



## Types of Farms

There are 8 different farm maps that you can choose from when you create a new save. Each farm has a different number of tillable, and build only tiles. The unique features offer different benefits that help with the development of their associated skill.

Name & Menu Icon	Tillable Tiles	Build Only Tiles	Associated Skill
Standard Farm 	3427	235	Farming
Riverland Farm 	1578	516	Fishing
Forest Farm 	1413	1490	Foraging
Hill-Top Farm 	1648	930	Mining
Wilderness Farm 	2131	444	Combat
Four Corners Farm 	2952	All buildable tiles are also tillable.	Multiplayer
Beach Farm 	2700	1928	Foraging and Fishing

Name & Menu Icon	Tillable Tiles	Build Only Tiles	Associated Skill
Meadowlands Farm 	2066	All buildable tiles are also tillable.	Farming

## Customizing a New Character

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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!