

# Sun Haven Beginner's Guide

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All information is pulled from the PBE build as of 3/28/23 this is different than the current stable build and may have some differences from the build you are playing.

# Chapter 1

## Starting Your Farm and Useful Tips

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Before you start your farm, there are a few decisions that need to be made already. There are 6 races in the game all boasting their unique benefits and appearances. *First and foremost, pick something you are going to enjoy, do not feel pressured into making a certain race just because of the racial skill. Sun Haven is a game to be enjoyed, and as such, missing out on one of these skills is not a game breaker and you will not be punished mechanically.*

### Human

Unique Trait : Expert Crafter. “Your leadership and skills at crafting increase the craft speed of yourself and all players by 20%.”

Right away this can be considered a must-have for all large scale multiplayer farms, the player limit for Sun Haven is 8 players so as long as you’ve got one human running around your farm can enjoy massive benefits.

### Elf

Unique Trait : Elven Eyes. “Your elven eyes see much and miss nothing, increasing damage with crossbows by 15%.”

This is where going in the game blind is going to get confusing, there’s crossbows? What other kinds of weapons are there? There are 3 main archetypes of combat in Sun Haven. Swords, Magic, and Crossbows. Each of them has their own unique benefits and challenges, with crossbow being a non-resource reliant ranged option. While magic requires mana to do damage, crossbows do not require any form of arrows or bolts and have a infinite amount of ammo.

### Demon

Unique Trait : Shadow Rush. “Tap into your demonic ferocity, increasing your movement speed by 60% for 10 seconds.” Shadow rush has a 3 minute cooldown

I know what you’re thinking, 60% movement speed? That sounds like a lot! In reality there are plenty of movement speed options in the game ranging from permanent stat increases to mounts to skill perks. Having a early game movement speed ability that transitions well into late game is amazing, but it’s not going to give you a huge advantage over non-demons.

## **Angel**

Unique Trait : Miracle Spell. "Call upon an angelic miracle, restoring 15 health +15% of your Max Health to yourself and nearby players." Miracle has a 3 minute cooldown

Another potentially confusing benefit, this is a spell that mechanically functions like Shadow Rush, it has a long cooldown and provides a certain effect. As of right now team centric combat is limited in Sun Haven, but don't let that discourage you. This ability both promotes cooperation with your other farm-mates and signals at the potential for more multiplayer centric combat in the future. Even in single player this skill provides a much needed early healing alternative to cooked foods.

## **Amari**

Unique Trait : Primal Nature. "Your attacks have a chance to restore health. Feel the wild call of battle!"

This is an amazing option for survivability and once again a great early game healing alternative to cooked foods, and who can say no to those puppy dog eyes?

## **Elemental**

Unique Trait : Elemental Tap. "Tap into the mana of the earth, restoring 10 Mana + 10% of your Max Mana to yourself and nearby players." Elemental Tap has a 3 minute cooldown.

Just miracle but for mana, mana is an extremely valuable resource both early game and late game. This race is an easy decision for those wanting to have a more spell centric build. There are even spells later in the game that help with things like farming, fishing, and mining.

## **Naga**

Unique Trait : Mermaid's Touch. "Your Mermaid heritage gives you natural fishing skills, increasing the Sweet Spot while landing a fish by 30%."

For people who enjoy fishing minigames or have a fishing-centric playstyle, I can't recommend this race enough. You may not know it now but a 30% increase to the sweet spot in fishing is a significant benefit to fishing both in terms of leveling and the mechanic itself, though it does take away some of the challenge away from it you'll never find yourself lacking challenging fish if you seek them out.

Now onto professions. Don't make the mistake of thinking that the profession you choose is going to be your "role" in a multiplayer environment. Professions are just a small initial benefit to you upon character creation. These do not make a significant impact in the long-term.

No one profession is significantly better than the other, but in general I recommend the explorer for the permanent movement speed buff or the spellcaster for the mana and spell power buff. Others may recommend former royalty or rancher for their economic benefit.

