

HOLLY BRAAK

STARDEW VALLEY

GUIDEBOOK



Happy Birthday Matthew!

I love you so much, I made you your own guide book.



This game means so much to you, I thought it would be important to have a physical keepsake of those memories. I hope this summer, on rainy days or late nights, we'll find ourselves fighting monsters, farming crops and exploring the Stardew world together, consulting this along the way.

Love, Holly

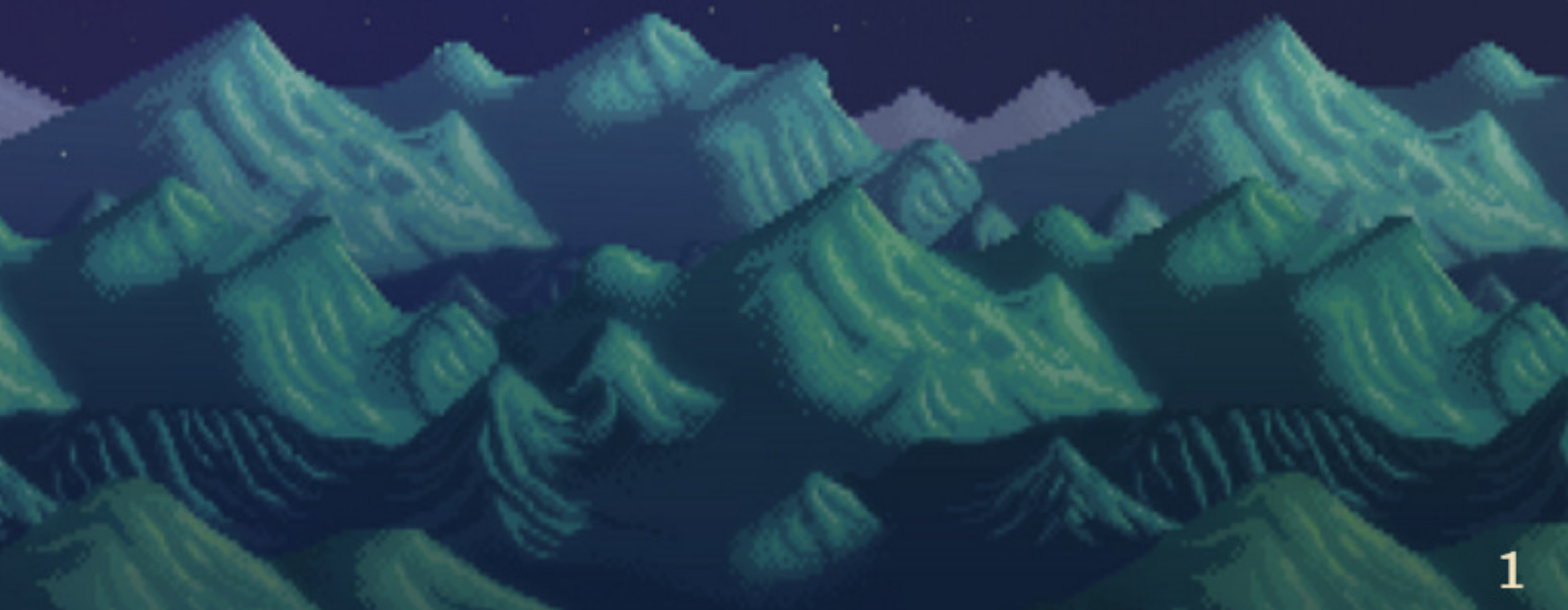


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THE MAPS

Pelican Town

This is the city center, where you will spend the majority of your time. Here you will find multiple shops, fishing spots and the Community Center. Many events are held here, and the majority of villagers spend their day in this area.

Hours of Operation

Peirre's shop: 9:00 am - 5:00 pm / Closed Wed

Harvey's Clinic: 9:00 am - 3:00 pm

Stardrop Saloon: 12:00 pm - 12:00 am

Blacksmith: 9:00 am - 4:00 pm

JojoMart: 9:00 am - 11:00 pm

Museum & Library: 8:00 am - 6:00 pm

Emily & Haley's House: 9:00 am - 8:00 pm

Pam & Penny's Trailer: 9:00 am - 8:00 pm

Sam's House: 9:00 am - 8:00 pm

Alex's House: 8:00 am - 8:00 pm

Mayor Lewis' House: 8:30 am - 10:00 pm



THE MAPS

Cindersap Forest

Cindersap Forest is the area located south of the Farm, and includes the Traveling Cart, the Wizard's Tower, the Abandoned House, Leah's Cottage, and Marnie's Ranch.

Hours of Operation

Marnie's Ranch: 9:00 am - 6:00 pm

Closed Mon & Tues

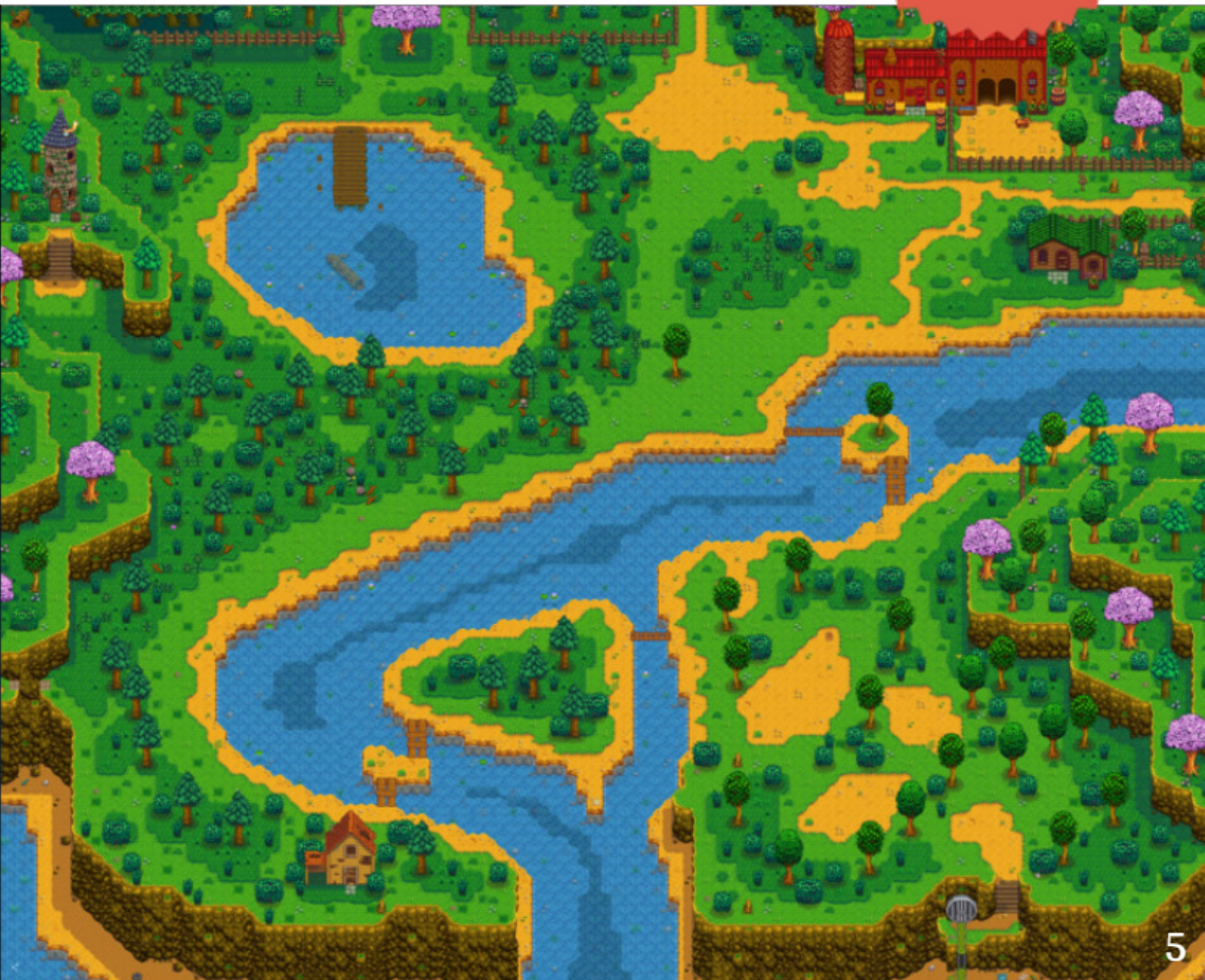
Wizard's Tower: 6:00 am - 11:00 pm

Leah's Cottage: 10:00 am - 12:00 am

Travelling Merchant: 6:00 am - 8:00 pm

Friday and Sunday ONLY

UPGRADE YOUR AXE TO STEEL TO UNLOCK THE SECRET FOREST LOCATED IN THE TOP LEFT OF THE MAP.



THE MAPS

The Mountains

The mountains are to the north of Pelican Town and home to mining and fishing spots, as well as a quarry that can be unlocked at the Community Center. Linus also lives in this area.

Robin's House: 9:00 am - 5:00 pm
Closed Tues

Adventurer's Guild: 2:00 pm - 10:00 pm



The Beach

The beach is an area of town located south of Pelican Town. Here you can forage shells from the bountiful beach, as well as fish from various spots. This area is the location for the Luau and Moonlight Jellies event in the summer, as well as home for Elliot and Willy.

Elliot's Cottage: 9:00 am - 8:00 pm

Willy's Shop: 9:00 am - 5:00 pm
Closed Saturdays unless raining



THE MAPS



Calico Desert

The Calico Desert is unlockable through the Vault bundle at the Community Center. A ticket to ride on the bus costs 500g return and can be purchased anytime the bus is in operation. (10:10 am - 5:00 pm).

Pool

Sandfish and Scorpion Carp are present here, which the player is able to catch.

Skull Cavern

The Skull Key can be used to enter Skull Cavern, also located in the northwest. The Skull Key is obtained on level 120 of The Mines.

Oasis

The store Oasis can be located in the southwest section of the area, and sells a number of seeds not available in Pelican Town, along with an additional item that depends on the day of the week. Also inside is the Casino, which is accessible once "The Mysterious Qi" quest is completed.

Three Pillars

In the North-East part of the desert lie three pillars, at the location of one of the game's Secrets. This is the place where you can obtain the Galaxy Sword, by holding ONE Prismatic Shard and entering the tile at the center of the pillars. Do not hold more than one shard, as it will be replaced by the sword.

Sand Dragon

Located directly to the north of the store in the Oasis is a hill in which lies the large bones of a sand dragon. While standing near the skull of the creature, you may interact with it and a text-screen then reads "Its maw gapes at the desert sun. Even in death, it yearns for a taste." It is related to the Mr. Qi questline.

THE MAPS

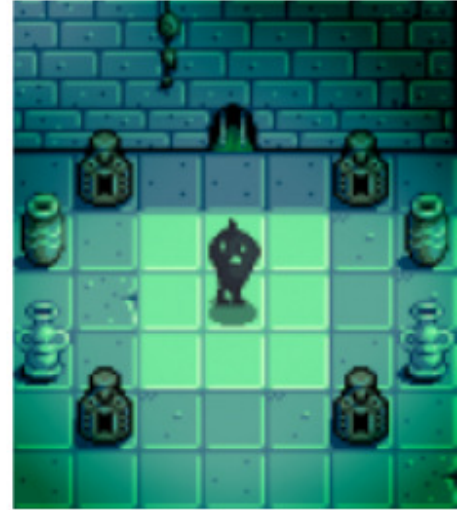
Krobus' Shop

Krobus always sells Void Essence, Solar Essence, and Void Eggs, as well as one Stardrop, one Crystal Floor Recipe, and one Wicked Statue Recipe. In addition, he will also sell one other random item every day (listed below).

Other items he may sell are Stardrop (20,000 g), Crystal Floor Recipe (500 g), Wicked Statue Recipe (1,000 g and crafted with 25 Stone, 5 Coal and placed in a Slime Hutch to prevent the Witch from visiting/cursing your Slimes) and Return Scepter (2,000,000 g).

| | |
|-----------|-------------------------------------|
| Sunday | Bat Wing (10 qty, 30 g) |
| Monday | Slime (50 qty, 10 g) |
| Tuesday | Omni Geode (1 qty, 300 g) |
| Wednesday | Random Fish or Fishing Gear |
| Thursday | Mixed Seeds (10 qty, 30 g) |
| Friday | Iridium Sprinkler (1 qty, 10,000 g) |
| Saturday | Random Food item |

Tip: Bread has twice the chance of appearing



Travelling Cart

The merchant sells a selection of random items in limited quantities (1 or 5 of each). Items are sometimes found for sale outside their normal seasons, which can be helpful for completing bundles.

