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Below is a list of all spring products in the Stardway Valley and their prices are listed at a base value. There is also the time of growth listed along with the cost of seeds in the general store. These are first listed with the highest value products, so that you know what's most profitable. Fertilizer will make these more profitable. Don't remember the turnaround time when a season first starts if you fail. You may want to plant something fast with decent profits and then go for the mass production of the most profitable fruit or vegetables, so you can afford to buy more seeds for the profitable product. Click to learn more about farming in the Stardew Valley. In addition, you may find it useful to know what products to bundle each growing season. Spring products in Stardew Valley CropSeedCostGrowsSellProfit \$ per day Strawberry \$1008 a day \$120 \$20 \$11.67/day strawberries are only available at the Spring Egg Festival and continue to produce every 4 days after mature. If planted at the beginning of next spring, they would have yielded \$720 worth of strawberries by the end of spring, with even higher profit margins. Rhubarb \$10013 a day \$220 \$120 \$9.2/day Rhubarb are available by bus to the wilderness, only after you finished the Vault Bundle (the last one) at the community center. Potatoes \$506 a day \$100 \$50 \$8.3/day potatoes have a 25% chance in the second potato when harvested, so we multiply the base value of \$80 in an additional 25% to get that number. Cauliflower \$8012 a day \$175 \$95 \$7.9/day cauliflower can become a giant product by putting on a 3x3 grid, double performance. Having larger patches makes it more likely to happen at least once. Cabbage \$706 a day \$110 \$40 \$6.6/day green beans \$6010 a day \$40-\$20\$6.4/day green beans bugged and no more than 1 currently produced. This causes them to lose if picked up only once. To get a value of 6.4/day, you must plant them at the start of the season for 6 total harvests. Garlic \$404 a day \$60 \$20 \$5/parsnip day \$204 a day \$35 \$15 \$3.7/jazz flower day \$307 a day \$50 \$20 \$2.8/day tulip \$206 a day \$30 \$10 \$1.67/day based on this information, potatoes are the most profitable produce available to a new player in the spring. Enough money by the Spring Festival at 13h, you can earn a lot in strawberries next year, but that requires a couple good potato harvests and some other money-making before before. Keep in mind that some foods are used in cooking recipes, so you have reason to grow less profitable products. There are also some used in the bundle and will be required to end the community center. See also: Crops (all), summer products and autumn products there are a variety of product choices for each season in the Stardew Valley. While in some cases you want to diversify your harvest because of community center bundles, cooking, and gift items, planting the most profitable crops is usually an early concern among players. Below Find the top five back in Products per season in stardew valley. Note that the profit associated with each product assumes that you planted the product on the first day of the month and did not use fertilizer. It is recommended that you use fertilizer, though. Also note that winter is not included as there are no regular products available for that month. Check out our guide to help with how to make money fast. Also, check out more information about the upcoming multiplayer release date update here. Stardew Valley Best Products Guide: Spring CropsStrawberry – 500 Gold Gains Per Product // Obtained During Egg Festival (Spring 13th)Rhubarb – 240 Gold Gains Per Product // Purchased at DesertPotato – 2 13 gold profits per product // Purchased in Pierre General StoreCauliflower - 190 gold profit per product // Purchased at Pierre General Green Bean Shop - 180 Gold Profit per Product // Purchased At Pierre Star Valley General Store Best Products Guide: Summer CropsBlueberry – 880 Gold Profit per Product // Purchased at Pierre General StoreStarfruit – 800 Gold Profit Per Product // Purchased in DesertHops – 36 5 Gold profit per product // Purchased in Pierre General Store - 340 gold profit per product // purchased in Pierre General Store - 283 gold profit per product // Purchased at Pierre General Image Store via Chucklefish. Spring is a season where every player begins his journey in the Stardway Valley. In your first year on your grandfather's old farm, you will be trying to collect the gold hoardings you want. But when spring comes back to your sophoy year mark, you can start making some serious profits. The best way to make gold during spring is by harvesting as many products as you can. This list of the best spring products is featured in stardew valley. Cauliflower is a single harvest product purchased from the general store. It will take 12 days for this product to be prepared for harvest. This means that you can expect two withdrawals per season. Each cauliflower sells for 175 grams, bringing it to one of the more lucrative products. What makes cauliflower incredibly unique is its chance to grow into a giant