The intro cutscene of the game has some choice that you can make that influence an item known as a keepsake that you'll receive during the intro. Like professions these are insignificant buffs that aren't worth spending a huge amount of time on, as you progress in the game you'll have the opportunity to get any of the other keepsakes as well as much more valuable ones. Skipping the intro cutscene gives you a unique keepsake that you cannot obtain any other way.

Right as you start the game, without giving you any spoilers, you'll be forced to purchase some tools, you can haggle the price of these down to 150g with no adverse effects. The tools should be pretty self-explanatory and the game runs you through how to use some of them.

Before you start progressing through the tutorial quests there are some server options for you that will drastically effect your experience. The first is the Day Speed, by pressing escape to open the settings, you in your single player farm or the host in the multiplayer farm can choose to change the day speed with the options of 40, 30, 20, and 15. This corresponds to how many real life minutes it will take for an entire day to progress in Sun Haven. There is also the option to pause during dialogue, which will pause the clock but not the game during any players cutscenes. Seasonal pests is the last option we're going to worry about, every season there is a unique challenge that presents itself in the form of Seasonal pests, these add a little extra challenge to the game. As for multiplayer farms you can set the amount of max players, who's allowed to join, and most importantly the money settings. Shared money means that all players connected to the multiplayer farm share the money, that money is linked to the multiplayer's farm world and will not go to and from any players single player farm. Split money means that everyone has their own money, and it can travel between single player and multiplayer farms freely. Regardless of which setting you pick all items, levels, and quest progress will travel with you to any farm you connect to

and are bound to your character file.

Throughout the game you'll receive quests, initially there is one main story quest to follow eventually splitting into two different main story quests. There are plenty of side quests available to you given by either NPCs or the community board. The community board gives you 2 quests every day that are "delivery" quests, if you happen to have the items already you can just meet up with the NPC that assigned that quest and make the hand off for some pretty nice rewards, especially in the early game. The community board quests will always have a time limit, usually 3 days or more, before the quest disappears from your quest book. NPC quests seldom have a time limit. Quests don't have time limits unless explicitly stated so in the quest log, so take your time and enjoy yourself! You can even leave the main quest line until years later if you'd like.

### **Tips**

Logs are a huge concern early in the game, to address this make sure you are only cutting down trees that are fully grown or that you need to. Cutting down trees before their prime will not leave you with a stump which nets you bonus logs. Additionally, the skill in explorer that gives you additional logs for cutting down trees is a must-have. There is a vendor to the east of your farm, on the way to the mines and blacksmith that sells 50 logs each day for a reasonable price.

There are 6 different kinds of fruit trees in the world and foraging for those fruit daily will help you in the long run, as they are used for important recipes including jam, which we will get to later in the guide.

The host of a game's farm is linked to their single player farm, any changes made in either will change the farm that is hosted in multiplayer, however all guests to that multiplayer farm can progress in their own single player farms to level, gather items, without progressing the multiplayer farm of the host.

The fountain at the center of town will occasionally grant you permanent max mana stats when interacting with it. It will do this once every 7 in game days.

Head to the barracks to the north west of the town square to be presented with a quest to unlock your choice of a copper sword or a crossbow.

There is a bird bath next to Catherine's house just as you leave your farm, you may want to

get some foraged food to restore your health before doing this, but if you interact with it enough times you will take some damage several times, but if you keep persisting you will get an excellent amulet you can use at level 1, which is a rarity. You can get mushrooms from the wooden structure in the bottom left of Catherine's alcove as well.

Right clicking with the hoe tool will return your seeds to you and until the land, you can use this on the last day of a season if your crops are going to die to preserve their seeds.

There are seasonal token vendors to the immediate south west of the fountain in town square, you can get the tokens for these vendors by chopping down trees, harvesting crops, harvesting flowers, and fighting monsters and they can give you some pretty special rewards including the earliest possible mage set.

There's a Museum in town that you can contribute to bundles in order to gain rewards, you can get small rewards every couple of items donated or huge rewards for completing a bundle, this is the best way to get a lot of strong and useful items and crafting recipes.