Traveling Cart prices may vary from visit to visit, and it is possible for the same item to be listed multiple times at different prices in the same visit. Prices are usually quite inflated.

The Merchant's stock consists of 10 items plus one piece of furniture. There may be an additional "special stock" item for sale as well.



The Oasis is a store located in The Desert and run by Sandy. It sells unique seeds and other items, sometimes at a reduced price.

| | |
|-------------|------------------------------------|
| Daily stock | Rhubarb, starfruit and beet seeds. |
| Sunday | Ice Cream (240 g) |
| Monday | Coconut (200 g) |
| Tuesday | Cactus Fruit (150 g) |
| Wednesday | Omni Geode (1,000 g) |
| Thursday | Deluxe Speed-Gro (80 g) |
| Friday | Honey (200 g) |
| Saturday | Quality Retaining Soil (200 g) |

Oasis



GETTING STARTED

Choosing your farm type



WILDERNESS FARM

Monsters in the Dark

Majority of the farm is farm land with two large bodies of water. Monsters spawn at night and scale with the players level. Wilderness Golems are unique to this farm.



Associated Skill Focus
Combat



STANDARD FARM

Crops, Crops, Crops!

Majority of the land is farming land which makes this the perfect choice for mass amounts of crops and animals.



Associated Skill Focus
Farming



FOREST FARM

Unlimited Hardwood

Mixed use map with lots of trees, water and crop space. 8 Renewable Hardwood Stumps, seasonal forage items and mixed seeds can be acquired on this farm easily.



Associated Skill Focus
Foraging





HILL-TOP FARM

More Ore & Geodes Please

Majority of the farm is cliffs connected with stairs and bridges decreasing farm land. Includes a mine that provides stone, ore & geodes to the player regularly.



Associated Skill Focus

Mining



RIVERLAND FARM

Keeping the Art O' Fishing Alive

Majority of the farm is water ideal for the fisherman. The water does significantly decrease farming capabilities and can make it hard to turn profits quickly.



Associated Skill Focus

Fishing



Multiplayer and Cabins



The farm can contain up to 3 cabins (selectable during farm creating). For each cabin one player can join the farm. If the farm starts with less than 3 cabins, Robin can build the other ones on your farm for a very cheap price (finishing instantly) so it can be built on the first day. The main player can also demolish a cabin at any time.

All players share the same money and farmland

Each player has their own energy bar, their own Skills, and their own relationships with NPCs.

Each NPC can only be married by one player. If multiple players want the same spouse, the first to propose will win their hand.

Players can marry each other and have children. Players propose to each other using a craftable wedding ring. The wedding ring recipe can be obtained at the Traveling Cart for 500g, and will then allow the player to craft a wedding ring with 5 Iridium Bars and a Prismatic Shard.

Players can dance with each other in the Flower Dance Festival (no prior requirements).

GETTING STARTED

Grow Times

The day you plant your seeds does not count towards the grow time. Each crop has its own grow time which is listed on the seed packet. Pay attention to these times and make sure to get them planted with enough time to harvest.

Scarecrows

If there is not a Scarecrow in the vicinity of your crops, a crow can eat your crops (which removes them). Scarecrows will protect an 8x8 area of space vertically and horizontally and a 6x6 area of space diagonally from its location. This area is a total protected circular space of 249 spaces surrounding the Scarecrow. Rarecrows protect the same area as regular Scarecrows and are purely cosmetic. There are 8 Rarecrows that can be collected in Stardew Valley.

Scarecrows can be crafted after achieving Farming Level 1 and require 50 Wood, 1 Coal, and 20 Fiber to craft.

Trellis Crops

Some crops grow on a trellis, such as Green Beans, Grapes, and Hops. Once planted, these crops cannot be walked through. It is important to note, if you have a Junimo Hut, the Junimos can walk through trellis crops for harvesting, even if you can't. This can allow you to plant trellis crops in big square grids.

It is important to keep this in mind when planting so you can access all the crops when they are ready to harvest. I like to plant mine on the edge of a garden plot, in a single row so I can walk on all sides of the crop, but double rows could work also. You need access to at least one side to harvest.



Giant Crops

There is a chance of Cauliflower, Melon and Pumpkin growing a giant crop when planted in a 3x3 pattern. A Giant crop is a single plant that yields twice the amount of items and takes up 9 squares. Giant crops must be harvested with an Axe. They will not die at the end of a season or in winter.



FANTASTICAL TIP

Make Quality Fertilizer, the easy way!

Did you know that you can make more Quality Fertilizer without having to spend hours fishing? If you place Crab Pots in the pond in the South end of your farm, you will receive fish (snails, periwinkles, etc.) - yes, those count as "fish" - that you can use to make Quality Fertilizer to grow better crops.



Quality Fertilizer increases your chance to grow quality crops. Requires 2 sap and 1 fish to make and becomes available at farming level 9 or can be bought from Pierre's for 150 gold each.

Quality Fertilizer can be sold for 10 gold each. **11**

GETTING STARTED

Taking Care of Your Animals

Friendship & Mood

Each animal can be named when purchased from Mamie. They can be renamed at any time. After petting, if you interact with them again, you can see their friendship heart rating with that animal as well as their mood.

The rating is out of 5 hearts and can be increased by petting daily, feeding, and keeping them warm. Higher heart rating means chances at higher quality items such as Large Milk or Large Eggs and higher Star Quality ratings.

Their mood can also tell you what is wrong, if they aren't getting fed enough or if they are cold and need a heater, for instance.

Feeding your Animals

Your animals require food to be happy and for them to produce goods. They will not die if they are not fed, but they may cease production of goods until feeding resumes.

Animals will eat hay from inside their Coop or Barn, so be sure to place Hay in their feeding troughs. Or if they are allowed to roam outside, will feed on grass (if found). Grass Starters can be purchased from Pierre's Shop to plant more grass.

Immediately after eating fresh grass, an animal's mood will change to 'Very Happy Today!'. Horses and Pets do not require food.

Grass and Hay

Opening the doors to the Coop and Barn allow your animals to come outside during Spring, Summer, and Fall (assuming it is not rainy or stormy). They will roam outside and look for fresh grass to eat, saving your Hay for when they are stuck indoors due to weather. If they don't find grass, they will eat Hay from inside.

Animals will return to their coop or barn in the evening, around 5:00 PM. Remember to close the gate at night, Goats especially become sad if the gate is left open overnight.

Cut all your grass with a Scythe before Winter, when the grass dies, to get Hay.



Chickens

Adult Chickens will lay an egg every morning inside the Coop if fed. Happier chickens may produce quality items, such as Large Eggs. The color of your chicken is random. Brown chickens produce brown eggs, while white and blue chickens produce white eggs. If you want a different color chicken, you can sell the chicken and buy another. Chickens at a full 5 hearts sell for 1,040 gold each. Eggs can be sold for between 40 - 75 gold each, although I recommend making them into Mayonnaise which sells for 100 - 225 gold.

You can interact with your chickens once a day to increase their heart rating.



Ducks

Adult Ducks will lay an egg every other day inside the Big or Deluxe Coop if fed. Happier ducks have a higher chance of producing Large Duck Eggs. Ducks at a full 5 hearts sell for 5,200 gold each. Eggs can be sold for 75 gold each, although I recommend making them into Duck Mayonnaise while sells for 300 gold. Ducks may also drop Duck Feathers if they have a high enough heart rating.

You can interact with your ducks once a day to increase their heart rating.



Rabbits

Adult Rabbits will leave Wool daily inside the Deluxe Coop if fed, with no need to shear them. Rabbits at a full 5 hearts sell for 10,400 gold each. Wool can be sold for 270 gold each, although I recommend making it into Cloth on a Loom, as Cloth sells for 375 gold. Rabbits may also drop Rabbit's Foot if they have a high enough heart rating, but typically only drop 1 every 1 - 2 seasons.

You can interact with your rabbits once a day to increase their heart rating.



Dinosaurs

To obtain a Dinosaur, you must find a Dinosaur Egg and place it into an Incubator (requires Big Coop). Dinosaur Eggs can be found by digging up worms with a Hoe, killing monsters, or breaking open Geode's. Adult Dinosaurs will lay an egg every 1 - 5 days and make no sound. Dinosaur Eggs can be sold for 350 gold each and one can be donated to Gunther at the Museum. Dinosaurs at a full 5 heart rating sell for 1,278 gold each.

You can interact with your dinosaurs once a day to increase their heart rating.



Cows

Adult Cows can be milked every day if fed. Happier cows may produce quality items, such as Large Milk. The color of your cow is random and does not effect their milk. If you want a different color, you can sell the cow and buy another. Cows at a full 5 hearts sell for 1,950 gold each. Milk can be sold for between 100 - 150 gold each, although I recommend making them into Cheese which sells for 160 - 240 gold.

You can interact with your cows once a day to increase their heart rating.



Goats

Adult Goats can be milked every other day if fed. Happier goats may produce quality items, such as Large Goat Milk. Goats become sad if you leave the barn door open at night. Goats at a full 5 hearts sell for 5,200 gold each. Goat Milk can be sold for between 180 - 275 gold each, although I recommend making them into Goat Cheese which sells for 300 - 450 gold.

You can interact with your goats once a day to increase their heart rating.



Sheep

Adult Sheep can be sheered every other day if fed using Shears. Happier sheep can be sheared more often. Sheep at a full 5 hearts sell for 10,400 gold each. Wool can be sold for 270 gold each, although I recommend making it into Cloth on a Loom, as Cloth sells for 375 gold.

You can interact with your sheep once a day to increase their heart rating.



Pigs

Adult Pigs will automatically find Truffles if allowed outside. During Winter, Pigs will not find Truffles, as they will not go outside. Winter is a great time to buy Pigs so they are adults come Spring. Pigs at a full 5 hearts sell for 20,528 gold each. Truffles can be sold for 500 - 750 gold each, although I recommend making them into Truffle Oil using the Oil Maker, as Truffle Oil sells for 850 gold. The Oil Maker is available at Farming Level 8.

You can interact with your pigs once a day to increase their heart rating.



Have a Slime Farm Outside

You can also keep slimes on your farm outside, without the need of a Slime Hutch. While this method doesn't produce slime balls, you can breed slimes to kill for their item drops.

First, you need a Slime Egg Press (unlocked after Combat level 6) and place 100 slime balls inside to make a Slime Egg. In one day, the Slime Egg will output a Slime Egg (in order of quality), Green (60% chance), Blue (25% chance), Red (10% chance) or Purple (5% chance).

Next, you will need a Slime Incubator (unlocked after Combat level 8) which will hatch the Slime Egg into actual Slimes, the same color as the Slime Egg.

While keeping a Slime farm outside does not produce as much

and can cost more to get started than if the player were to purchase a Slime Hutch, it does offer benefits. One, you don't forget about checking in on your Slimes every day because they are outside, so you can see what is going on. Two, you save 10,000 gold. And three, if you don't prefer the look of the Slime Hutch on your farm, you don't have to have it on your farm.

SPRING FAVOURITES

foraging:
wild

horseradish

daffodil

leek

spring onion

morel

best crops:

strawberry

rhubarb

cauliflower

green bean

salmonberry season:

day 15 - 18

SPRING

| SUN | MON | TUE | WED | THU | FRI | SAT |
|------------------------|-----|-----|--------------------------|----------------------|-------------------------|------------------------|
| | 1 | 2 | 3 | 4 Kent's birthday | 5 | 6 |
| 7 Lewis' birthday | 8 | 9 | 10 Vincent's birthday | 11 | 12 | 13 Egg Festival |
| 14 Haley's birthday | 15 | 16 | 17 | 18 Pam's birthday | 19 | 20 Shane's birthday |
| 21 | 22 | 23 | 24 Flower Dance | 25 | 26 Pierre's birthday | 27 Emily's birthday |
| 28 | | | | | | |

Crop Information

Purchase Price*

Sell Value

Used In



Cauliflower

Takes 12 days to grow. Can be Giant.

