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## Minecraft farming valley lite guide

AppleCore (3.1.4) An API for changing the food and hunger mechanics of Minecraft City: squeek AppleSkin (1.0.14) Adds various food-related HUD improvements By: squeek Welcome to Aquaculture! An extension of Minecraft's fishing system. By: Team Metallurgy AutoRegLib (1.0.2) Automatic item, block and model registration for mods. By: Vazkii Adds a button and command to leave the bed / server when fixed! By: gr8pelfish BetterFps (BetterFps-1.4.5-1.10.jar) Performance Improvements By: Guichaguri BiblioCraft adds fancy storage containers, including shelving, armor stands, pot ... By: Joseph 'Nuchaz' Sinciar Bird's Nests (1.5.1) adds a pseudo-random reward event from chopping trees. By: Cleverpanda714 Bookshelf is a kernel library mod which adds new features and tools in the game. ... By: darkhax, lc1c98 Buttons (1.10.2-0.0.3-3) Adds buttons to the left side of the screen. By: TehNut Chameleon (2.3.0) Shared code and provide support for mods. Used by Jaquadro's mods. By: jaquadro A Game of Chance and Skill By: TurkeyZ349 Checklist (1.0.2) Create a checklist for players to follow After: lc1c98 Chisels & Bits (12.18) a mod Sculpting, Decorating and Aesthetics By: AlgorithmX2 Coins Mod (1.0.3) A mod that adds coins to Minecraft coins. What else did you expect? By: ParkerMc Custom Main Menu (2.0.5) Allows you to edit the main menu using json By: lumien Turning your wolves into funny, playful dogs. By: percivalalb Provides a less random enchanting system. By: Darkhax, lc1c98, xkyouchoux, odinon, GnR Slash Books mod for Minecraft By: joshie EnderCore (0.4.1.66) Library mod used by EnderIO, EnderZoo, and other By: tterrag, CrazyPants Questionable performance improvements that are not in Forge for probably much ... By: asiekierka Makes Wither harder since 2015 By: Thor12022 A Harvest Moon inspired against with seasons, crops, animals, mining and city buildi ... By: joshie, Yulifc HarvestReader (1.0.0) Provides information on Harvest Festival Crops! By: Jaredlll08 Immersive Engineering (0.10-61) A retro-futuristic tech mod! By: BluSunrize, Damien AW Hazard Allows you to set an initial statement for a player using ZenScript By: Jaredlll08 Inventory Pets (1.5.2) Inventory Pets live animated creatures found in your inventory and gi ... By: A, villager, Capn\_Kirok JourneyMap: In-game real-time maps or in a web browser that you're exploring. JourneyMap. By: techbrew, mysticdrew Simple recipe and element helps. By: mezz Kehaan Farming Valley Resourcepack (0.9.5) Resource Pack for MadPack By: Unknown MCMultiPart (1.4.0-universal) A universal multipart API for modern Minecraft City, amadomes Customize your Minecraft experience! By: Stan Hebben Morphus is a server-only mod that adds sleep voice to a blacksmiths based server. Wh ... By: Quetzl A mod who inventory management by adding various additional functi ... By: YaTeR MTLib (1.0.3) Library files for Addons By: Jaredlll08 Mystical Agricuture (1.5.10) Adds Resource Crops, Armor, Tools, and Other Fun Things! By: BlakeBr0 Quark (1.1-70) Small things. By: Vazkii, wiiv Refined Storage (1.2.26) An elegant solution to your hoarding problem By: Refined Storage Contributors Resource Loader (1.5.1) Allows mod pack creators/users to add their own custom textures to Minecrafts. ... By: lumien Simple inventory sorting (0.11.0+47) Simple inventory sorting. Middle click to sort your inventory. Scroll wheel on a... By: cpw Soul Shards - The Old Ways (1.10.2-2.6.7-48) Custom spawners for any mob! By: TehNut Sound Events (\$version)) Used to play custom sounds at events by: ParkerMc Storage Drawers (3.7.10) Multi-drawer storage blocks for fast storage and retrieval. By: jaquadro encourages the diet variety through decreasing returns. By: squeek Waia (1.8.17-B31\_1.10.2) You use Hwyla (1.10.2-2.6.7-48) Custom spawners for any mob! By: ProfMobius, TehNut Greatly expands the amount of information from Waia HUD, along ... By: Darkhax Edit Share This is a collaborative community website for the Farming Valley modpack that anyone, including you, can edit. Click the Edit button at the top of a page to get started! Feel free to add accurate/verified information to this wiki if you are so inclined. This modpack is centered around the genre of games stardew valley and harvest moon is in. Basically, instead of the typical grind in mc, you here need to build and maintain a farm/small town in order to be able to progress. Your first goal will be to spawn in a goddess that will explain how progress in the package. Here you will slowly build a small town, have large farms, sell your crops, get money and progress