This will only become important later, but during the first half of every season there are 2 vendors in the middle of town square in Sun Haven, one selling crossbow upgrades and keepsakes and the other selling copper keys and some metals. They later switch to be two different food related shops for the last half of every season.

Make sure you save some money for the festival at the end of the first season, you'll thank me later!

## ***Chapter 2***

### **Skills and Leveling Tips**

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There are 5 skills that you can level and progress in Sun Haven.

Exploration : Based around foraging, exploring and cutting trees.

Farming : Based around planting maintaining and harvesting crops.

Mining : Based around breaking rocks and progressing in the Sun Haven mine.

Combat : Based around fighting and killing monsters in the world.

Fishing : Based around catching fish, whether its by fishing pole, spell, or fishing net.

Each have their own unique skill trees, perks and benefits. Even if you don't plan on being a caster there are massive quality of life spells in these skill trees, so don't disregard max mana just because you plan on being a sword master!

You don't have to be *too* careful when investing these points, there is a max level of 70 but you can eventually unlock every skill through purchasing skill potions from the town hall or crafting skill books to gain extra skill points for these skill trees. There is currently no way to reset your skills.

## **Leveling Tips**

While leveling is generally a slow burn to the top, there are many methods of gaining experience in a faster than natural way. Jams are a great example of this. After reaching level 12 in farming you can gain the skill "Jam Maker" that gives you the recipe to make Jam Makers, which as the name implies is a crafting table for jams. This is where the fruit that you were gathering earlier comes in handy, in exchange for the jam maker crafting time being quite lengthy you are able to make items that when consumed increase your exp for the 5 skills, depending on the jam you eat. Adding more points into the "Jam Maker" skill will increase the amount of jams you are able to produce and the following skill "Delicious Experience" increases the amount of experience provided from eating these jams. Jams are an amazing tool if you want to increase the speed of your progression or add a passive experience element to your game, setting up a fruit farm with saplings from the farming store and crafting multiple jam makers will give you passive experience all the way up until the max level.

There are also items that specifically give more exp, like growing clovers for farming experience for example, they aren't worth much money but when harvesting them you get large quantities of experience. There are also equipment items that increase experience gained in a certain skill by a percentage (mostly farming). An example of this is the Farmer's Ring you can get immediately after starting your game, this ring grants 5% bonus farming EXP and is located just north of the beach by the windmill in a chest.

# Chapter 3

## Stats and Where to Get Them

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As you might have already guessed, stats are numbers that represent your ability in certain skills, including but not limited to max health, max mana, the regeneration of these and movement speed. You can see your stats and all the available stats by opening your inventory and clicking the tab that looks like a Greek temple. For the sake of this guide we're going to focus on 5 main stats.

Max HP

Max Mana

Movement Speed

Defense

Attack Damage

Spell Damage

*Note : stats are initially low but can be permanently increased relatively easily.*

Max HP as you might have guessed is your maximum amount of health points, basically how much damage you can take without taking a unplanned nap and waking up in Wornhardt's clinic. Max Mana is the maximum amount of the resource used for spellcasting that you possess, this is by far the most easily increased stat in the game, it's not an exaggeration to say that there are dozens of items that increase your maximum mana, even as common as the fruit that you've been foraging. Movement speed is how fast your character moves, this is an important skill to prioritize because it will lower the time you spend traveling throughout your entire time playing the game. Some food will increase your movement speed but the most reliable way is to buy potions from the town hall for community tokens. Defense decreases the amount of damage that you take from attacks, the more defense you have, the less any attack will do to you, similar to movement speed there are foods that increase your defense, and you can get potions for this from the town hall. The easiest way to increase your defense is to craft and wear armor.

Attack damage and Spell damage can be found on rings, weapons, and you can get permanent increases from a variety of foods. These stats increase the damage that you do via the different kinds of attacks. Attack damage effects both swords and crossbows, giving a larger benefit to swords, you may want to consider items that give you a flat bonus to each attack when using crossbows, as there are perks and items to increase the amount of



arrows you fire. Spell damage is like attack damage but it only applies to spells, this doesn't just apply to attack spells but also spells that destroy trees or rocks, it will increase the damage of all of your damaging spells regardless of the target. Both of these stats can be raised with a large number of foods, with potions bought from the town hall, and by wearing equipment that increases those stats.