80 gold

Pierre's Shop

★ **350 gold**

☆ 262 gold

🌟 218 gold

175 gold

Cooking Recipes

Cheese Cauliflower



Potential Profit

182 gold each

100 gold

JojaMart

Bundles

Spring Crops



Garlic

Takes 4 days to grow.

40 gold

Pierre's Shop

Available Year 2

★ **120 gold**

☆ 90 gold

🌟 75 gold

60 gold

Cooking Recipes

Fiddlehead Risotto

Escargot



Potential Profit

50 gold each

Crafting

Oil of Garlic



Green Bean

Takes 10 days to grow, continues to produce every 3 days. Trellis crop.

60 gold

Pierre's Shop

★ **80 gold**

☆ 60 gold

🌟 50 gold

40 gold

Cooking Recipes

Bean Hotpot



Potential Profit

360 gold per plant (if planted day 1)

75 gold

JojaMart

Bundles

Spring Crops



Kale

Takes 6 days to grow. Harvest with Scythe.

70 gold

Pierre's Shop

★ **220 gold**

☆ 165 gold

🌟 137 gold

110 gold

Cooking Recipes

Stirfry

Salmon Dinner



Potential Profit

95 gold each

87 gold

JojaMart



Parsnip

Takes 4 days to grow.

20 gold

Pierre's Shop

★ **70 gold**

☆ 52 gold

🌟 43 gold

35 gold

Cooking Recipes

Parsnip Soup

Farmers Lunch



Potential Profit

32 gold each

25 gold

JojaMart

Bundles

Spring & Quality Crops



Potato
Takes 6 days to grow.

Potential Profit
70 gold each

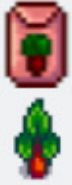
50 gold
Pierre's Shop

62 gold
JojaMart

★ **160 gold**
★ 120 gold
★ 100 gold
★ 80 gold

Cooking Recipes
Hashbrowns

Bundles
Spring Crops



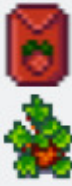
Rhubarb
Takes 13 days to grow.

Potential Profit
230 gold each

100 gold
Oasis

★ **440 gold**
★ 330 gold
★ 275 gold
★ 220 gold

Cooking Recipes
Rhubarb Pie



Strawberry
Takes 8 days to grow, continues to produce every 4 days.

Potential Profit
800 gold per plant (if planted day 1)

100 gold
Egg Festival

★ **240 gold**
★ 180 gold
★ 150 gold
★ 120 gold

No known uses



Blue Jazz
Takes 7 days to grow.

Potential Profit
45 gold each

30 gold
Pierre's Shop

37 gold
JojaMart

★ **100 gold**
★ 75 gold
★ 62 gold
★ 50 gold

Cooking Recipes
Lucky Lunch



Tulip
Takes 6 days to grow.

Potential Profit
25 gold each

20 gold
Pierre's Shop

30 gold
JojaMart

★ **60 gold**
★ 45 gold
★ 37 gold
★ 30 gold

No known uses



Apricot
Takes 28 days to mature. Produces 1 fruit each day while in season.

Potential Profit
100 gold first season; 2,100 gold after

2,000 gold
Pierre's Shop



★ **100 gold**
★ 75 gold
★ 62 gold
★ 50 gold

Cooking Recipes
Fruit Salad

Bundles
Artisan



Cherry
Takes 28 days to mature. Produces 1 fruit each day while in season.

Potential Profit
-40 gold first season; 3,360 gold after

3,400 gold
Pierre's Shop



★ **160 gold**
★ 12 gold
★ 100 gold
★ 80 gold

Bundles
Artisan



SUMMER FAVOURITES

foraging:

spice berry

grape

sweet pea

fiddlehead fern

rainbow shell

best crops:

starfruit

blueberry

red cabbage

melon

SUMMER

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-------------------------|------------------------|-----|------------------------|--------------------|---------------------------|-----------------------|
| | 1 | 2 | 3 | 4 Jas' birthday | 5 | 6 |
| 7 | 8 Gus' birthday | 9 | 10 Maru's birthday | 11 Luau | 12 | 13 Alex's birthday |
| 14 | 15 | 16 | 17 Sam's birthday | 18 | 19 Demetrius' birthday | 20 |
| 21 | 22 Dwarf's birthday | 23 | 24 Willy's birthday | 25 | 26 | 27 |
| 28 Moonlight Jellies | | | | | | |

Crop Information

Purchase Price*

Sell Value

Used In



Blueberry

Takes 13 days to grow, continues to produce every 4 days. Yields 3 per harvest.



Potential Profit

1,840 gold per plant (if planted day 1)

80 gold

Pierre's Shop

100 gold

JojaMart

★ 160 gold

☆ 120 gold

☆ 100 gold

80 gold

Cooking Recipes

Blueberry Tart

Fruit Salad

Bundles

Summer Crops



Corn

Takes 14 days to grow, continues to produce every 4 days. Summer & Fall.



Potential Profit

300 gold per plant (if planted day 1)

150 gold

Pierre's Shop

187 gold

JojaMart

★ 100 gold

☆ 75 gold

☆ 62 gold

50 gold

Cooking Recipes

Tortilla

Bundles

Fall Crops

Quality Crops



Hops

Takes 11 days to grow, continues to produce every day. Trellis crop.



Potential Profit

569 gold per plant (if planted day 1)

60 gold

Pierre's Shop

75 gold

JojaMart

★ 50 gold

☆ 37 gold

☆ 31 gold

25 gold

Cooking Recipes

Pale Ale (requires Keg)



Hot Pepper

Takes 5 days to grow, continues to produce every 3 days.



Potential Profit

440 gold per plant (if planted day 1)

40 gold

Pierre's Shop

50 gold

JojaMart

★ 80 gold

☆ 60 gold

☆ 50 gold

40 gold

Cooking Recipes

Pepper Poppers

Bundles

Summer Crops



Melon

Takes 12 days to grow. Can be giant.



Potential Profit

295 gold each

80 gold

Pierre's Shop

100 gold

JojaMart

★ 500 gold

☆ 375 gold

☆ 312 gold

250 gold

Cooking Recipes

Pink Cake

Fruit Salad

Bundles

Summer & Quality Crops



Radish

Takes 6 days to grow.

40 gold

Pierre's Shop

★ 180 gold

☆ 135 gold

☆ 112 gold

☆ 90 gold

Cooking Recipes

Red Plate

Radish Salad



Potential Profit

95 gold each

50 gold

JojaMart



Red Cabbage

Takes 9 days to grow.

100 gold

Pierre's Shop

Available Year 2

★ 520 gold

☆ 390 gold

☆ 325 gold

☆ 260 gold

Cooking Recipes

Fish Taco, Red Plate, &

Coleslaw



Potential Profit

290 gold each

Bundles

Dve



Starfruit

Takes 13 days to grow. *Not to be mistaken for Star Drops.*

400 gold

Oasis

★ 1,600 gold

☆ 1,200 gold

☆ 1,000 gold

☆ 800 gold

No known uses



Potential Profit

800 gold each



Tomato

Takes 11 days to grow, continues to produce every 4 days.

50 gold

Pierre's Shop

★ 120 gold

☆ 90 gold

☆ 75 gold

☆ 60 gold

Cooking Recipes

Vegetable Medley, Pizza, Spaghetti, Eggplant Parmesan, Bruschetta, Fish Stew



Potential Profit

400 gold per plant (if planted day 1)

62 gold

JojaMart

Bundles

Summer Crops



Wheat

Takes 4 days to grow. Harvest with Scythe.

10 gold

Pierre's Shop

★ 50 gold

☆ 37 gold

☆ 31 gold

☆ 25 gold

Cooking Recipes

Beer



Potential Profit

27 gold each

12 gold

JojaMart

Bundles

Fodder



Poppy

Takes 7 days to grow.

100 gold

Pierre's Shop

★ 280 gold

☆ 275 gold

☆ 210 gold

☆ 140 gold

Cooking Recipes

Poppyseed Muffin



Potential Profit

175 gold each

125 gold

JojaMart

Bundles

Chef's



Summer Spangle

Takes 8 days to grow.

50 gold

Pierre's Shop

★ 180 gold

☆ 135 gold

☆ 112 gold

☆ 90 gold

No known uses

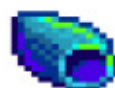


Potential Profit

85 gold each

62 gold

JojaMart



FALL FAVOURITES

foraging:

wild plum

hazelnut

blackberry

mushrooms

best crops:

sweet gem berry

cranberry

grape

pumpkin

artichoke

blackberry season

day 8 - 11

FALL

| SUN | MON | TUE | WED | THU | FRI | SAT |
|---------------------------|---------------------------|--------------------------|----------------------------|----------------------------|---------------------------|-----------------------------|
| | 1 | 2 Penny's birthday | 3 | 4 | 5 Elliot's birthday | 6 |
| 7 | 8 | 9 | 10 | 11 Jodi's birthday | 12 | 13 Abigail's birthday |
| 14 | 15 Sandy's birthday | 16 Fall Fair | 17 | 18 Marnie's birthday | 19 | 20 |
| 21 Robin's birthday | 22 | 23 | 24 George's birthday | 25 | 26 | 27 Spirit's Eve |
| 28 | | | | | | |

Crop Information

Purchase Price*

Sell Value

Used In



Amaranth

Takes 7 days to grow.

70 gold

Pierre's Shop

★ 300 gold

★ 225 gold

☆ 187 gold

150 gold

Cooking Recipes

Salmon Dinner



Potential Profit

155 gold each

87 gold

JojaMart



Artichoke

Takes 8 days to grow.

30 gold

Pierre's Shop

Available Year 2

★ 280 gold

★ 240 gold

☆ 200 gold

160 gold

Cooking Recipes

Artichoke Dip

Super Meal



Potential Profit

210 gold each



Beet

Takes 6 days to grow.

20 gold

Oasis

★ 200 gold

★ 150 gold

☆ 125 gold

100 gold

Cooking Recipes

Vegetable Medley



Potential Profit

130 gold each



Bok Choy

Takes 4 days to grow.

50 gold

Pierre's Shop

★ 160 gold

★ 132 gold

☆ 110 gold

80 gold

Cooking Recipes

Super Meal



Potential Profit

82 gold each

62 gold

JojaMart



Cranberries

Takes 7 days to grow, continues to produce every 5 days. Yields 4 per harvest.



Potential Profit

1,710 gold per plant (if planted day 1)

240 gold

Pierre's Shop

300 gold

JojaMart

★ 260 gold

★ 195 gold

★ 162 gold

★ 130 gold

Cooking Recipes

Super Meal
Cranberry Sauce
Cranberry Candy
Stuffing



Pumpkin

Takes 13 days to grow. Can be Giant.



Potential Profit

380 gold each

100 gold

Pierre's Shop

125 gold

JojaMart

★ 640 gold

★ 480 gold

★ 400 gold

★ 320 gold

Cooking & Crafting

Autumn's Bounty, Pumpkin Soup, Pumpkin Pie, Jack O Lantern

Bundles

Fall Crops & Quality Crops



Yam

Takes 10 days to grow.



Potential Profit

180 gold each

60 gold

Pierre's Shop

75 gold

JojaMart

★ 280 gold

★ 240 gold

★ 200 gold

★ 160 gold

Cooking Recipes

Glazed Yams
Autumn's Bounty

Bundles

Fall Crops



Fairy Rose

Takes 12 days to grow. Attracts Fairies.



Potential Profit

235 gold each

200 gold

Pierre's Shop

250 gold

JojaMart

★ 580 gold

★ 435 gold

★ 362 gold

★ 290 gold

No known uses



Sunflower

Takes 8 days to grow. Chance to drop up to 2 seeds on harvest.



Potential Profit

70 gold each

200 gold

Pierre's Shop

50 gold

JojaMart

★ 160 gold

★ 120 gold

★ 100 gold

★ 80 gold

Bundles

Dye



Eggplant

Takes 5 days to grow, continues to produce every 5 days.



Potential Profit

430 gold per plant (if planted day 1)

20 gold

Pierre's Shop

25 gold

JojaMart

★ 120 gold

★ 90 gold

★ 75 gold

★ 60 gold

Cooking Recipes

Survival Burger
Eggplant Parmesan

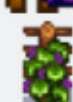
Bundles

Fall Crops



Grapes

Takes 10 days to grow, continues to produce every 3 days. Trellis plant.



