

# **An Introduction to Stardew Valley**

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# Welcome!

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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

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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. 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 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

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.

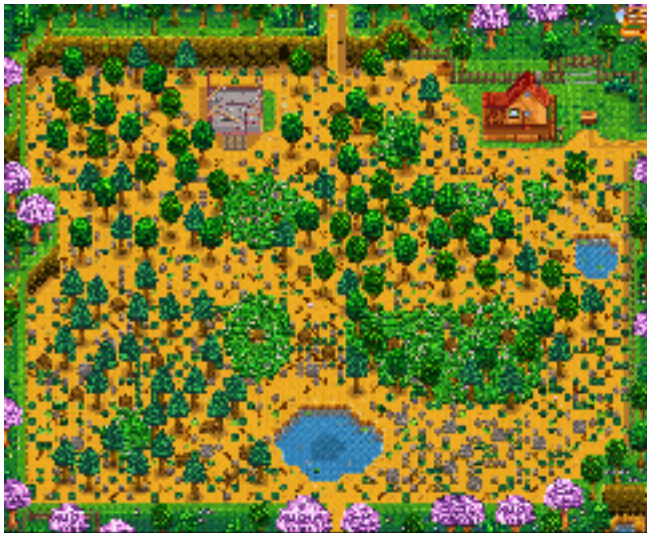
### Standard Farm



**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 mosters that spawn increase as the player's combat level grows. Among these mosters is the Wildreness Golem, which is a monster found only on this kind of farm. **This is not reccomended 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

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

Name & Menu Icon	Tillable Tiles	Build Only Tiles	Associated Skill
			

## Farming in Stardew Valley

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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)

## Acquiring Seeds

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

## 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

Crop Name	Seed Price	Days to Grow	Maximum Harvests per Season	Sell Price
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 purchased 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

## Seed Makers

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The Seed Maker is a piece of refining equipment that players can craft once they reach level 9 in farming.

### Crafting a Seed Maker

To craft a seedmaker you will need:

- 10 Coal
- 1 Gold Bar
- 25 Pieces of Wood

### Making Seeds

Seed Makers produce seeds from most harvested crops or the following foraged items:

- Common Mushroom
- Spice Berry
- Wild Horseradish
- Winter Root

All seeds take 20m (in-game time) to process. Each entry can make between 1 and 3 seeds, with a 97.5% chance you will get 2 seeds.

### Seedless Crops

The seed maker does not produce crops from:

- Blackberry
- Coconut
- Coffee Bean
- Crocus
- Crystal Fruit
- Fiddlehead Fern
- Fruit Tree Fruit
- Salmonberry
- Sweet Pea

- Tea Leaves
- Wild Plum
- Any items listed as "forage" in game other than those specified earlier

## Using the Seed Maker

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If you have played through a few seasons in the game you will gain access to the seed maker. This machine will allow you to create seeds from existing crops at no extra cost.

You must already have at least one fully grown version of your desired crop to turn into seeds.

1. Equip one or more of the crop you wish to turn into seeds.
2. **Note:** If you have a stack of crops equipped all of them will be converted into seeds.

Right click to place them in the seed maker.

3. **Note:** After a few moments a pop up will appear over the seed maker with an image of the crop seeds you just crafted. This means that all the seeds are ready to be collected.

Left-click to collect finished seeds.

## Using Energy to Complete Tasks

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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.

### 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%
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; Harvesting 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.
2. Equip your hoe.
3. Repeat until you have tilled one square per seed you want to plant.

Planting the Crops

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

Adding fertilizer at this stage can increase your chances of getting high quality crops.

5. 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.
6. 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

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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.

By crafting and using sprinklers your plants will be water automatically each day.

Filling Watering Can

1. Approach any body of water.
2. 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

3. 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

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After planting and successfully maintaining 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. The harvested crop should immediately 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 scythe 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 acquire it.

2. **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 populate 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 receive the profits from the crops you sold at the beginning of the next day.