Food that gives you permanent stats will only give you stats a maximum of 100 times per food, 45% of all the possible stats you can get from that food are in the first 10 times.

## ***Chapter 4***

### **Crafting**

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Crafting is vital to progression every step of the way in Sun Haven, from making fertilizers for your plants to making equipment and tools to strengthen your combat potential and increase your overall efficiency. While you have access to craft powerful equipment and tools right off the bat as long as you have the correct materials, equipment also has a requirement for use. Requirements for use depends on the type of equipment but it is always a certain level in a particular skill, for example : using a powerful sword will require you to be a higher combat level, but using a powerful axe will require a higher exploration level.

There are over a dozen different stations to craft in, almost all originating from the crafting table that you are given at the start of the game. Each of these stations has a unique list of recipes that you can craft at that station. It is generally recommended to get a composter, farming table, furnace, anvil, and cooking pot as soon as you possibly can, as these will drastically improve your quality of life and give you access to many items like fertilizers and better equipment. Explore each of the crafting tables and learn what items are available!

## ***Chapter 5***

### **The Mines**

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If you keep heading east of your farm you will come across a mine cart, interacting with this mine cart will give you the option to enter the mines at a previously unlocked floor. For most levels of the mines you can unlock them temporarily with a rusty key that can be found by killing enemies or breaking objects, rocks, and ore, these unlocked floors will lock again at the end of the day. These floors can be permanently unlocked using keys crafted at the anvil with the ore most commonly found in them, for example : the first 10 floors need to be

unlocked with copper keys and you cannot skip floors. The mines are an excellent way to level both mining and combat while getting materials needed for the rest of the game.

## ***Chapter 6***

### **Fish are Friends and Food**

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Fish are such a big part of Sun Haven, there's an entire skill dedicated to them! From museum bundles giving generous rewards to being a powerful method of earning money. There is a minigame in order to catch fish that can be difficult for some people, if you have accessibility needs or disabilities that prevent you from being able to do this minigame I would recommend getting the remove fishing game mod from nexus mods.

Initially you are going to struggle to catch high rarity fish *unless you're a Naga*, but it's going to get easier as you get better fishing rods and level your fishing skill. There are quite a few uses for fish, but the main ones are income, completing bundles in the museum, and food. That's right, the food we talked about earlier where you can gain powerful permanent stats can also be made through fishing! You need to make a fish grill or a sushi table to make food out of fish, but many of the recipes provide generous permanent stats, and the fish are easier to acquire than most farming ingredients.

## ***Chapter 7***

### **The Basics of Dating**

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This chapter isn't going to be a comprehensive guide to winning over your favorite dateable character, but this will tell you what you need to know about the dating process and answer some potential questions you might have.

Gifting is something that can only be done to dateable characters in Sun Haven, a good way to tell if you can romance that NPC you've got your eyes on is by talking to them and seeing if the give gift option appears. All characters have likes and dislikes when it comes to gifting, if you find a way into their house you can find interactable objects that will give you clues on what to gift them. Any dateable NPC can only receive one gift from each player each day.

Hearts are the value that measures how much a dateable NPC likes you. You can raise

your hearts with love interests by giving them gifts, talking to them, and doing quests for them. You can reach up to ten hearts before dating a character, and 15 before marrying them.

You can ask a character out by clicking on the heart icon that appears to the left of the dialogue box, or by gifting them a love letter. You can ask a character to marry you by gifting them an engagement ring, however they will not accept unless you have seen every single dialogue option that they can give to you and you are a . There are also dates that the characters will ask you out on, these dates are completely optional however **once you miss a date you cannot see that date again during that safe file.** You can date multiple characters at once but can only marry one at a time, though you can divorce one and marry another after that.

After your wedding your spouse will move into your Sun Haven house if and when you have a tier 3 house and have their own little unique room.

## ***Chapter 8***

# **Pets, Animals and Mounts**

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There are a lot of friendly creatures in Sun Haven, this chapter is going to cover three different kinds, where to get them, what they do for you and some tips involving them.