Potential Profit

780 gold per plant (if planted day 1)

60 gold

Pierre's Shop

75 gold

JojaMart

★ 160 gold

★ 120 gold

★ 100 gold

★ 80 gold

Crafting

Wild Seeds (Su)

Bundles

Summer Foraging



WINTER

WINTER FAVOURITES

- foraging:

- winter root

- crystal fruit

- snow yam

- holly

- nautilus shell

- crocus

| SUN | MON | TUE | WED | THU | FRI | SAT |
|--------------------------|-----------------------|-----------------------|----------------------------|-------------------------|------------------------|-------------------------|
| | 1 Krobus' birthday | 2 | 3 Linus' birthday | 4 | 5 | 6 |
| 7 Caroline's birthday | 8 festival of ice | 9 | 10 Sebastian's birthday | 11 | 12 | 13 |
| 14 Harvey's birthday | 15 | 16 | 17 Wizard's birthday | 18 | 19 | 20 Evelyn's birthday |
| 21 | 22 | 23 Leah's birthday | 24 | 25 Winter Star Feast | 26 Clint's birthday | 27 |
| 28 | | | | | | |

SPECIAL CROPS

Crop Information

Purchase Price

Sell Value

Used In



Ancient Fruit

Takes 28 days to grow, continues to produce every 7 days.

400 - 700 gold

Traveling Merchant

1,500 gold

★ 1,125 gold
☆ 937 gold
☆ 750 gold

Crafting

Can be crafted into Wine (Keg) or Jelly (Preserves Jar)

Potential Profit

1,125 gold each

Season

Spring, Summer, and Fall



Obtaining & Planting Ancient Fruit Seeds

Ancient Fruit seeds can be acquired five different ways:

1. Purchased from the Traveling Merchant for 400 - 700 gold. Rarely stocked.
2. By donating an Ancient Seed artifact to Gunther at the Museum, you will be rewarded with 1 seed pack and the crafting recipe for Ancient Seeds. The Ancient Seed Artifact can be found by digging worms in the Forest or Mountains, or by fishing in a treasure chest.
3. Crafting (see line 2).
4. Placing Ancient Fruit into the Seed Maker, yields 1 - 3 seeds.
5. Placing any crop into the Seed Maker, 0.5% chance of yielding an Ancient Seed.

Ancient Fruit Seeds can be planted in Spring, Summer, or Fall. Due to their long grow time of 28 days, it is best to plant them on the 1st day of Spring, or use some sort of Speed-Gro Fertilizer before planting, or plant them in the Greenhouse to prevent them from dying at the end of Fall. They can be grown and harvested year-round inside the Greenhouse.

Ancient Fruit can be very profitable, especially if turned into Artisan Goods, such as Ancient Fruit Wine (using a Keg) or Ancient Fruit Jelly (using a Preserves Jar).



FRIENDSHIPS

It's all about the Hearts - Make Friends

Building your friendship with villagers is based on your heart rating, you can achieve up to 10 hearts with a villager and 13 hearts with a spouse. Each heart represents 250 points. If you go into your social (heart) menu, you will see all of the villagers and your current heart rating. To the right of the hearts shows the gift status with that villager for the week. You can give each villager two gifts per week and only one a day. Once you give a gift, a green checkbox will appear to the right of the giftbox.

Give Gifts

Be sure to give gifts early and often. I like to carry around a stack of blueberries and give them to anyone I see. Mostly because they are generally liked by most villagers and they are plentiful. Be mindful of villagers reactions to gifts though, each villager has unique likes and dislikes. And it is best to give them something they love (worth 80 points) or like (worth 45 points). If they really love something, a little heart will appear above their head when they receive the gift and they will tell you how much they like it. This is fantastical good and will boost your heart rating much more quickly.

Complete Quests for Villagers

Villagers will post quests to the bounty board located in front of Pierre's Shop in the center of town. If the quest indicates that completion will make a villager happy, you will receive 150 friendship point immediately upon completion. Be careful of time, as many of these quests only are available for 2 days after you accept them.

Remember Birthdays

Every villager in Stardew Valley has a birthday. You can check the calendar on the front of Pierre's shop to see whose birthday might be coming up or you can purchase a calendar from Robin's Carpenter Shop and put one in your house (which I recommend doing).

You want to give villagers a birthday gift on their birthday, it goes a long way in boosting your heart rating. If you give them something they love on their birthday, you will receive 640 points (that is 8x the value of a loved gift on a normal day) which could gain you as many as two full hearts with one gift. Liked birthday gifts will give you 360 points.

Birthday gifts do not count towards the weekly gift giving limit.

UNIVERSAL LOVES

These are two items that are universally loved by villagers (worth 80 points) with two exceptions. Penny hates Rabbit's Foot and Haley hates Prismatic Shards.



Rabbit's Foot

Gathered from Rabbits in the Deluxe Coop or bought from the Traveling Merchant



Prismatic Shard

Found in Iridium Ore deposits and Omni-Geode's.



UNIVERSAL LIKES

These are many items that are universally liked by villagers (worth 45 points) with a few exceptions. Personally, I have found blueberries, blackberries, and coffee are generally well received with a couple exceptions. Jas and Vincent hate coffee and dislike blueberries and blackberries (along with Sebastian and Abigail who aren't berry lovers).



Blueberry

Crop grown in Summer, takes day 13 days and continues to grow after harvest



Blackberry

Foraged during Fall or shaken from bushes during Blackberry Season (8th - 12th of Fall, roughly)



Coffee

Bought at The Stardrop Saloon from Gus or made in a Keg from Coffee Beans

GIFT GUIDE



Abigail

"I seriously love this!
You're the best, (Name)!"

- Blackberry Cobbler
- Chocolate Cake
- Spicy Eel
- Pufferfish
- Amethyst
- Pumpkin



Alex

"Hey, awesome!
I love this stuff!"

- Salmon Dinner
- Complete Breakfast



Caroline

"You're giving this... to me?
I'm speechless."

- Fish Taco
- Summer Spangle



Clint

"Yes! This is exactly
what I've been looking for!"

- Artichoke Dip
- Fiddlehead Risotto
- Emerald
- Aquamarine
- Ruby
- Amethyst
- Topaz
- Gold Bar
- Iridium Bar
- Omni Geode



Demetrius

"You're giving this to me?
This is amazing!"

- Bean Hotpot
- Rice Pudding
- Ice Cream
- Strawberry



Dwarf

"Hey, I really love this stuff.
You can find great things in the mines."

- Emerald
- Aquamarine
- Ruby
- Amethyst
- Topaz
- Jade
- Omni Geode



Elliot

"(Name), this is a beautiful gift!
Thank you!"

- Crab Cakes
- Tom Kha Soup
- Duck Feather
- Lobster
- Pomegranate



Emily

"This gift is fabulous!
Thank you so much!"

- Survival Burger
- Emerald
- Aquamarine
- Ruby
- Amethyst
- Topaz
- Jade
- Cloth
- Wool



Evelyn

"This gift is fabulous!
Thank you so much!"

- Chocolate Cake
- Stuffing
- Beet
- Tulip
- Fairy Rose
- Diamond



George

"This is my favorite thing!
Thank you."

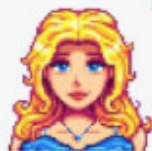
- Fried Mushroom
- Leek



Gus

"You're giving this... to me?
I'm speechless."

- Fish Taco
- Escargot
- Orange
- Diamond



Haley

"Oh my god,
this is my favorite thing!"

- Pink Cake
- Fruit Salad
- Coconut
- Sunflower



Harvey

"It's for me? This is my favorite stuff!
It's like you read my mind!"

- Super Meal
- Lobster Bisque
- Truffle Oil
- Wine
- Coffee
- Pickles



Jas

"Gasp!...Wow! Thank you!"

- Pink Cake
- Plum Pudding
- Fairy Rose



Jodi

"Oh, you're such a sweetheart!
I really love this!"

- Vegetable Medley
- Pancakes
- Crispy Bass
- Chocolate Cake
- Rhubarb Pie
- Fried Eel
- Eggplant Parmesan
- Diamond



Krobus

"This is an amazing gift.
For my people it is a great honor
to receive something like this."

- Diamond
- Iridium Bar
- Wild Horseradish
- Pumpkin
- Void Egg



Kent

"Oh...! Mom used to give me this when I was a young boy. It brings back wonderful memories. Thank you."

- Roasted Hazelnuts
- Fiddlehead Risotto



Marnie

"This is an incredible gift! Thanks!"

- Pink Cake
- Farmer's Lunch
- Pumpkin Pie
- Diamond



Robin

"This is for me? Wow, I absolutely love it!"

- Spaghetti
- Goat Cheese
- Peach



Vincent

"Wow, thank you so much! This is terrific!"

- Pink Cake
- Cranberry Candy
- Grape



Maru

"Is that...? Oh wow, (Name)! This is spectacular!"

- Cheese Cauliflower
- Pepper Poppers
- Rhubarb Pie
- Miner's Treat
- Cauliflower
- Strawberry
- Diamond
- Gold Bar
- Iridium Bar
- Battery Pack



Sam

"Aw, yeah! This is my absolute favorite!"

- Pizza
- Maple Bar
- Cactus Fruit



Willy

"This is great! If only me of Pappy was around. He'd go nuts for this!"

- Catfish
- Octopus
- Sea Cucumber
- Sturgeon
- Pumpkin
- Diamond
- Iridium Bar



Leah

"Oh! This is exactly what I wanted! Thank you!"

- Salad
- Vegetable Medley
- Poppyseed Muffin
- Stir Fry
- Goat Cheese
- Wine



Pam

"Hey, hey! Now this is really something! Thanks a million, kid."

- Parsnip Soup
- Glazed Yams
- Pale Ale
- Beer
- Parsnip
- Cactus Fruit



Sandy

"Ooo! I absolutely love getting flowers from the valley. I'm so happy!"

- Daffodil
- Sweet Pea
- Crocus



Wizard

"Ah, this is imbued with potent arcane energies. It's very useful for my studies. Thank you!"

- Solar Essence
- Void Essence
- Purple Mushroom



Lewis

"Wow, this is my favorite! Thank you!"

- Glazed Yams
- Autumn's Bounty
- Hot Pepper



Penny

"Thank you! I really love this!"

- Red Plate
- Tom Kha Soup
- Roots Platter
- Melon
- Diamond
- Emerald
- Sandfish
- Poppy



Sebastian

"I really love this. How did you know?"

- Sashimi
- Pumpkin Soup
- Frozen Tear
- Void Egg
- Obsidian



Linus

"This is wonderful! You've really made my day special!"

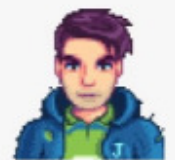
- Blueberry Tart
- Dish O' The Sea
- Coconut
- Cactus Fruit
- Yam



Pierre

"This is my all-time favorite! Thank you!"

- Fried Calamari



Shane

"Oh wow, (Name)! How'd you know this is my favorite?"

- Pizza
- Pepper Poppers
- Beer
- Hot Pepper

Grandpa



GRANDPA'S EVALUATION

The evaluation Grandpa gives you is directly related to the number of candles lit around Grandpa's Shrine at the beginning of Year 3 (Spring, Day 1). The number of candles lit is based on a point system, and points are earned during the first two years by reaching specific milestones. Milestones are worth points and there are a total of 21 points possible.

If you do not get all four candles lit right away, don't be discouraged. You can have Grandpa re-evaluate you at any time by placing a Diamond in his Shrine. Grandpa will then appear the following day, when the game loads, or in some cases, the first day of the next season.

