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Stardew valley best summer crop year 2

□ two zombie games arose in April, so what should you buy when it comes to Days Gone Vs. World War Z? The most profitable crops to plant in any season in Star Valley. Whether it's spring, summer, autumn or winter, these are the best crops. April 30, 2019 □ Who needs Sonic The Hedgehog movie * that*bad? Honestly? Among other things, one of your main goals as a farmer in Stardew Valley is to plant and harvest the best crops to help you earn a living. Some cultures are more profitable than others, so you will have to plan accordingly each season. This guide lists all of the best crops for each season in Star Valley for farmers who want to increase their revenue. The best crops for each season in Skorev Valley below you will find a list of the best fruits and vegetable crops to plant during each season, in order of their expected profit. The value of each culture is based on Stardew Valley Wiki, as well as calculations by community members. Seeds for most crops can be purchased in pierre's store, unless otherwise stated. JojaMart also sells seeds, but they are usually more expensive. Note that some crops, such as coffee beans, can be planted in more than one season. © Eric Barone Best Spring Strawberry Crops (obtained during egg festival on the 13th of spring) Coffee beans (spring or summer crops) Rhubarb cauliflower green beans potatoes (chance of multiple yield) © Eric Baron Best Summer Crops Blueberry Green Fruit Red Cabbage (available after year 2) Hops melon hot pepper corn (harvested in autumn) © Eric Barone's best cranberry pumpkin pumpkin grape corn crops (plant 1st of summer , harvest in autumn) Rare seeds (derived from gypsy) Note that cauliflower, melon and pumpkin have a chance to become a giant crop that produces a higher yield than the main crop. Giant Crops can earn you a higher profit, but you need to go home with an axe. General Agricultural Advice © Eric Barone When it comes to making more money in Stardew Valley, you will need to consider not only the types of crops to plant, but also when planting and harvesting them to increase your profits. Here are some tips to consider when planting, growing, and harvesting in Star Valley. Plant seeds on the first day of the season. This ensures that you can increase crop yield throughout the season, as every day that passes can be days used to grow and maintain your crops. Use manure. Fertilizer will help improve the quality of your crops, which can bring a better harvest. Stardew Valley has six different fertilizers, each with its advantages. Scarecrow. The crows will give you a go when you least expect it. Invest in scarecrows for your farm to keep the birds from eating your income. Get sprinklers. Sprayers can help you maintain a healthy, watering crop without having to manually water them yourself. If you can't get However, renovating your Water Can help a more efficient watering process. The products can be sold by dropping them in the delivery box to your farm or by selling them to Pierre in the general store. Alternatively, you can save some crops to use for cooking or making recipes, or donate to the community center. If you're new to Stardew Valley or know someone who's just started, we have a series of tips for Old Left beginners that can help overcome some of the game's early challenges. Star Valley Guide India Obscura Chuckerboy Games Loading Comments October 25th, 2018 Yes, I know, is not what it is for what Stardew Valley is about. I'm in my fifth game right now and I'm still getting star eyes when I start giving gifts to the character I'm in love with, but after 200 hours it's nice to help my wallet a little bit so the next expansion doesn't put me in the barn. This guide is a look at helping players get some extra money in their wallet with a cursory look, in which cultures might be a good idea to keep around if they want to lightly min-max some cultures to make their lives easier. I want to start with the recognition of Thorinair, who created an absolutely phenomenal interactive tool that allows you to dive deep into different scenarios, enter your respective agricultural skills and even see what the best crops to plant is in the middle of the season. You can check out the tool for your own research, it's a pleasure to use and I'm happy to come across it. It covers numerous criteria such as: How/If you are going to refine the crop (Canned /Ferment) Which seed suppliers do you also have access whether to include seasonal gains (such as corn that grows for 2 seasons) Number of days to calculate (great for greenhouse since season does not affect growth) For data Since data on dives are not sweet at all, I compiled the top 5(SH) crops per season breakdown that will give you the highest profit margin for a single season. Some other quick information about how this list was created: These crops take on a level of agricultural skills of 4 (don't worry Year 1 players). It does not include farming 5 Tiller profession (10% more crop gain). The profit per crop is average for normal, silver and gold quality crops and implies (~ 33.33% chance for everyone). Calculations shall be made with the assumption that manure is not used. In some cases, manure improves the average profit margin to make one culture more profitable than another, but often the results are the same. Please see the calculator if you plan to use special fertilizers for specific planting recommendations. Crops are NOT processed, these are raw crops. This profit list DOES the price of the seed in the average profit using the following equations: For many-vintage multi-vintage (((((Normal + Silver + Gold)/ 3) * Harvest per season) - Price of seeds) For crops with one harvest: (((Normal + silver + gold)/3 - Seed price) This list also does not take into account the return on investment; It means two big things: Crops for multiple crops such as Strawberries, Blueberries and Hops will always have greater value as you only have to pay for the seed once. The first two or three seasons of year 1 these crops are not necessarily what will give you the most money because of the ROI + Expansion, but I will cover this in more detail at the bottom of this post #1. , but even at the end of the start stage, if you plant strawberries after the end of the egg, you will be able to grow the plant completely for 8 days and get 2 harvests worth of the plant before summer 1, planting 200 golden profit for purchased seed, still higher than any other freshly planted seed on the same day as the egg festival. #2 green beans 240 gold gain per harvest. Green Beans are great for early years farmers to start making money and they are a great introduction to trellis crops. They can be a pain in the ass to plan around, but it's best to learn at the beginning! Since they are also used to unlock the package of spring crops and inexpensive learning opportunity to plan perils, I recommend planting a bunch of them. #3 Rhubarb 175 gold profit for culture. Purchased from the Oasis store (requires access to the desert), which means that this will not be available to every player of year 1. #4 Cauliflower 138 gold profit for crops. With a longer harvest period but a high return rate, Cauliflower is still a big staple for your farm, given that you need them to unlock your spring crop package. #5 Potatoes ~75 gold profit for crops. Potatoes are amazing first year crops. They have a chance to spawn their second potato at harvest and with a growth period of just 6 days you can get 4 harvests completed before summer 1. Summer A brief note for the summer, the Top 5 most profitable cultures are inaccessible to year 1 players, so I expanded it to the Top 6 to be included. #1 blueberry 668 gold gain for crops. This is the best harvest of the reusable harvest of the summer without processing and the most profitable harvest for the players of year 1. Each blueberry bush harvest has a 100% chance of getting two extra fruits (3 per plant), so although they sell only for ~62g each, you will harvest 12 per plant in one season only 80g per plant. #2 537 gold scores per harvest. Purchased from the Oasis store (requires access to the desert), which means that this will not be available to each player in year 1. While Starfruit has the highest raw crop value, it occupies the back seat of hops when processed by keg. #3 Hops 467 gold profit for culture. I will make a more in-depth publication processing in the future, but it should be noted that in all seasons and all crops low hops fermented in keg (creating Pale Ale) is the most profitable crop possible. It also has a recovery rate of 1 day, which means you will get new hops every day for a stable income. #4 360 gold profit per harvest. While they have a lower overall profit margin compared to other multi-harvest crops, the Hot Pepper three-day reggae rate makes a large source of consistent income without the need for a ledge like hops, meaning you can plant more in a smaller amount of space. #5's 232 gold for crops. Melons are good and necessary for the package of spring crops, so be sure to take them. #6 Red Cabbage 225 gold profit per vintage. Purchased from the Oasis store (requires access to the desert), which means that this will not be available to every player of year 1. It is worth keeping one in hand, as it is necessary for the dye package on the ballot paper. Autumn is similar to a summer in which the top 5 most profitable cultures are quite inaccessible to players of 1 year. #1 Sweet Gem Berry 2,750 profit per vintage. Bought by Gigijee Cart for 1,000 gold, it will be hard to save the initial funds. Be sure to save a Sweet Gem Berry to give the old statue master Cannoli in the secret woods for a Stardrop reward to increase your max energy. #2 Cranberry 693 profit for culture. Cranberries have a 100% chance of dropping several crops on harvest and they are worth the most unprocessed of all autumn crops (I'm considering sweet Gem Berries a little less than one because of their hard up-to-date costs needed to buy seeds). Hold on to a handful to treat with a jar preservation in winter to keep moving to the hop kegs. #3 grapes 540 profit per crop. Due to the requirement for trellis and their lower profit, be sure to plant more blueberries compared to grapes, however, Cranberry seeds are four times more expensive, it is still a good idea to plant grapes early. #4 a profit of pumpkin 300 per harvest. Hold one by hand, because by the end of the fall, Carolyn will want a pumpkin to carve in Jack-o-Lantern for Abigail. #5 170 for culture. In general, a weaker plant, it does not have any strong arguments for planting. There are stronger choices in the autumn of raw crops, canned jars and kegs. This is not a requirement for each package. No peasant loves Artichokes. Its only benefit is that it is an ingredient in some cooking and relatively inexpensive. Multi-seasonal crops there are no crops that grow in winter, so I also wanted to highlight crops can grow over several seasons straight. Ancient fruits 4,698 gold gain for crops. If you are able to plant an Ancient on spring 1, it will grow for 28 days, then begin reproduction of Ancient Fruits every 7 days for three days up to fall 28, giving you 8 total harvests and fat piles of gold. Coffee beans (-1,235) to 1265 profit per