further. There are 4 seasons, each of which has special crops to buy, plant, and then harvest. A large part of this package sells your goods, at local NPCs, to get money, which you can then use to make progress either on with your village, or even buy parts from other mods to make progress in these. In this package there are many parts you can not craft, instead you have to buy them with your hard earned money. This package also includes some small twists along the way. You will also find a performance book that gives you some long-term goals. - KehaanIt is a combination of multiple mods, created by different creators, combined in a solid package for your convenience of Kehaan. Harvest Festival Mod • List of mods • Known Bugs Where to download Modpack? [edit | edit source] This is a great modpack - if you don't have it yet, you can download it on the Twitch launcher, modpack called the agriculture valley. It can also be found at Curse Forge. Modpack is only for Minecraft version 1.10.2 Getting started • Upgrade tools Seasons • Beekeeping pages with broken file links Browse community content available under CC-BY-SA, unless otherwise specified. More Farming Valley Wiki If You Haven't Heard Of It: Farming Valley is a (fairly new) modpack of Kehaan on the Curse launcher. It is primarily based on Harvest Moon and Stardew Valley, which means you have to start farming, watering your crops and harvesting and shipping them for money. This money can then be used to buy more buildings for your village which will give you access to shops where you can buy items to use mods. Linky Not much documentation, or any info at all is available, except for the in-game tutorial and the villagers who give you some info so I wanted to share what I found out , and (hopefully) learn some more even from others. => Tips: -Planting seeds are generally in a 3x3 area, centered on the block you place it on, so each bag of seeds will yield at least 9 crops. -Read the tutorial, especially at the beginning there is a lot to go back and forth to get everything going. Also initially Jade will give you hardy turnips (which only sell for 1g each), but later you can get regular ones that sell for 60g each time you give her 5 flowers. Best way to get enough money for the regular store. Talk to the villagers. There are a lot of in-game hints and tips already (besides random chatting) that will come directly from the villagers. (For example, they will tell you that you can instantly break stones in the mine by jumping-hitting them with your hammer.) They can also tell you the opening and closing times of their stores. -The blacksmith will upgrade and repair Harvest Festival tools, talk to him with the item in hand, and materials in stock. If he is open for business, select Chat and he will still take the item (or give it back). - Dirty water can be consumed, it will only give you thirst, as far as I know. Later, you can get free, clean water. - Have some water near the field. You can run around with multiple watering, all of which need to be upgraded individually, or you can place multiple sources of water near your field(s), saving on going to refill your can every 100 or so irrigated crops. -If you find a village, it may contain an NPC that will give you daily quests. I've seen fishing and killing them, rewarding you with nice things (got some diamonds from it, myself). -The mines seem to be a separate dimension, starting at the top of the building cap, going down. Somewhere near 0 you will find a new portal that goes to level 2 where you can find silver. (I'm guessing the other materials can be found even further down.) -Grass seeds will provide feed for your cattle if you let them grow 2 tall it will regrow. Spoiler: Produce prices and recerowing options Tested this in Creative mode, haven't been able to get all the seeds yet in my original game. Most purchased from the general store starting in the first year, except for cabbage, green pepper, pepper, turnip, watermelon, lower wart, pineapple, pumpkin, spinach and strawberries. Maybe next year? Beetroot = 75g, Autumn Bowl = 250g, Spring Yellow tone = 120g, Autumn Corn = 100g, Summer (regrows for 3 days) Cucumber = 60g, Spring (regrows in 5 days) Aubergine = 80g, Autumn (regrows in 3 days) Green Pepper = 40g, Autumn (regrows in 6 days) Hardy Turnip = 1g, Spring/Summer/Autumn/Winter Watermelon = 25g per part, Summer (regrows daily) Nether Wart = 10g (should grow in Nether, didn't work in creative mode for me) Onions = 80g, Summer Pineapple = 500g, Summer (regrows, but not fast enough to yield 2 harvests in single player) Potato = 80g, Spring Pumpkin = 125g, Summer (regrows daily) Spinach = 