SCORING

| Money Earned | |
|----------------|----------------|
| Total Earnings | Points Awarded |
| 50,000 | 1 |
| 100,000 | 2 |
| 200,000 | 3 |
| 300,000 | 4 |
| 500,000 | 5 |
| 1,000,000 | 7 |



| Achievements Earned | | |
|----------------------|------------------------------------|----------------|
| Achievement | Requirement | Points Awarded |
| A Perfect Collection | Complete the Museum Collection | 1 |
| Master Angler | Catch every fish | 1 |
| Full Shipment | Ship every item on the Shipped Tab | 1 |
| Master of the 5 Ways | Reach Level 10 in Every Skill | 1 |
| Local Legend | Complete the Community Center | 1 |

| Friendship & Milestones Earned | |
|--|----------------|
| Requirement | Points Awarded |
| Friendship of at least 8 hearts with at least 5 Villagers | 1 |
| Friendship of at least 8 hearts with at least 10 Villagers | 1 |
| Married with a fully upgraded House | 1 |
| Relationship score of at least 4 hearts with your Pet | 1 |
| Acquire the Skull Key | 1 |
| Acquire the Rusty Key | 1 |
| Community Center is Accessible | 2 |
| Have at least 30 levels in Skills unlocked | 1 |

STATUE OF PERFECTION

After your evaluation from Grandpa, if you receive a total of 12 or more points, you will be awarded with the Statue of Perfection. There is no indication that it is available to you, after Grandpa "visits", you will want to go to Grandpa's Shrine. If all 4 candles are lit, it means you earned more than 12 points and you can now interact with the Shrine to receive the Statue.

If all four candles are not lit, you need to obtain a higher score and try again. To give you an indication of your progress:

| | | | |
|-----------|---|--------|--------|
| 3 Candles | = | 8 - 11 | points |
| 2 Candles | = | 4 - 7 | points |
| 1 Candle | = | 0 - 3 | points |

The Statue of Perfection can be placed and once placed, will award the player with 2 - 8 Iridium Ore each day. I placed mine inside my house, so I remember to collect each morning.



Marriage and Divorce

STEP ONE, DECLARE YOUR LOVE WITH FLOWERS

Once you have achieved 8 hearts with a bachelor or bachelorette (single villager), Pierre will send you a letter in the mail. The letter indicates that Pierre is now selling special Bouquets at his shop. To declare your intention to marry, gift the bouquet to the single villager of your choice.

STEP TWO, GET ENGAGED

Once you have given a Bouquet to your special someone, you will need to purchase a Mermaid's Pendant. You can buy a Mermaid's Pendant from the Old Mariner on the northeast end of the Beach, above the tide pools across the small wooden bridge. The Old Mariner will only appear on rainy days during Spring, Summer, and Fall. He will not appear in Winter. You can buy the pendant from him for 5,000 gold once you have 10 hearts with a single villager and have upgraded your house at least once.

Once you have acquired the Mermaid Pendant, gift it to your special someone.



STEP THREE, GET MARRIED

After you get engaged, your wedding will take place 3 days later, first thing in the morning after you wake.

After the wedding ceremony, the player and their Spouse will appear on their front porch at 6:00 AM. If you go inside your house, you will see their "marriage room" has been added on to your house and is themed based on their likes. There is also a new outdoor space, above your mailbox for your spouse based on their hobbies.

HOW TO GET DIVORCED

Should you decide your spouse is no longer the mate for you, players can visit the Mayor's Manor in Pelican Town. Inside, there is a small book that will give them the option to divorce their spouse. Divorce costs 50,000 gold. After filing for divorce, players have the option to change their mind before the end of the day, up until 10 PM when Lewis' house closes. If they proceed, their spouse will be gone the next day and their friendship level will revert to 0 hearts. Under their name it will now state (ex).

After the divorce, the spouse will move back to their old home, and will have negative interactions with the player due to their failed marriage. Players can reverse this negativity from their ex by using one of the Shrine's in the Witch Hut to erase their ex-spouses memory, as if the marriage and divorce never happened. Should one choose, they could even date and re-marry their ex.

Any children from the marriage will stay at the farmhouse unless you opt to turn them into doves using the Witch Hut shrine. This will remove the children permanently.



Marriage and Children

Once your Spouse has moved into your house, you will now be able to get them to 12 hearts instead of 10. Keeping them happy and increasing your friendship rating will result in them helping out around the farm and cooking meals. If your spouse becomes unhappy at any time, they may stop helping out and complain. You need to continue giving your spouse gifts, even after marriage, if you want to keep them happy. Interacting with your spouse when no more dialog is available, will result in a loving embrace - a little heart will appear over your heads.

GIFTS & JEALOUSY

Gifting other single villagers after marriage may result in your spouse questioning it and becoming jealous, which can have a negative effect on your friendship rating. Gifting another single villager with a Bouquet, can result in a loss of up to 2 hearts with your spouse.

You can increase your heart rating with your spouse through gifts, as usual. However, you are no longer restricted to two gifts per week with your spouse, but you can only gift them once per day.

SPOUSE CHORES

If your spouse is kept happy, they will help out around the farm by doing chores. They may repair all of the broken fences, water crops during Spring, Summer, and Fall, feed the animals, and fill your pets water bowl. They may also cook you breakfast or dinner, if you have an empty inventory slot. You can receive a random breakfast item such as an Omelet, Hashbrowns, or Pancakes. For dinner, you could receive a random dinner item such as Spaghetti, Parsnip Soup, or Fried Eel. Spouses will leave the farm on Mondays, unless it is raining. Sebastian, Sam, and Abigail will leave on Friday nights to go to the Stardrop Saloon.

STARDROP, BEST GIFT EVER!

At 13 out of 12 hearts, which won't show up in your heart rating but it is possible, your spouse may reward you with a Stardrop as a token of their love.



HAVING CHILDREN

In order to have kids, you need to have fully upgraded your house so you have the Nursery upstairs. If you are in a same-sex marriage, you will be able to adopt. You can have up to two kids, of each gender.



Your chance of your spouse asking if you want to have kids increases if you go to bed before them. You will also need at least 10 hearts with them, and have been married for at least 7 days, this gives you a 5% chance. The baby will appear in the crib 14 days after your spouse asks if you want to have kids.

Adoption works very similarly. You wait 14 days, during which your spouse will mention they filed the adoption paperwork. Your child will appear in the middle of the night with a note saying the adoption agency dropped them off. *Only valid in same sex marriages.*

Warning, completing a Community Center or JojaMart bundle the night before the baby is due, can cause the baby to not arrive.

For the first 14 days after your child is born, they will remain sleeping in the crib. After this, they will stand in the crib and you can interact with them for the next 14 days. Next, your baby will crawl around the house and play with toys during the day for 14 days. Finally, the baby will become a toddler (the current, final stage of kids) and begin sleeping in one of the beds in the nursery. This will free up the crib for a second child which can now be born. You can only have two kids. You can get 10 hearts with your children.

THE COMMUNITY CENTER

LEGEND

- Spring
- Summer
- Fall
- Winter
- Any
- Combo

- ◆ Ocean
- ◆ River
- ◆ Lake
- ◆ Mine Ponds
- ◆ Desert Oasis
- ◆ Secret Woods
- ◆ Rain
- ◆ Sun
- ◆ 1 Year Min.
- ◆ Reward
- ★ Gold Quality

Craft Room ◆ Bridge Repair

SPRING FORAGING # REQ. 0000

- Wild Horseradish
- Daffodil
- Leek
- Dandelion

SPRING SEEDS ◆

SUMMER FORAGING # REQ. 000

- Grape
- Spice Berry
- Sweet Pea

SUMMER SEEDS ◆

FALL FORAGING # REQ. 0000

- Common Mushroom ◆
- Wild Plum
- Hazelnut
- Blackberry

FALL SEEDS ◆

WINTER FORAGING # REQ. 0000

- Winter Root
- Crystal Fruit
- Snow Yam
- Crocus

WINTER SEEDS ◆

CONSTRUCTION # REQ. 0000

- Wood x99
- Wood x99
- Stone x99
- Hardwood x10

CHARCOAL KILN ◆

EXOTIC FORAGING # REQ. 00000

- Coconut
- Cactus Fruit
- Cave Carrot
- Red Mushroom
- Maple Syrup
- Pine Tar
- Morel ◆
- Purple Mushroom
- Oak Resin

AUTUMN'S BOUNTY ◆



FANTASTICAL TIP

I got the Money, Honey!

Place beehouses next to a single row of flowers to make higher quality honey (without flowers you get Wild Honey). Honey ranges from 100 - 680 gold each, and if you chose the Artisan Goods skill perk it is 50% more valuable! Fairy Rose Honey, made in Fall, is the highest value at 680 gold each. Honey does not produce in Winter.

Pantry Greenhouse

SPRING CROPS # REQ. 0000

- Parsnip
- Green Bean
- Cauliflower
- Potato

SPEED-GRO ☞

SUMMER CROPS # REQ. 0000

- Tomato
- Hot Pepper
- Blueberry
- Melon

QUALITY SPRINKLER ☞

FALL CROPS # REQ. 0000

- Corn
- Eggplant
- Pumpkin
- Yam

BEE HOUSE ☞

QUALITY CROPS # REQ. 000

- Parsnip x5 ★
- Melon x5 ★
- Pumpkin x5 ★
- Corn x5 ★

PRESERVES JAR ☞

ANIMAL # REQ. 00000

- Large Brown Egg
- Large Egg
- Large Milk
- Large Goat Milk
- Wool
- Duck Egg

CHEESE PRESS ☞

ARTISAN # REQ. 000000

- Truffle Oil
- Cloth
- Goat Cheese
- Cheese
- Honey
- Jelly
- Apple
- Apricot 🍑
- Orange
- Peach
- Pomegranate
- Cherry 🍒

KEG ☞

Fish Tank Glittering Boulder Removed

LAKE FISH # REQ. 0000

- Largemouth Bass 🐟
- Carp 🐟
- Bullhead 🐟
- Sturgeon 🐟

DRESSED SPINNER ☞

NIGHT FISHING # REQ. 000

- Walleye 🐟👤
- Bream 🐟
- Eel 🐟👤

SUMMER GLOW RING ☞

SPECIALTY FISH # REQ. 0000

- Pufferfish 🐟🌟
- Ghostfish 🐟
- Sandfish 🐟
- Woodskip 🐟

DISH O' THE SEA ☞

RIVER FISH # REQ. 0000

- Sunfish 🐟🌟
- Catfish 🐟👤
- Shad 🐟👤
- Tiger Trout 🐟

BAIT ☞

OCEAN FISH # REQ. 0000

- Sardine 🐟
- Tuna 🐟
- Red Snapper 🐟👤
- Tilapia 🐟

BEACH WARP TOTEM ☞

CRAB POT # REQ. 00000

- Lobster 🐟
- Crayfish 🐟🐟
- Crab 🐟
- Oyster 🐟
- Cockle 🐟
- Mussel 🐟
- Shrimp 🐟
- Snail 🐟🐟
- Periwinkle 🐟🐟
- Clam 🐟

CRAB POT ☞

THE COMMUNITY CENTER

Boiler Room Minicarts Repaired

BLACKSMITH # REQ. 000

- Copper Bar
- Iron Bar
- Gold Bar

FURNACE ☞

GEOLOGIST # REQ. 0000

- Quartz
- Earth Crystal
- Frozen Tear
- Fire Quartz

OMNI GEODE ☞

ADVENTURE # REQ. 00

- Slime x99
- Bat Wing x10
- Solar Essence
- Void Essence

SMALL MAGNET RING ☞

Bulletin Board Friendship

FIELD RESEARCH # REQ. 0000

- Purple Mushroom
- Nautilus Shell
- Chub 🐟
- Frozen Geode

RECYCLING MACHING ☞

CHEF # REQ. 000000

- | | |
|--|------------------------------------|
| <input type="checkbox"/> Fiddlehead Fern 🌿 | <input type="checkbox"/> Poppy |
| <input type="checkbox"/> Maple Syrup | <input type="checkbox"/> Maki Roll |
| <input type="checkbox"/> Truffle | <input type="checkbox"/> Fried Egg |

PINK CAKE ☞

DYE # REQ. 000000

- | | |
|---------------------------------------|--------------------------------------|
| <input type="checkbox"/> Red Mushroom | |
| <input type="checkbox"/> Sea Urchin | |
| <input type="checkbox"/> Sunflower | <input type="checkbox"/> Aquamarine |
| <input type="checkbox"/> Duck Feather | <input type="checkbox"/> Red Cabbage |

SEED MAKER ☞

FODDER # REQ. 000

- | | |
|------------------------------------|-----------------------------------|
| <input type="checkbox"/> Wheat x10 | <input type="checkbox"/> Apple x3 |
| <input type="checkbox"/> Hay x10 | |

HEATER ☞

ENCHANTER # REQ. 0000

- | | |
|------------------------------------|--|
| <input type="checkbox"/> Oak Resin | <input type="checkbox"/> Rabbit's Foot |
| <input type="checkbox"/> Wine | <input type="checkbox"/> Pomegranate |

GOLD BAR ☞

Vault Bus Repaired

\$2,500g # REQ. 0

- Purchase \$2,500g

CHOCOLATE CAKE ☞

\$5,000g # REQ. 0

- Purchase \$5,000g

QUALITY FERTILIZER ☞

\$10,000g # REQ. 0

- Purchase \$10,000g

LIGHTNING ROD ☞

\$25,000g # REQ. 0

- Purchase \$25,000g

CRYSTALARIUM ☞

THE COMMUNITY CENTER



THE MAGIC INK QUESTLINE

The Wizard has lost his magic ink and he has left it inside his ex-wife's house, the Witch Hut, whom he magically sealed her inside. He now needs his magic ink returned to him and in order to do that he requests you find the Dark Talisman. The Dark Talisman will break the seal and allow you access to the Witch Hut, a place the Wizard dare not go for he fears running into his ex.