product. These giant crops will drop about 20 cauliflowers when harvested. If you're lucky enough to get a few giant crops on your farm, you have more gold than you know what to do. Rhubarb Rhubarb will give you the purest gold per day of any single harvest product. To get rhubarb seeds, go to the Oasis store in the desert and buy from Sandy. Each bag of seeds costs 100g, but rhubarb sells for a whopping 220g once harvested. Any planted rhubarb will take you nine gold a day and will take 13 days to fully mature. Rhubarb seeds are easy to obtain if you have money and have a great well-rounded crop for spring. Coffee beans are unique in their ability to grow in both spring and summer. That means you can. Harvest your coffee beans well into summer. To buy coffee beans, you need to keep an eye out for the travel cart. Every time the travel basket visits your town, it has a 25% chance of having coffee beans in stock. What makes coffee beans so lucrative is that each plant drops four coffee beans when harvested. You can then use a Keg to convert this bean into coffee, each selling for 150g. October 25th, 2018 Yes, I know, that's not what Staro Valley is about. I'm now in my fifth game through and I'm still full of star-eyed when I start giving a presentation to the character that I'm squashing on, but after 200 hours it's good to help beef up my wallet a little bit so that the extension of my next house will be put in stock. This guide will take a look at helping players get some extra cash in their wallets with a cursory look where products may be a good idea to keep around if they wish to slowly max out some products to make their lives easier. I want to start off by giving credit to Thorinair, who creates an absolutely fantastic interactive tool allowing you to dive deep into different scenarios, input your respective farming skills, and even see what's the best product to plant midway through a season. You can check out the tools for your research, it's a pleasure to use and I'm glad I stumbled across it. It covers a plethora of metrics such as: how/if you want to refine a product (preservation/fermentation) that your grain vendors have too much access to include seasonal mutual benefit (such as corn that grows for 2 seasons) the number of days to calculate (great for the greenhouse of the growing season does not affect) about data from all-jam dive data, I collect the top 5 (ish) products in season-to-season failure that will give you the highest profit margin during a season. Some other quick information on how this list was created: these products assume a farming skill level of 4 (don't worry about year 1 players). The farming profession does not include 5 claws (10% more profit per product). Profit per product averages from normal, silver, and gold tier quality products and assumptions (~33.33% odds per). Calculations are made assuming NO fertilizer is in use. In some cases, fertilizer improves average profit margins to make one product more profitable than the other, but often the results are the same. Please refer to the calculator if planning to use special fertilizers for specific planting recommendations. Products are not processed, these are raw product values. This profit list does include the cost of seeds at average profit using the following equations: for multi-harvest crops: ((normal + silver + gold)/3) # harvest per season) - seed cost) for single-harvest products: ((normal + silver + gold)/3 - seed cost) This list also does not account for ROI: Means Great things: Multi-harvest crops like strawberries, blueberries, and tops are always worth bigger than you should only pay for the seeds once. The first two or three seasons of year 1 these products don't necessarily extend what you make the most money because of ROI+, but I'll cover that with more detail at the bottom of this. Now that we've covered disclaimers, let's jump right into it: spring strawberries #1 650 gold gains per product. Obtained during the Egg Festival (spring 13th), but even starting late, if you have a strawberry plant after the egg festival ends at 10pm you'll be able to grow the plant completely in 8 days and get 2 harvests worth of the plant before summer 1, lace you purchased 200 gold gains per seed, still higher than any other freshly planted seed on the same day as the Egg Festival. #2 240 gold gains per product. Wonderful green beans for first-year farmers to start making money and they have a great introduction to Trellis crops. They can have pain in the butt to plan around, but it's best to learn early! Since they are also used to open spring crop bundles and have a cheap learning opportunity to plan Trellis, I recommend planting a bunch of them. #3 rhubarb 175 gold gains per product. Purchased from the Oasis shop (requiring access to the wilderness), this means it will not be available to every 1 player year. #4 cauliflower 138 gold gains per product. With your longer harvest time but high return rates, cauliflower is still a big staple for your farm considering you need them to open your spring crop bundle. #5 ~75 gold profit per product. Potatoes are amazing freshman products. They have