80g, Autumn Strawberries =30g, Spring (regrows every 2 days) Sweet potato = 60g, Autumn (regrows every 2 days) Tomato = 60g, Summer (recrows every 3 days) Turnip = 60g, Spring Wheat = 100g , Spring/Summer/Autumn Little Eggs = 50g Medium Egg = 60g Large Egg = 80g Small Milk = 100g Medium Milk = 150g Large Milk = 200g Small Wool = 100g Medium Wool = 400g Large Large , branches, stubble, rocks, boulders and scars (all from Harvest Festival mod) will provide 1g each. That's about it, if I think about more or figure out new things, I'll add it. What are your tips/tricks or additions? Any questions, perhaps? Other general discussions of this modpack are also welcome. => If you can find 3 of the 4 sets of natura berries, you can survive on it alone. As well as make berry salad and berry mettle, be aware of results. I'll just keep updating this. Aim for the blacksmith as soon as possible. He sells the axe for 1k, and gives you a hammer to talk to him the first time. The hammer will provide smooth stones from small stones (copper can break medium rocks), and the axe provides oak from small branches (copper can break medium branches). If someone has an early game not to go insane with melting stones without silk touch, I'd love it. The blacksmith currently repairs the hammer, chopping, axe to 1 stone each and... 100g? at the basic level. I don't know yet how much it costs to repair copper and higher. Animal brush, milking and scissors mods must be purchased. Scissors can be made. You have to build the mining hut before mining the hill, the flower strewn place where you go to another dimension to the mine, opens to buy from Yulif. The building order at present (0.7 of the package) is as follows: Carpenter; general shop poultry farm animal ranch blacksmith; mining hut; goddess pond; cafe; fisherman's cottage fish hole church; watchmaker; Town hall. If I need one or I'm out of order, tell me. If you do a lot of tree farming, since vanilla farming is disabled, there is no need to be in any other state so peaceful to start with. The bird's nests have a chance of bones, and you can't currently fertilize crops in the Harvest Festival. Go fishing. 60 golds per 20 gold per raw fish. Can't remember pufferfish or clownfish. Its lighter money, just put on a jaunty music and go to town. You can sleep at any time of the day. Sleep makes crops grow faster. 27 turnips + 1k gift from the goddess serves you just enough to give the general store for 5 days if you do nothing but collect wood and stone. Making use of Jade gives you turnip seeds per 5 flowers. This also works for biomer o lots of flowers. (hint hint, lavender fields) Its free money until the store is built, which takes Yulif a day or two. A smooth stone generator may be worth doing if possible. Vanilla grass doesn't fall seeds as harvest festival config disables it. HOWEVER, Biomes o masses graze DO. Take ar on this if you are finding you are picking up useless seeds. Just not enough information about this package. I need to know most of it, how do I get more hearts. Modpack author says buy from priest after it's unlocked. Do not know how to unlock him and have not got an answer back from this question. If it's a gift based lock, I want to know about the whole gift process. What weight do gifts give and what amount do I need to unlock him? After 2 in game years, the daily grind has killed my motivation to find out something not already explained or shown in configs. Reactions: Bananak Okay, so I found out some things too, some of it kinda obvious. First off, if you start playing, you will find yourself really frustrated with some of the bigger trees. Biome's custom trees sometimes won't respond to the rapid decay mod, and won't decay at all, so you'll find yourself knocking leaves out of the sky. Noticed this mostly with gran wood. Villages are border-line useless, especially all-vanilla ones. Because vanilla planting is disabled, none of the farms will give you anything. They will eventually dry out as they catch up with Harvest Fest rules. But if you find wheat or fluff in the coffins, they can be shipped still as you harvested it. Windmills give you tons of wheat, had almost 18k on day three because I managed to find a village with one. After playing in a few different Biomes, the praries seem best, especially if you can find a birch tree as these grow tallest here. There is plenty of flat land and it makes it easy to build and find early game canyons and cave systems on Journey Map. Birds can be really important early games. They can give fish, sticks, feathers, paper, blaze powder and nuggets, string ... fish can be converted into shipping box (not sure of price