To Begin the Two Part Quest Line

To initiate the cut scene to begin the Wizards quest line for his Magic Ink, the player will need to have already completed the Community Center, by finishing all the Bundles in all the rooms OR completing the Joja Warehouse via Joja Mart Community Development Form (accessed in Joja Mart from Morris at the Customer Service desk.

Once you have met the pre-requisites, go to the railroad in the mountains during the day to trigger a cut scene with the Wizard. The cut scene will result in a new journal entry for the Dark Talisman quest.

Dark Talisman - Part One

The journal entry indicates Krobus may know more about the Dark Talisman, go to the Sewers (accessible from the southeast of Cindersap Forest or south of Pelican Town). To enter the Sewers, you must have the Rusty Key in your wallet. To find out how to get the Rusty Key watch my YouTube video 'Where to get the Rusty Key and Access the Sewers'.

Mutant Bug Lair

After entering the Sewers, speak with Krobus. He will magically reveal the entrance to the Mutant Bug Lair in the Sewers. Before proceeding into the Mutant Bug Lair, make sure to bring a weapon. Bugs will spawn infinitely inside and I highly recommend bringing a quality weapon to kill them and a pickaxe to remove rocks in your path (bombs would also do the trick!).

Once equipped with a weapon, proceed through the entrance to the Mutant Bug Lair until you open the treasure chest at the end that contains the Dark Talisman. The Lair isn't particularly large, so players should not have trouble finding the chest, which is located at the north end. Next, return to the Railroad.



Break the Magic Seal to the Witch Hut

Once you have obtained the Dark Talisman, it will be placed in your Wallet. Return to the railroad and interact with the magically sealed entrance. Head inside and step over the seal to teleport to the Witches Swamp.

Goblin Problems - Part Two

Once you have teleported to the Witches Swamp, a large henchman will be blocking your path. When you talk to him, he insists he cannot let any one through or he will lose his job. However, he can be persuaded to move.

A lost book at the library indicates goblins love Void Mayonnaise. To obtain a Void Mayonnaise, you can place a Void Egg into a Mayonnaise Machine or purchase a Void Mayonnaise from the traveling merchant (rare item). If you don't yet have a Void Egg, the easiest way to obtain one is to buy one from Krobus in the Sewers. Bring the henchman a Void Mayonnaise and he will happily move out of your path.

Enter the Witch Hut

Continue on to the Witch Hut. Once inside, recover the Wizards Magic Ink, the purple bottle on the left side table. Return to the Wizard to continue the questline. You can use the rune on the floor to teleport to the Wizard Tower, you will arrive in his basement.

The Witch Hut

The interior of the Witch Hut not only contains the Wizards Magic Ink but also three shrines and a teleporation rune you can use at any time.



Dark Shrine of Memory

Erases a divorced spouses memory, making them forget you were ever married.

Cost: 30,000g



Dark Shrine of Selfishness

Turns your kids into doves permanently. *You will no longer have children should you do this.*

Cost: Prismatic Shard



Dark Shrine of Night Terrors

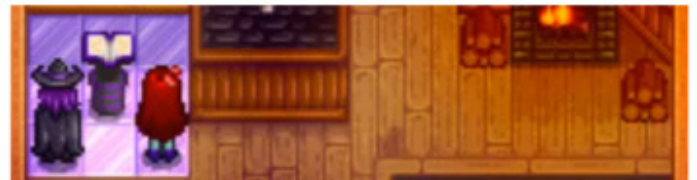
Toggles any farm type to have monster spawn at night. Can be toggled on/off.

Cost: Strange Bun



Return the Wizards Magic Ink

Go to the Wizard Tower in Cindersap Forest, open between 6 AM - 11 PM daily or by teleporting from the Witch Hut. Speak with the Wizard and he will thank you! He will also reward you with access to his Book of Summoning, completing the two part quest line.



MAGIC FARM BUILDINGS

To summon, or construct, buildings for your farm, interact with the Book of Summoning in the Wizard Tower.

JUNIMO HUT



Size:



Building Cost:

20,000 Gold, 200 Stone, 9 Starfruit & 100 Fiber

The Junimo Hut houses Junimos that will harvest crops around the hut for you, excluding Wild Seeds. They will not harvest in the rain.

WATER OBELISK



Size:



Building Cost:

1,000,000 Gold, 10 Clams & 10 Coral

The Water Obelisk warps you to the Beach. Similarly to Warp Totem: Beach but it is not consumable, it is a permanent teleport building.

EARTH OBELISK



Size:



Building Cost:

1,000,000 Gold, 10 Iridium Bars, & 10 Earth Crystals

The Earth Obelisk warps you to the mountains. Similarly to Warp Totem: Mountains but it is not consumable, it is a permanent teleport building.

GOLD CLOCK



Size:



Building Cost:

10,000,000 Gold

The Gold Clock prevents debris from appearing on your farm and keeps fences from decaying. *Fun Fact: It is currently the most expensive item in the game.*

JUNIMO HARVESTING & GRIDS

Junimos harvest a 17x17 grid around their hut. Their reach is 7 spaces left, right, above and 8 spaces below. Three Junimos live in each hut, they will come out to harvest crops and place a bag outside the hut with your crops and go back inside when they finish. The bag holds the same amount of content as a chest, be sure to check it occasionally to ensure there is room for the Junimos to harvest and store more. You do not have to be at the farm for the Junimos to harvest. However, if you end the day by sleeping before they finish harvesting, they do not automatically finish and will continue harvesting the next day. You can plant trellis crops in a grid for the junimos to harvest (despite you not being able to reach the center ones, they will... because magic!)



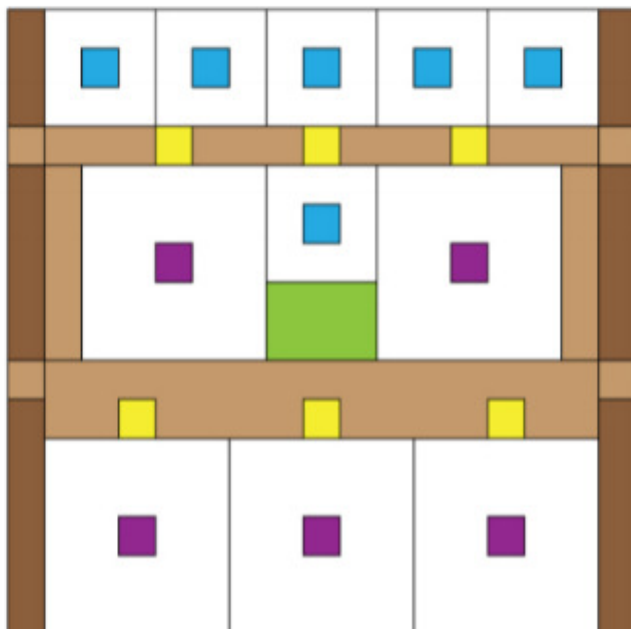
Junimo Hut Grid Crop Layout Ideas

I have two Junimo Hut 17 x 17 grids, I designed and used on my own farm successfully and are an efficient use of space. One is for large areas and the other can be used in more compact spaces. Each grid design allows for scarecrows, sprinklers and walk paths. *Note: Each grid layout should have a pathway placed under the sprinkler to keep it in place with tilling soil and under fence posts (this is accounted for in the required items list).*

Full Size: 17 x 17

Allows for 168 planted crops.

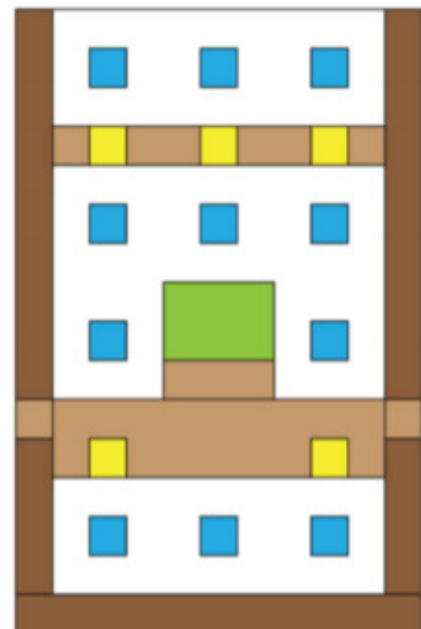
Requires 5 Iridium Sprinklers, 6 Quality Sprinklers, 6 Scarecrows, 100 Pathway, 30 Fence & 1 Junimo Hut (optional 4 Fence Gates).



Compact Size: 11 x 17

Allows for 88 planted crops.

Requires 11 Quality Sprinklers, 5 Scarecrows, 84 Pathway, 41 Fence & 1 Junimo Hut (optional 2 Fence Gates).



Key:

Refer to the color key below to know where to place the items for the corresponding layout.

| | | | |
|---|---------------------|---|-------------|
|  | = Iridium Sprinkler |  | = Scarecrow |
|  | = Quality Sprinkler |  | = Fence |
|  | = Junimo Hut |  | = Pathway |

UPGRADES

PICKAXE

The pickaxe is used to mine stone. You will notice that as you upgrade your pickaxe you will become more efficient at breaking stones and can start to break larger stones as well.

At steel, small rocks only will take a maximum of 2 hits to break. At gold, small rocks break in a single hit.



| Name | Cost | Materials | Bonus* |
|-----------------|-------------|------------------|-----------------------------------|
| Pickaxe | None | None | |
| Copper Pickaxe | 2,000 gold | Copper Bars (5) | Can break big stones in the Mines |
| Steel Pickaxe | 5,000 gold | Iron Bars (5) | Can break big stones on the farm |
| Gold Pickaxe | 10,000 gold | Gold Bars (5) | Can break meteorite |
| Iridium Pickaxe | 25,000 gold | Iridium Bars (5) | Faster mining in Skull Caverns |

AXE

The axe is used to chop down trees for wood and sap. It is also used to chop large stumps and large logs for hardwood, as well as harvesting giant crops.

As you upgrade your axe, it will become more efficient and take less hits to chop down trees, and break stumps and logs. Each tier upgrade requires 2 less hits for trees and 1 less hit for large stumps and large logs.



| Name | Cost | Materials | Bonus |
|-------------|-------------|------------------|---|
| Axe | None | None | 10 hits for trees |
| Copper Axe | 2,000 gold | Copper Bars (5) | Can chop large stumps. 8 hits for trees, 4 hits for hardwood* |
| Steel Axe | 5,000 gold | Iron Bars (5) | Can chop large logs. 6 hits for trees, 3 hits for hardwood* |
| Gold Axe | 10,000 gold | Gold Bars (5) | 4 hits for trees, 2 hits for hardwood* |
| Iridium Axe | 25,000 gold | Iridium Bars (5) | 2 hits for trees, 1 hit for hardwood* |

*Hardwood refers to big stumps and large logs

UPGRADE TIERS FOR HOE & WATERING CAN

Upgrading the hoe and watering can to the next tier increases its range of effect. This range of effect is the same, regardless of which tool you are using and is always directly in front of the player.



Copper Tier
Increases to 3 spaces in a line.



Steel Tier
Increases to 5 spaces in a line.



Gold Tier
Increases to 3 x 3 square space.



Iridium Tier
Increases to 6 x 3 square space.



HOE

The hoe, or shovel, can be used to till soil to plant crops. It cannot till soil through paths so a good trick to avoid tilling the soil below sprinklers, and essentially knocking them out, would be to place a pathway down with your sprinkler on top of it. You can also use your hoe to dig up dirt while traveling in Stardew Valley.