a 25% chance of spawning second potatoes in harvest and with a growth period of only 6 days you are able to get 4 completed harvests before summer 1. Summer has a short note about summer, the top 5 most profitable products in reachable to year 1 players, so I extended it to the top 6 to inclusive. #1 668 gold gains per product. It is the best multi-harvest summer product without processing and the most profitable product for 1 year players. Each harvest of blueberry liner has a 100% chance of yielding two additional berries (3 per plant), so even if they only sell for ~62g each, you harvest 12 per plant in a season at only 80g per plant. #2 Starfruit 537 gold profit per product. Purchased from the Oasis shop (requiring access to the wilderness), this means it will not be available to every 1 player year. While Starfruit is the highest value of the raw product, it takes a rear meat to the tops when processed by keg. #3 467 gold gains per product. I will take a deeper one about product processing in the future, but it should be worth noting that throughout all seasons and all the low-hop products fermented in Keg (ale-trimmed creation) are the most profitable product possible. It The 1-day resale rate, meaning you'll get new hops every other day for a steady income. #4 hot pepper 360 gold gains per product. While they have lower overall profit margins compared to other multi-harvest crops, the three-day redevelopment rate of hot pepper makes it a great source of consistent income without the need for trellis like tops, meaning you can plant more in smaller amounts of space. #5 melon 232 gold profit per product. Good melons and requirements for spring product bundles, so be sure to pick them up. #6 cabbage 225 gold gains per product. Purchased from the Oasis shop (requiring access to the wilderness), this means it will not be available to every 1 player year. Worth a hefty amount, make sure to keep one in hand since it is required for the paint bundle on the bulletin board. Autumn autumn is similar to summer in it, the top 5 most profitable products are highly inavailable to year 1 players. #1 Berry 2,750 profit per product. Purchased in gypsy wagons for 1,000 gold each, they are difficult to save the initial budget for. Be sure to keep a sweet gem berry into the old master of cannoli sculptures in the secret forest to reward Stardrop for increasing his maximum energy. #2 Cranberry 693 profit per product. Blueberries have a 100% chance of dropping numerous crops on harvest and they are the most unprocessed value of all autumn crops (I'm considering a little sweet gem berries flinged because of their difficult cost versus being required to buy seeds). Keep on a handful to trend with preserved urns during winter to keep rolling entrances alongside Tops Kegs. #3 of grapes 540 profit per product. Due to the need for trellis and their lower profit margins, be sure to plant more blueberries compared to grapes if possible, however, cranberry seeds are four times more expensive, it's still a good idea to plant grapes early. #4 pumpkin 300 profit per product. Keep one in hand because, towards the end of autumn, Caroline has a pumpkin asking the carnish to jack her lantern for Abigail. #5 artichokes 170 profit per product. A weaker overall plant has no strong arguments for planting it. There are stronger choices in autumn for raw produce, preserving jars, and Kegs. This is not a requirement for any bundle. No villager likes artichokes. Its only benefit is that it is an ingredient in some cooking and relatively inexpensive. Multi-seasonal products there are no products that grow in winter, so I also wanted to highlight products can grow during numerous straight seasons. Ancient fruit 4698 gold profit per product. If you are able to plant ancient fruit in spring 1, it will grow for 28 days, then start reproducing ancient fruits every 7 days for three seasons until autumn 28, give you 8 whole harvests and stacks of gold fat. Coffee beans (-1235) up to 1265 profit per product. Coffee is a hard product to calculate the value for. Profits related in The top of this often shows coffee as a more negative benefit than time. A coffee plant obtains 4(+) coffee beans every 2 days, after which it can be planted and grown into additional coffee houses. It gets out of hand quickly and you can fill all your greenhouses with fully grown coffee plants from a single seed in about 20 days. Most of the time it is calculated negatively because the only way to buy coffee beans is to buy it from the travel basket for 2500g (25% chance) or 100-1000g (1.26% chance). Personally, I have my first coffee beans by killing