though), and paper can be used to make the filters. They randomly fall from all tree types. You can make Apple Juice! Sugar, vanilla water (filter dirty water, then boil it) and an apple does it, and it restores quite a bit of your hydration bar. It also seems to last longer than Water. Falling Returns are really rough rough Pam's, so be sure to save some of your crops to the side for yourself to eat if you can't find all the Biomes O' Lots berries and shrooms. I really recommend taking a sky-block approach to the package. Prioritize axes and picks for tools early game, and create a cobblestone or stone gene near where you live. Mobs are no problem on the surface because you can sleep whenever you want, but boy oh boy can they collect underground. Speaking of sleeping! Early game, if you run down your hunger, don't start eating right away. Sleeping restores your hunger to full, with 2 1/2 saturation. When you starve to death in Vanilla, you get kicked back in your bed to sleep for the night. Remember that farming, taking care of animals, and all the regular Minecraft activities drain your hunger. Keep food on you in the field, and prioritize crops over animals as they take far less hunger. You want to keep your field a manageable size with diminishing returns is one thing. Cows, sheep and chicken don't spawn naturally (you'll notice quickly with herds of pigs and as you progress). This means that your main source of food for a while will be pork, and for a while your only source of leather will be horses. Although Goddess Ritual can only be performed with Vanilla Flowers, Jade will accept them all! Generally, if it clearly looks like a flower or sounds like a flower, it's a flower. If you have to question whether it is a flower, then it probably does not (i.e. leaf piles or mushrooms do not count) I will add more which I find more! Profilled... very interesting and helpful thread. How do you get sprinklers? How do you get better watering cans than stone watering can? Great update: You get 10 coppers from mine hut dude. Take it and your watercan to the blacksmith. When his shop time is open and if you choose to chat, he will take your stone water can and all 10 copper and in 3 days he will give you a copper water can. makes 3x1 range. more importantly, it is at this point I was also able to buy sprinklers of 10k each. Each sprinkler should be on the same level as your crops and waters a 9x9 area, but of course not the space it is placed on. After which I was not able to buy anymore. The sprinklers remove a significant amount of grind, because all you have to do is dump a water bucket on the sprinkler instead of ruining your hunger and food supplies, and are worth every penny. Because I don't know when I'll be able to buy additional sprinklers don't upgrade the watercan until you're ready to buy all your sprinklers at once. Buying dungeon locator balls at 10k is worth it as well, painting out xp for enchantment. How do you get a copper or silver hammer? frustratingly trying to figure it out, but you need to extract the hammer up to 100%, repair it, then you can hand it over the blacksmith with 10 copper in the inventory and he will make frustratingly trying to figure it out, but you need to extract the hammer up to 100%, repair it, then you can hand it over to the blacksmith with 10 copper in the inventory and he will do it. Why not just keep this thread going instead of both and write exactly the same thing in both threads. This thread was started for hints, tips and questions. Just seems silly to keep both going, mostly because the 2 threads had different people on them who seemed either interested/knowledgeable. I had questions or additions I wanted to make known. Just not enough information about this package. I am currently working on correcting this as I also got frustrated that a lot of info out there is just summary. I looked at the farming valley, harvest festival (what the package is based around) and lots of others... all seem to be summary posts that don't say much. So I am currently working on a guide that does not require searching through hour long let's play vids. It's still in the early stages as I don't yet have my notes worked out all the way. I plan to measure building sizes and costs, talk about how to start mod etc. It's process. But given the confusion expressed, I figured I'd share a little info in advance. Hopefully it helps someone. I will of course make more complete notes as I go and share it here when you're done. I apologize for any lack of info. I didn't start the guide until I realized the lack of info online, so I have to surround some buildings for measurements and what the