The hoe can be upgraded four times and after each upgrade you can hold the button you would normally use to till soil to increase your range of effect directly in front of you.



| Name | Cost | Materials |
|-------------|-------------|------------------|
| Hoe | None | None |
| Copper Hoe | 2,000 gold | Copper Bars (5) |
| Steel Hoe | 5,000 gold | Iron Bars (5) |
| Gold Hoe | 10,000 gold | Gold Bars (5) |
| Iridium Hoe | 25,000 gold | Iridium Bars (5) |

UPGRADES

HOUSE 1, STARTER



HOUSE 2, KITCHEN & BEDROOM



HOUSE 4, CELLAR

HOUSE 3, NURSERY & SPARE ROOM

Fermentation Process & Time

The stage of fermentation displays on the front of the Cask as the Artisan Good increases in value (i.e. star quality). The longer the item ferments, the higher value the item

becomes. Different goods take a different amount of time to ferment (ex. Wine takes 56 days total to go from basic quality to iridium quality). Refer to the chart below for time to ferment for each item and quality tier.

| Item for Cask | How to Make the Item | Basic Quality | Silver Quality (1.25x value) | Gold Quality (1.5x value) | Iridium Quality (2x value) |
|---------------|----------------------------------|---------------|------------------------------|---------------------------|----------------------------|
| Wine | Any fruit placed in a Keg | n/a | 14 days | 14 days | 28 days |
| Pale Ale | Hops placed in a Keg | n/a | 7 days | 7 days | 14 days |
| Beer | Wheat placed in a Keg | n/a | 7 days | 7 days | 14 days |
| Mead | Honey placed in a Keg | n/a | 7 days | 7 days | 14 days |
| Cheese | Milk placed in a Cheese Maker | n/a | 3 days | 4 days | 7 days |
| Goat Cheese | Goat Milk placed in Cheese Maker | n/a | 3 days | 4 days | 7 days |

MILL

UPGRADES

Building Cost: 2,500 gold, 50 Stone, 150 Wood & 4 Cloth

Allows you to create flour from wheat and sugar from beets which can be used in your kitchen for cooking recipes. The output from the Mill also acts as a chest, where items can be stored and the Flour and Sugar will be placed when it finishes processing.

Mills take up a 4x2 space.

SILO

Building Cost: 100 Gold, 100 Stone, 10 Clay, 5 Copper Bars

Before you build any of the animal farm buildings, I recommend building a Silo. Once built, a silo will allow you to cut grass with a Scythe for Hay, which is automatically stored in the Silo. You can pull Hay from the Silo or from inside the Coop or Barn at the Feeder, to feed your animals. Each Silo holds up to 240 pieces of Hay. You can also buy Hay from Marjie if you need to. If you click on your Silo, you can see how much Hay you have in stock. Be sure to stock up before Winter!

WELL

The Silo takes up a 3x3 space and is rather tall.

Building Cost: 1,000 Gold, 75 Stone

Wells can be built to provide an alternate water source to fill your watering can. They also look pretty as farm decorations whether you need water or not.

Wells take up a 3x3 space.

SHED

Building Cost: 15,000 gold & 300 Wood.

An empty building with an interior that can be decorated. Fill it with anything you'd like. Sheds are a very efficient use of space as they only take up 21 squares on your farm but the interior is larger than 21 squares.

STABLE

Sheds take up a 7x3 space.

Building Cost: 10,000 Gold, 100 Hardwood, 5 Iron Bars

The Stable is a place to house your Horse. And the Stable comes with a Horse, of course! It is best to build your stable somewhere close to an exit on the farm for easy access. Either the North end, Northeast end, or South end. As long as you don't demolish your Stable, your horse will always return home the next morning if you leave him somewhere.

The Stable takes up a 4x2 space.

Brewing Shed



Blacksmithing Shed



Preserves Shed



COOP



Building Cost:
4,000 Gold, 300 Wood, 100 Stone
The Coop houses up to 4 chickens.

UPGRADES

BARN



Building Cost:
6,000 Gold, 350 Wood, 150 Stone
The Barn houses 4 Cows.

BIG COOP



Building Cost:
10,000 Gold, 400 Wood, 150 Stone
The Big Coop unlocks Ducks and can house up to 8 animals. It also features an Incubator which when an egg is placed inside, will hatch an animal of the same type as the egg in a few days time.

BIG BARN



Building Cost:
12,000 Gold, 450 Wood, 200 Stone
The Big Barn unlocks Goats and can house up to 8 barn-dwelling animals. It also allows animals to give birth. Select this setting from inside the Animal menu when interacting with them.

DELUXE COOP



Building Cost:
20,000 Gold, 500 Wood, 200 Stone
The Deluxe Coop unlocks Rabbits and can house up to 12 animals. It also comes with an auto-feed system that will pull hay from your Silos.

DELUXE BARN



Building Cost:
25,000 Gold, 550 Wood, 300 Stone
The Deluxe Barn unlocks Sheep and Pigs, and can house up to 12 barn-dwelling animals. Comes with an auto-feed system.

SLIME HUTCH

Building Cost: 10,000 Gold, 500 Stone, 10 Refined Quartz, 1 Iridium Bar
The Slime Hutch allows you to raise up to 20 slimes. To raise Slimes you will need Slime Eggs, which can be crafted or dropped by Slimes in the mines after the Slime Hutch has been built. The Slime Hutch comes with one Slime Incubator for Slime Eggs.

Fill the water troughs inside the Slime Hutch and Slimes will leave slime balls. If you manage to get a male (ball on his head) and female (no ball), they will breed making more slimes and it is the only time they will leave slime balls, when both genders are present and can appear daily. Different color slimes have different drops, for instance, purple slimes will occasionally drop Iridium Ore or Bars when killed.

Enter Without Taking Damage

It is best to equip the Slime Charmer ring before entering, this will prevent you from taking damage from the slimes inside while you work. It is dangerous inside and the slimes can kill you. The Slime Hutch takes up an 11x7 space, with the door to enter on the front center.

Preventing the Witch Curse

To prevent the Witch from cursing your Slime Hutch, turning all your slimes black, place the Wicked Statue inside the Slime Hutch. You can craft the Wicked Statue Recipe with 25 Stone and 5 Coal. The crafting recipe can be purchased from Krobus for 1,000 Gold.



TOWN EVENTS

SPRING



The Egg Festival **Spring, Day 13 | Pelican Town**

You can enter the festival in Pelican Town between 9:00 AM - 2:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

Some of the Villagers and the player will participate in the Annual Egg Hunt. Talk to Mayor Lewis to start the event. In order to win, the player must find 9 colored eggs hidden in town and you will be rewarded with the Straw Hat. If you have already won during a previous year, you will receive 1,000 gold instead. If the player fails to find 9 eggs, Abigail will win.

Pierre will have a shop set-up during The Egg Festival. He sells Strawberry Seeds and a Plush Bunny (decorative). This is the only time you can buy Strawberry Seeds.



Flower Dance **Spring, Day 24 | Southwest of Cindersap Forest**

You can enter the festival by going to Cindersap Forest and crossing the small wooden bridge south of the Wizard's Tower between 9:00 AM - 2:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

During the festival, you can participate in the Flower Dance. You will need a partner, and you can ask any of the Bachelors or Bachelorettes to dance. They will decline unless you have a minimum of 4 hearts with them. Count on watching during year 1. Talk to Mayor Lewis to begin the dance.

Pierre will have a shop set-up during the Flower Dance. He sells Dandelion, Daffodil, Tub o' Flowers, Tub o' Flowers crafting recipe, and Rarecrow #5 (my personal favorite).

SUMMER



Luau **Summer, Day 11 | The Beach**

You can enter the festival on the Beach between 9:00 AM - 2:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

The Governor is attending the event and Mayor Lewis will ask you to bring an ingredient to put into the Soup. Once you place your ingredient into the soup cauldron, talk to Mayor Lewis. The Governor will taste the soup and react to its quality. This reaction from the Governor may either positively or negatively effect your heart rating with all of the villagers. I have had positive reactions with Truffle and Truffle Oil. Not all items can be added to the soup.

There is no shop set-up during the Luau.



Dance of the Moonlight Jellies **Summer, Day 28 | The Beach**

You can enter the festival by going to the Beach between 10:00 PM - 11:50 PM. When you decide to leave, you will be returned to your doorstep at 12:00 AM.

During the festival, there isn't much to do other than admire the beautiful Jellies. You can talk to all the villagers and when you are ready, you can talk to Mayor Lewis to start the event. Note, once you talk to Mayor Lewis, you are triggering the event to end and will not be able to return.

There is no shop set-up during the Dance of the Moonlight Jellies.

TOWN EVENTS

FALL



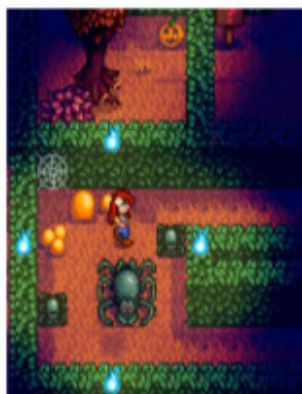
Stardew Valley Fair **Fall, Day 16 | Pelican Town**

You can enter the festival in Pelican Town between 9:00 AM - 3:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

This is probably the most interesting festival as there are many things to do here and a Stardrop is up for grabs, which permanently increases your Energy Bar. You can play a variety of mini-games to earn Star Tokens. Star Tokens can be redeemed at the booth at the entrance of the festival in exchange for prizes. You can exchange your tokens for Dried Sunflowers (decorative), Fedora (hat), Rarecrow #1, and a Stardrop.

The festival also features the Grange Display contest. Mayor Lewis has asked you bring 9 items to the Fair to be judged. In order to win, you need 90 points and if you win, you will receive 1,000 Star Tokens. You get 14 points automatically and each unique item add 5 points (i.e. Vegetable, Fish, Fruit, Artisan Goods, etc.). You also want to bring gold quality items, each gold quality item will add 3 points. Silver is 2 points, regular is 1 point. If you bring a variety of gold quality items with a minimum sell value of 400 gold, you can receive the max number of points per item, which is 8 points. Here is a sample of items you could bring to win 1st prize (all items are gold quality); Dorado, Mayonnaise, Truffle, Pumpkin, Ancient Fruit, Blue Jazz, Rainbow Shell, Leek, and a Star Fruit. You will be competing against Marnie, Pierre, and Willy. Watch my video 'Grange Display, How to Win 1st Prize'.

There are six mini-games you can choose to play to earn Star Tokens. Most cost gold to participate, although the Smashing Stone is free to play. Booths include the Fishing Mini-Game, Slingshot Mini-Game, Smashing Stone, Token Seller, Clairvoyant Booth, and the Spinning Wheel. Winning will reward you with varying amounts of tokens based on your performance or choices. Or you can just buy tokens for 50 gold each at the Token Seller.



Spirit's Eve **Fall, Day 27 | Pelican Town**

You can enter the festival in Pelican Town between 10:00 PM - 11:50 PM. When you decide to leave, you will be returned to your doorstep at 12:00 AM.

The player can journey into the Haunted Maze during the festival north of Pierre's Shop. If you can find your way through the maze to the secret chest, you will be rewarded with a Golden Pumpkin. While it is not used for anything, it is valuable and can be sold for 2,500 gold. Watch my video 'How to open the Chest in the Haunted Maze'.

Pierre will have a shop set-up during Spirit's Eve. He sells Jack-O-Lantern, Jack-O-Lantern crafting recipe, and Rarecrow #2.



Dear Katieo,
Notice a chill in the air? It could just be the approach of winter...
Or it could be the tingle of a dark specter, here to help us celebrate tomorrow's festival... the Spirit's Eve.
Come to town at 10 PM if you'd like to participate.
-Mayor Lewis

TOWN EVENTS

WINTER



Festival of Ice **Winter, Day 8 | Cindersap Forest**

You can enter the festival in Cindersap Forest between 9:00 AM - 2:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

At the festival you will see the Villagers working on igloos and building snowmen. If you talk to Penny, you can help decide what her and Jas' snowman will look like. The festival hosts an Ice Fishing Competition. To start the event, talk to Mayor Lewis. Note, once you decide to start the fishing competition, you will no longer be able to explore the festival. Watch my video 'How to Win the Ice Fishing Competition'. To win, you will need to catch at least 5 fish and you will be competing against Pam, Willy, and Elliott. If you win, you will receive three Tackles and a Sailor's Cap (hat). If you have already won during a previous year, you will be rewarded with gold.