sprites dust in mines (level 40-79) since they have a ~2% chance of dropping one and they spawn in large numbers. Even if you pay for the first coffee beans, your rapid regestation rate still make it profitable to buy one, but you need to expand them quickly and process them at Keg in order to convert profits. Corn has 535 gold gains per crop. Corn is the first multi-season crop that most players will encounter. If you plant it in summer 1 and keep it through autumn water 28 it is the most profitable multi-season crop you can buy from Piere. Wheat 273 gold gains per piece. Wheat is multi-seasonal, but since it only grows in 4 days and does not produce explainable seeds again (meaning you pay for the grain after each harvest), it feels less like a multi-seasonal crop and more like a crop that happens to be an option if you are low on budget and some empty claw space you need to fill anywhere during the 2/3rds of the harvestable year. Sunflower (-100) has 100 gold gains per product. Sunflowers are a sure way to throw your money in the trash. They have no effect on the type of honey produced by honey bee tics and have the chance to drop an additional 0-3 sunflower seeds after harvest (an average of 1.5 seeds per harvest). If you take an average of 1.5 seeds and calculate it to a reduced cost relative to future products, it ends up averaging about zero gold, eventually making a small profit towards the end of the second season if you're lucky with the seed drop. Seeds can be processed into oil, but in general sunflowers are not worth it as a cash product. Fertilizer saving extra tip: If you have any crops, not viable in autumn, that final harvest will occur on or before the 25th of summer, consider harvest delays until the 25th. In this way the earth will not be shallow before that and any fertilizer will remain. On the 25th there afterwards, harvest and re-plant in wheat. This crop will survive several seasons to harvest (by scythe) in the first fall, and additionally you will save your fertilizer and any work restoring the land for planting that might otherwise be caused by season transfers. How the Return on Investment (ROI) of cash products works over meets the eye there when it comes to what qualifies the product as the best product, primarily it As to whether your farm has room to grow or not. If you've been farming for a year or two and don't have room to expand your farm, then you need to focus on growing plants with high gold per grain ratio. However, if you're earlier in the game and you still have room up more dirt, then you'll want to focus on plants with a better return on investment instead. To illustrate the difference between these two approaches, let's talk about the ROI of two products available in year 1 of spring: parsnip and cauliflower. For simplicity let's simply say your farm only has 8 spaces on it for the season and you're torn between planting parsnips or cauliflower (potatoes will be your best bet). Let's look at what you get the most money until the end of the season: cauliflower: day to grow: 12 harvests per season: 2 seed cost: 80 Avg. Sale Price: 218 Profit Avg: 138 Profit per day: 11.5 End of the cash season: 2,208 (138 profit * 8 products * 2 withdrawals) Parsnipps: Day to grow: 4 withdrawals per season: 6 seed cost : 20 Avg. : 43 Profits: 23 profit per day: 5.75 End of the cash season: 1,104 (23 profits * 8 product * 6 harvests) seems like a very cut and dry choice to buy as many cauliflower as possible due to large profit margins over parsnip, but that's not quite how most farms operate. The model above shows why it's worth considering the high cost per grain value amounts to when you have a limited amount of tolerable soil at your disposal like indoors or late-game farms. However, this model becomes unsymed if we are able to expand the farm during the season, much like every year 1 farm that can increase its amount of claw soil as the season progresses. For the next model we assume normal quality products and 80 gold to spend so we can see the side comparison of the investment versus the return and because it creates a more realistic example. Let's walk through the same model, but this time with the ability to expand intended: cauliflower: Day 1: Buy a cauliflower seed for 80g. Day 12: Sell one for 175g, buy and plant 2 more seeds, pockets of 15g remaining. Day 24: Sell two for 350g. Final gold: 365g Parsnips: Day One: Buy four parsnip seeds for 80g. Day 4: Sell four seeds for 140g, buy and plant another 7 seeds. Day 8: Sell seven for 245g, buy and plant 12 more seeds, pockets of the remaining 5g. Day 12: Sell twelve for 420g, buy and plant another 21 seeds. Day 16: Sell twenty-one for 735g, buy and plant another 37 seeds. Day 20: Sell thirty-seven for 1295g, buy and plant 64 more seeds, pockets of 15g remaining. Day 24: Sell sixty-four more seeds for 2240g, buy and plant another 112 seeds. Day 28: Sell a hundred and twelve for 3,920g and roll around in your money pit like some kind of stingy McDuc Note: It will be very difficult to ever actually achieve having 112 parsnips, especially for players who can't sprinkle levers, from having a high amount of products without sprinklers to quickly draining all their energy water they have. This is because despite Parsnips having half the gold per value of cauliflower seeds, it is more than four times more ROI. Roi cauliflower day to grow: 12 Buy price: 80g Avg. Sale price: 221g Profit: 141g Return on investment = (141-80)/80 = 76.25% Parsnip ROI Day to Grow: 4 Purchase Price: 20g Avg. Sale Price: 107g Profit: 87 Return investment = (87-20)/20 = 335% 335%

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