signs at stores say. Note that it's hard to list a build order for these because at some point, you'll start unlocking different blue prints at once, and what fills those slots depends on the order of what you build when, but I did my best. Some sell stock changes based on weekday or season, so I generally went into my descriptions. Sorry it's such a long list, after all there are 13 buildings. It's also worth noting that I may still be missing some of the information about the villagers themselves. Some of them open extra stock, provide recipes etc when they like you, but I don't yet have friends with anyone, so I lack that knowledge. Yet this list should steer people more or less in the right direction. anyway, here is a list of the buildings and their functions: - Carpenter - (Yulif's Carpentry) Open 9:00 am - 17:30 Sun - Fri Function === - First building, - Sells and builds all other village buildings (as you lock them up) - Seller

shipping box and bed Home of Jade, who distributes starter seeds and some tools - General Store - (Jenni's Bargains) Open 9am - 17:00 Mon, Tues, Tor, Fri Also Sat 11am - 15:00 Function == - Second Building - Selling seasonal seeds - Selling some basic foods - Also selling many for mod crafting (list here) - Animal Ranch - (Jim's Animal Ranch) Open 10:00 - 15:00 Man - Sat Function == - Third Building - Selling cows and basic cattle care cattle care - Seller also sheep, name tags - Gives free cow first time spoken to - Poultry Farm - (Foxie's Fowl) Open 05:00 - 11:00 Monday - Friday Function == - Fourth Building - Selling chickens and chicken care items (IE nest boxes) - Also sells nameplate, farm blocks (from forestry) - Gives free chicken first time spoken to - Blacksmith - (Daneiru's Blacksmith Shop) Open 10:00 - 16:00 Fri - Wed function === - Fifth building (technically this is where building order branches, my cabin locks up at the same time) - Sells different tools, including hammer (used for mining) - Seller also ingots needed for mod crafting and some machine blocks - Repairs and upgrades all harvest festival tools when chatted with Note: Tool must be in hand for this. Taking money and stones or ore nesserary for repairs/upgrades. Accepts only the boar collected from mine. The tool must be 100% to be upgraded. All tools worked on take three days must be done one at a time. - Mining Hut - (Brandon's Mining Wares) Open 11am - 16:00 Man - Sat Function == - Sixth building (technical lock at the same time as blacksmith) - Needed to unlock mining hill - Mines sell mining bag (from forestry) and escape rope - Also selling mining walls and ladders (cosmetic) - Poorly expensive mining gear (no picks, mine using hammer) - Mining Hill - (Landmark) Open 24/7 Resets to some extent after a while (every day?) Function ==== - Seventh Building - Is a deminsion that serves as the city mine - Needs hammer for my stones here - Monsters spawn here, but ore does as well - Can go very deep.. deeper you go, better ore, harder mobs Tips: Torches only help you see. They stay even after my resets, but don't stop spawning. Must find ladders/hollow openings to go deeper in my Carry escape rope before you go mining, they teleport you to the start of the mine don't try to sleep in a bed here. Blows up like the mains and damage can increase! - Fishing Hut - (Jacob's Fishing Shack) Open 13:00 - 19:00 Tir - Fri Function == - Technical locks the same time as mining hut - Buying fish for more than shipping box? - Selling fishing gear (for aquaculture and cyclical) - Necessary for fishing hole - (Land Mark) Open 24/7 Function === - Used to catch certain fish that are not available elsewhere, affected by the season Note: Fishing is done mostly out in the world, via rivers and lakes / large pools of water. But the fish hole counts as a special pond biom and certain fish can only be caught here. - Goddess Pond - (Land Mark) Open 24/7 Function == - Do I even have to talk about locking order at this point? - Used to give a gift to the goddess without having to summon her (throw element in) - Also a fancy summoning pool - (Dunno if it has other uses yet) Tips: This more like a small waterfall. When you the pond, the developer actually places a number of plants, including oaks and goddess flowers, which if your spraining enough to choose, actually works to summon her just the same as all the others she leaves behind. - Cafe - (Lara's Cafe) Open 09:30 - 17:00 Every day Function == - Has two suppliers (lara and grandma) - Offers free bottled water (yes, free) - Selling cooking related items including a fridge, oven, recipe book, etc - Seller pre-made solid - meals - Seller lunchboxes (bag that keeps food) and