There is no shop set-up during the Festival of Ice.



Feast of the Winter Star **Winter, Day 25 | Pelican Town**

You can enter the festival in Pelican Town between 9:00 AM - 2:00 PM. When you decide to leave, you will be returned to your doorstep at 10:00 PM.

The Feast of the Winter Star is an event similar to a Secret Santa gift exchange. You are assigned a person to give a gift to, Mayor Lewis will send a letter to your mailbox telling you who your assigned person is on Day 18, so you'll have plenty of time to prepare a gift for them. Likewise, someone will be assigned you. Be sure to bring your gift to the event, locate the person you were assigned to and give them their gift. After you give your gift, a cutscene will start and the villager who was assigned you, will arrive with a package. You will open your gift and receive an item, or multiples of that item. The gift you receive it based on that Villagers loves, for instance, Marnie will give you a dozen Eggs while Vincent will give you Pink Cake.

If you talk to Willy while at the event, he will tell you a story of a mysterious Stardrop. Requirements for this Stardrop, or if it even exists, are still unknown. You can also talk to Gus and he will tell you a long winded story about how he hand crafts candy canes. You can talk to all the Villagers at the festival, but Willy and Gus are the stand-outs.

There is no shop set-up during the Feast of the Winter Star.



STARDROPS

#1. OLD MASTER CANNOLI

The Secret Woods

Located in the northwest corner of the Secret Woods, Old Master Cannoli is still searching for the sweetest taste. If you buy and grow a Rare Seed from the Traveling Merchant, you will have a Sweet Gem Berry.

If you give a Sweet Gem Berry to Old Master Cannoli by interacting with his shrine, you will receive a Stardrop. This only works one time.

#4. SUPER LOVE

Your Spouse

Keep your spouse happy and get them beyond 12 of 12 hearts, to 13 hearts and they will give you a Stardrop as a token of their love. You can't see this in the regular friendship menu but it is possible.

#5. MASTER ANGLER

Willy

Earn the achievement, Master Angler, which is earned by catching every fish.

Willy will send you a letter in the mail with a Stardrop enclosed. You also get a cool eye-patch from the mouse.

#6. COLLECT 'EM

The Museum

Earn the achievement, A Complete Collection, which is earned by donating all the items to the museum. There are 95 items total. Gunther will reward you with a Stardrop at the Museum counter. You also get a cool cowboy hat from the mouse.

#2. FALL FESTIVAL

The Stardew Valley Fair

When attending the Stardew Valley Fair in the fall, you can earn Star Tokens. The Star Tokens can be exchanged for items from the booth near the entrance.

Buy a Stardrop for 2,000 Star Tokens.

#3. TREASURE CHEST

The Mines

Located in the central north end of the Mountains, when you reach level 100 in the Mines you will find a treasure chest. Open the chest for the Stardrop.



#7. KROBUS

The Sewers

To get into the Sewers you will need the Rusty Key, which requires you donate 60 items to the Museum. Once inside the Sewers, talk to Krobus, the merchant.

Buy a Stardrop from him for 20,000 gold.

HATS



HOW TO UNLOCK EACH HAT

-  **Butterfly Bow - A New Friend Achievement**
A pretty pink bow. Achieve 5 hearts with a villager.
-  **Daisy - D.I.Y. Achievement**
A dainty white flower. Craft 15 items.
-  **Cat Ears - The Beloved Farmer Achievement**
Meow. Achieve 10 hearts with 8 villagers.
-  **Cowgirl Hat - Monoculture Achievement**
Pink and Diamonds. Ship 300 of one crop.
-  **Earmuffs - Popular Achievement**
Toasty. Achieve 5 hearts with 20 villagers.
-  **Mouse Ears - Best Friends Achievement**
Cheesy. Achieve 10 hearts with a villager.
-  **Lucky Bow - Cowpoke Achievement**
Feelin' lucky? Earn 50,000 gold.
-  **Watermelon Band - Mother Catch Achievement**
Super fisherman. Catch 100 fish.
-  **Cowboy Hat - A Complete Collection Achievement**
Pony Up. Complete the Museum.
-  **Bowler Hat - Millionaire Achievement**
Classy and bold. Earn 1,000,000 gold.
-  **Top Hat**
Gentleman's classic. Get 8,000 Qi Coins at Casino.
-  **Sombrero - Legend Achievement**
Festive and South of the Border. Earn 10,000,000 gold.
-  **Cool Cap - Homesteader Achievement**
Faded but still blue. Earn 250,000 gold.
-  **Polka Bow - Gofer Achievement**
Red with white polka dots. Complete 10 quests.
-  **Gnome's Cap - Craft Master Achievement**
Traditional gnome attire. Craft every item.
-  **Eye Patch - Master Angler Achievement**
A pirate's life for me. Catch every fish.
-  **Santa Hat - Networking Achievement**
Holiday classic. Achieve 5 hearts with 10 villagers.
-  **Tiara - Cliques Achievement**
Ooh shiny! Achieve 5 hearts with 5 villagers.
-  **Hard Hat**
Adventurer's Guild, defeat 30 Duggers.
-  **Official Cap - Ol' Mariner Achievement**
Fisherman's Life for me. Catch 20 different fish.
-  **Blue Bonnet - Treasure Trove Achievement**
Blue with Ruffles. Donate 40 different items.
-  **Plum Chapeau - Sous Chef Achievement**
Pretty in plum. Cook 25 different recipes.
-  **Goblin Mask - Full Shipment Achievement**
Spooky. Ship every item.
-  **Chicken Mask - A Big Help Achievement**
Not too sure about this one. Complete 40 quests.
-  **Delicate Bow - Cook Achievement**
Little pink jewels. Cook 10 different recipes.
-  **Tropiclip - Moving Up Achievement**
Like a tiny palm tree. Upgrade your house.
-  **Hunters Cap - Living Large Achievement**
Red with flaps. Upgrade your house to max size.
-  **Trucker Hat - Artisan Achievement**
A classic trucker hat. Craft 30 different items.
-  **Sailor's Cap**
Howdy Sailor. Win the Ice Fishing Competition.
-  **Good Ol' Cap - Greenhorn Achievement**
A floppy old top. Earn 15,000 gold.
-  **Fedora**
Buy for 500 Star Tokens at the Stardew Valley Fair.
-  **Sou'wester - Fisherman Achievement**
Is it raining? Oh well. Catch 10 different fish.
-  **Cowpoke Hat - Polyculture Achievement**
For Dairy Experts. Ship 15 of each crop.
-  **Archer's Cap - Gourmet Chef Achievement**
Not just for archer's. Cook every recipe.
-  **Straw Hat**
Made of straw. Win the Egg Hunt at the Spring Festival.
-  **Skeleton Mask**
Adventurer's Guild. Defeat 50 Skeletons.

LEGENDARY FISH

#1. ANGLER



Pelican Town

Go to the small wooden bridge to the north of JojaMart, stand in the center and cast your line to the north. Sells for 900 - 1,350 gold.

Requirements:

Level 3 Fishing, Fall, any time

#2. CRIMSON FISH



The Beach

Go to the east pier, across the wood bridge from Elliott's Cabin and cast into the ocean. Sells for 1,500 - 2,250 gold.

Requirements:

Level 5 Fishing, Summer, any time

#3. LEGEND



The Mountains

Go to the mountains to the island docks below the mines and cast into the lakes deep water. Sells for 6,250 - 9,375 gold.

Requirements:

Level 10 Fishing, Spring, during the rain

#4. GLACIERFISH



Cindersap Forest

Go to the south end of Arrowhead Island in Cindersap Forest and cast into the deep water. Sells for 1,000 - 1,500 gold.

Requirements:

Level 6 Fishing, Winter, any time

#5. MUTANT CARP



Sewers

Go to the sewers from either the Cindersap Forest or Pelican Town entrance. Cast your line from the area extending out. Sells for 1,000 - 1,500 gold.

Requirements:

The Rusty Key, any season, any time

Watch my video *'How to Get the Rusty Key and Unlock the Sewers'* on YouTube



Rarecrows



Purchase at the Stardew Valley Fair for 800 tokens



Purchase from the Dwarf for 2,500g



Purchase on Spirit's Eve for 5,000g



Donate 20 artifacts to the museum



Purchase at the casino for 10,000 tokens



Purchase at the travelling cart for 4,000g in fall or winter



Donate 40 items to the museum



Purchase at the Flower Dance for 2,500g

ACHIEVEMENTS



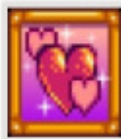
Treasure Trove

Donate 40 different items to the museum.



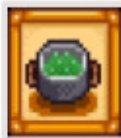
The Bottom

Reach the lowest level of the mines.



The Beloved Farmer

Reach a 10-heart friend level with 8 people.



Sous Chef

Cook 25 different recipes.



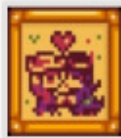
Singular Talent

Reach level 10 in a skill.



Protector Of The Valley

Complete all of the Adventure Guild Monster Slayer goals.



Prairie King

Beat 'Journey Of The Prairie King'.



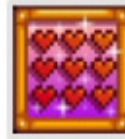
Joja Co. Member Of The Year

Become a Joja Co. member and purchase all the community development perks.



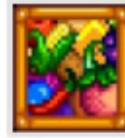
Homesteader

Earn 250,000g



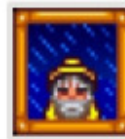
Popular

Reach a 5-heart friend level with 20 people.



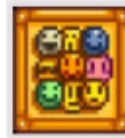
Polyculture

Ship 15 of each crop.



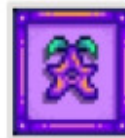
Ol' Mariner

Catch 24 different fish.



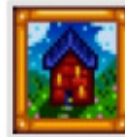
Networking

Reach a 5-heart friend level with 10 people.



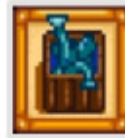
Mystery Of The Stardrops

Find every stardrop.



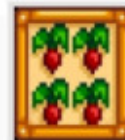
Moving Up

Upgrade your house.



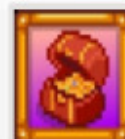
Mother Catch

Catch 100 fish.



Monoculture

Ship 300 of one crop.

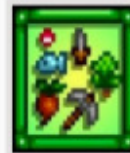


Millionaire

Earn 1,000,000g



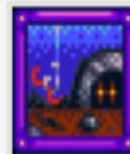
Greenhorn
Earn 15,000g



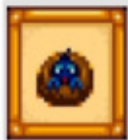
Master Of The Five Ways
Reach level 10 in every skill.



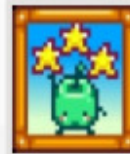
Gourmet Chef
Cook every recipe.



Master Angler
Catch every fish.



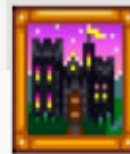
Gofer
Complete 10 'Help Wanted' requests.



Local Legend
Restore the Pelican Town Community Center.



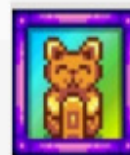
Full Shipment
Ship every item.



Living Large
Upgrade your house to the maximum size.



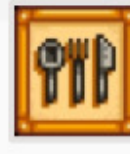
Full House
Get married and have two kids.



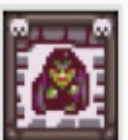
Legend
Earn 10,000,000g



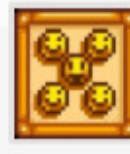
Fisherman
Catch 10 different fish.



Cook
Cook 10 different recipes.



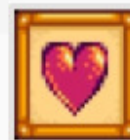
Fector's Challenge
Beat 'Journey Of The Prairie King' without dying.



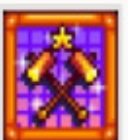
Cliques
Reach a 5-heart friend level with 4 people.



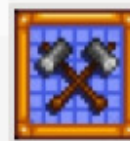
D.I.Y.
Craft 15 different items.



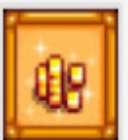
Best Friends
Reach a 10-heart friend level with someone.



Craft Master
Craft every item.



Artisan
Craft 30 different items.



Cowpoke
Earn 50,000g