Pets are mostly cosmetic creatures that you can place around your farm, you can also use a pet leash on them to have one of your pets follow you around wherever you go. You can get pets either by purchasing them, or fulfilling a certain condition. Pet leashes and some pets are available in the pet store northeast of the town square.

Animals are *typically farm* animals that you need to feed and in exchange they give you a product daily, that product depends on the animal, and in some cases the level that animal likes you. To feed an animal you need animal food that you can purchase at the pet store, craft in the farming table, or get through a number of skill perks. You can either feed them by hand or with a feeder that you can purchase at the town hall (there are also a few other animal related things you can get here for coins). To feed them by hand highlight the food in your hotbar, walk up to the animal and press e, if they want food they will eat it and consume the food, if they don't you will either pet the animal or get their product without the food being consumed.

Mounts are creatures and objects that you can summon to ride with an item gained through completing requirements or from vendors, with the currency being different in each case. All mounts will give you a 30% bonus to movement speed while riding them, initially you won't be able to use tools on a mount but there are perks in the skill tree that will let you. If you are hit by an enemy while on the mount you will be dismounted, however you can always just mount right back up by using the summoning item mentioned prior.

Mounts are not commonplace until later in the game and story, however two mounts that you can get in the first year and first season are the mount from completing the large tank fishing bundle, and you can purchase a mount from the seasonal tokens vendor to the south west of the fountain in town square.

## ***Chapter 9***

# **The Community and You**

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Our community in the discord server, where you likely got this guide is unique and amazing. All the members of the community contribute to make this game and the discord what it is, which is a place that values everyone in it and the creations of the members of the community. We have a group of people in the wiki channel of discord tirelessly working on making, populating, and cleaning up entries on the wiki. We have artistic members that draw, produce music, or even modders that create new unofficial content for the game. There is even a help channel where the community answers questions that other members of the community have and we share information until the wiki can get up and running. Even this guide is a result of the community, both the creator being a member of the community and the community contributing to its completion and cleanliness.

Support each other and give thanks to those when you can, and make sure that when you are on the discord or in a multiplayer game with other members of the community that you make it an amazing experience for everyone involved, teamwork makes the dream work!

## ***FAQs***

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Q : What does jump height do? I can't jump over anything!

A : Jump height is currently only able to be used to travel a slightly farther distance and jump up ledges, with enough jump height you can jump up cliffs that you can drop off of!

Q : What are transformation potions?

A : They are items that you can use to toggle transformations into lots of different things, these are purely cosmetic and you can't use tools or interact with much while transformed.

Q : Can I toggle equipment so they don't appear on my character?

A : Yep! There are green switches in your inventory, if you flip them you will no longer appear to have anything equipped in that slot, you can have a cosmetic item in the right and that will always show over the equipment in the left while the switch is toggled on.

Q : I'm in the mines and I keep falling in the water/lava, how do I avoid this?

A : There are invisible walls bordering most of the land and water/lava in the mines (and most of the game) look for a ledge that protrudes from a otherwise straight line, that is an entrance/exit, anywhere else has an invisible wall that you cannot pass through.

Q : I can't find \_\_\_\_\_ where are they!

A : If you're looking for NPCs to turn in a quest, you can see a question mark on your map showing you where you can turn in quests you have completed. If you are looking for an item, the quest description that you can get to by clicking the quest may give you some hints to find whatever you're looking for.

Q : What are mana orbs and tickets, I got them randomly?

A : They are currencies to be used later in the story, no spoilers!

Q : I've been talking to [[romanceable NPC]] for FOREVER, why can't I marry them?

A : You need to see EVERY dialogue from them in order to marry them, you have a chance to get a new dialogue every 2 days and it can take entire seasons before you see all the dialogue you need.

**If you ever have any questions not answered in this guide, there are a ton of people in game-help in the discord ready to help you! If you think anything should be added to this guide just let me know. (especially in the FAQ section)**

## ***Credits***

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Linear#8892 on discord for creating this guide

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Ronin on discord for proofreading