postage/ postage goods - Iirc, selling some jewelry and magic bubbles - Church - (Thomas' Chapel) Open 2pm - 3pm Man - Wed Function == - Seems to unlock when your village is big - Selling heart containers - Blesses fill the empty heart slots in your health bar Not sure what is or how to get tools, but if it's like harvesting the moon, I'll assume they come from mine. - Watchmaker - (Tiberius' Clockworks) Open unknown feature: - Tells you how many years your village has been around in - I've been told that he sells watches. Haven't seen this for myself though, so can't confirm Note: He mentions a hope his bee keeper brother moves to town and that he had a friend who knew powerful blood magic. I therefore assume that this was meant as pre-empive by the author, in the hope that these mods would update enough to be added to the package. I wonder if the watch maker is done or not. - Town Hall - (Mayor Jeimm's Manor) Open Unknown Function == Unknown Note: This is a very large and expensive building to do something. That seems strange to me. The mayor is a very picky person and very tough heavy. I assume over a period of making friends with her, she gets kinder, but since I never managed to do this yet, I dunno. I know very little about her, but assuming she was/supposed to help run some kind of events system after a certain time frame has elapsed? She and the clockwork seem unfinished to me, so unless I'm missing something, I can only assume that they are part of an upcoming quest system or event day created as harvest moon and star dew is so well known for. Last edited: Mar 15, 2017 Is there a way to jump levels on the way down the mine? Ok I host a server and is very new to MC in general. This mod we started today, we are a group of friends who want to stick together in the country, but when I try to place my carpenter is saying can not build here, no permit. Anyone know why?. Also there is a feature I don't see that allows one to require chunks?. Resort for any and all help in advance. Minecraft does not allow non-Oped players to place/break blocks or activate redstone buttons/handles within the spawn area, this is probably your problem with not being able to place the block. Page 2 I accidentally gifted my cow to one of the NPCs, is there anyway to get it back? Ive had problems with industrial hemp, I don't know when they're done growing or when harvest them, on ftb wiki it says that you just hit them when they are two blocks high but ive tried and nothing happens, any help? ive had problems upgrading the tools, every time I get my upgraded tool from Daneiru its appearing twice in my inventory, and when I try to use it, it disappears completely from my inventory, I don't know how to report this bug so if anyone can' pls report this to the modpack creator to fix this. Tnx ive had problems with the upgrade of the tools, every time I get my upgraded tool from Daneiru its appearing twice in my inventory, and when I try to use it, it disappears completely from my inventory, I don't know how to report this bug so if anyone can' pls report this to the modpack creator to fix this. Tnx I know! I've tried repairing my hammer twice and it keeps doing exactly the same as you. It's so frustrating. Any option to get an FTB pack code for this package? Curse is not running on Linux, so ATM I can not play this package You can download a zip file from the curse page if I'm not mistaken and use it with something like multimc to run it. It's a little more work and it won't automatically update, but it's a good solution when you can't use the curse/twitch launcher. How do you get married? ive got three o girls up to the red heart level but what next. Milkers can be purchased from one of the NPCs, I think (but could be wrong) the blacksmith. Hemp is harvested with seal when fully grown. Use it on the upper part of the plant. Hello \*waves\* I just recently started playing this modpack - love stardew valley, so harvest festival is amazing :] - but it seems I ran into a mistake: Yulif first had drawings for the other buildings in his shop, but after a few days he suddenly stopped selling them. (he still sells shipping bin, stone, wood, all the bibliocraft stuff just no drawings) Is there a way to fix this or is my game screwed and I would have to start over? :/ When I explained Farming Valley to my wife, she fell in love with the idea. The only problem I see is that she plays mc on Peaceful mode alone. Does Serene Mode destroy any mechanics in this modpack? Or does it allow monsters to spawn anyway, like in Mining Hill? When I explained Farming Valley to my wife, she fell in love with the idea. The only problem I see is that she plays mc on Peaceful mode alone. Does Serene Mode destroy any mechanics in this modpack? Or does it allow monsters to spawn anyway, like in Mining Hill? I've seen a few YouTubers play this package and they've played on Peaceful, I didn't notice any problems with them doing it. I've seen a few YouTubers play this package and they've played on Peaceful, I didn't notice any problems with them It. My wife started playing and she's actually considering playing on Normal. Primarily, the peaceful state negates any mechanics with health health food or thirst. Part of the reason she wanted to play is because she liked the idea of Spice of Life mechanics. Since that's the match she wants to avoid, I suggested playing on Normal and then switch to Fredet if she comes into battle. My wife started playing and she's actually considering playing on Normal. Primarily, the peaceful state negates any mechanics with health (hearts), food or thirst. Part of the reason she wanted to play is because she liked the idea of Spice of Life mechanics. Since that's the match she wants to avoid, I suggested playing on Normal and then switch to Fredet if she comes into battle. Not sure how useful it is, but if you have cheats on in your world, you can run/gameruite doMobSpawning fake it will disable all mob spawning after this point (monsters, animals and testificates). Harvest mobs still force spawn with this on, so npc's and animals you buy or serve as rewards will still spawn. You still have to deal with them from before the command, but switching to peaceful and back will remove them anyway. This should allow you to play on a higher game of problems without having to worry about monsters. Although you may have to run the above command in each dimension to work there (overworld, mining hill, lower, etc.) If you don't have cheat mode on, against Global GameRules you can set gamerules from a config file without requiring commands. A few questions about how things work in this package if someone can answer them: 1. How do I get the best hunger? It's an ugly problem that eats a lot of my money to buy things from the store, I'm currently at the end of my first year in winter if anyone has any info on how to get food easily. 2. How do relationships work? For example, what are good gifts, what happens when you get up relationships, and how can you marry? 3. Are there schedules for the villagers that I can access? One of my big problems is finding people while their stores are open as they move around so much. Since the wiki is broken for mod I can't find anything on it. 4. How can I best make money? Farming is nice, but past, there are other good methods? When harvesting grass for animal feed, when it is 2 blocks high harvest from the highest point, then the grass seed will still be there. Harvesting them from scratch will destroy seeds. How can I get gold ore? I can't go deeper than level 53 in my mining hill. Help me fix my Café, please. I kinda called Wither near a jungle and everything was burned down, including the 2nd floor and more of the Cafe. Anyone know how to repair it to the way the building was? Dead NPCs would just respawn the next day anyway, but Cafe is one of the biggest buildings in town and I can't leave it that way! Appreciate any help! Ive had with the upgrade of the tools, every time I get my upgraded tool from its displayed twice in my inventory and when I try to use it, it disappears completely from my inventory, I don't know how to report this bug so if anyone can't report this to the modpack creator to fix this. Tnx I've had the same problem. Has anyone found a solution? I have a bit of a problem with Mining hill on a server I play on. Everyone gets to build their own villages of course, but I had built my mining hill and I had been told that you can find a portal to other levels for better ores, but I'm not able to find said portal to it. Is this a common mistake or do I need to find another way to fix this or am I just SOL? Hello \*waves\* I just recently started playing this modpack - love stardew valley, so harvest festival is amazing :] - but it seems I ran into a mistake: Yulif first had drawings for the other buildings in his shop, but after a few days he suddenly stopped selling them. (he still sells shipping bin, stone, wood, all the bibliocraft stuff just no drawings) Is there a way to fix this or is my game screwed and I would have to start over? :/ Secondly, so he had drawings and all when I went to buy shipping bin. The next day he doesn't have them anymore. Can't make it reappear. What do I have to do to get him to sell drawings again? Again.

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