crop. Coffee is a solid culture for calculating value. The profit associated at the top of this post often shows coffee as a negative profit most of the time. A coffee plant gives 4 (+) coffee beans every 2 days, which can then be planted and grown in additional coffee plants. It comes out of hand quickly and you can fill your entire greenhouse with fully grown coffee plants of one seed in approximately 20 days. Most of the time is calculated negatively, because the only way to buy coffee beans is to buy it from the traveling cart for 2500g (25% chance) or 100-1000g (1.26% chance). Personally, I get my first coffee beans by killing Dust Sprites in the mines (levels 40-79) as they have a ~2% chance of putting one and they spawn in large numbers. Even if you pay for the first coffee beans, their recovery rate still makes it profitable to buy one, but you'll need to spread them quickly and process them in a keg to earn a profit. Corn 535 gold gain per harvest. Corn is the first multi-season crop, most players will come across. If you plant it on summer 1 and keep it soaked in Autumn 28, this is the most profitable multi-season crop you can buy from Piere. Wheat 273 gold gain per plot. Wheat is very seasonal, but since it only grows in 4 days and does not produce re-planting seeds (which means you pay for seeds after each harvest), it feels less like a multi-seasonal crop and more like a crop that happens to be an option if you're low on funds and has some empty arable space that you need to fill at any point during the 2/3rds of the harvest year. Sunflower (-100) to 100 golden crop gains. Sunflowers are a sure fire way to throw your money in the trash. They have no effect on the type of honey produced by beehives and have a chance of falling an additional 0-3 sunflower seeds at harvest (on average 1.5 seeds per harvest). If you take the average 1.5 seeds and calculate it in a reduced price to future crops, it ends up on average to be about zero gold, eventually making a small profit towards the end of the second season, if you get lucky with seed drops. Seeds can be processed into butter, but in general sunflower is not worth it as a monetary crop. Fertilizer saving tip Additional tip: If you have any crops that are not viable in the fall, whose final harvest will occur in or before the 25th place of summer, consider delaying harvesting until the 25th. In this way, the earth will not be occased before then, and every fertilizer will remain. On the 25th then, harvest and replant in Wheat. This harvest will survive to be collected (from scythe) on the first of the fall, and will further save you fertilizer and any land restoration work for planting that could otherwise be created by of the seasons. How the return on investment (ROI) of cash crops works There is more than meets the eye when it comes to what classifies the crop as Best Crop, mainly it depends on whether your farm has room for growth. If you have been farming for a year or two and do not have room to expand your farm, then you should focus on growing plants with a high gold-to-seed ratio. However, if you are earlier in the game and still have room to improve the soil, then you 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 return on investment of two crops available in the spring of 1 year: parsnips and cauliflower. To make it simplicity, let's say your farm has only 8 places for the season and you're torn between whether to plant Parsnips or cauliflower (Potatoes will be your best bet). Let's take a look at what will give you the most money by the end of the season: Cauliflower: Days, To grow: 12 harvests per season: 2 Seed Cost: 80 Avg. Sale price: 218 Avg profit: 138 profit per day: 11.5 End of season cash: 2,208 (138 profit * 8 crops * 2 harvests) Parsnips: Days to grow: 4 Harvest per season: 6 Crop price : 20 Average sale price: 43 Avg Profit: 23 Profit per day: 5.75 End of season cash: 1,104 (23 Profit * 8 crops * 6 harvests) Looks like a pretty chopped-dry choice to buy as much Cauliflower as possible because there is a large profit margin over Parsnip, but it's not quite a way to function most farms. The above model shows why it is valuable to consider high seed costs in the amount when you have a limited amount of arable soil at your disposal, such as on greenhouse or late game farms. However, this model becomes unprofitable if we are able to expand the farm during the season, similar to any year 1 farm, which can increase its amount of cultivated soil as the season progresses. For the next model, we will adopt Normal Quality Crops and 80 gold so that we can see side by side a comparison of investments against return and because it creates a more realistic example. Let's walk through the same pattern, but this time with the opportunity to expand, taken into account: cauliflower: Day 1: Buy a cauliflower seed for 80 g. Day 12: Sell one for 175g, buy and plant 2 more seeds, pocket the remainder of 15g. Day 24: Sells two for 350 grams. Final gold: 365 Parsnip: Day 1: Buying four parsnips of seeds for 80g. Day 4: Sells four for 140g, buying and plant another 7 seeds. Day 8: Sell seven for 245g, buy and plant another 12 seeds, pocket the remainder of 5g. Day 12: Sell twelve for 420 grams, buy and plant another 21 seeds. Day 16: Sell and one for 735g, buy and plant another 37 seeds. Day 20: Sell thirty-seven for 1295g, buy and plant another 64 seeds, pocket the 15g balance. Day 24: For Sale More seeds for 2,240g, buying and plant 112 more seeds. Day 28: Sell a hundred and twelve for 3,920 grams and roll into your money pit like a Scrooge McDuck from Parsnips. Note: It will be extremely difficult to ever actually achieve to have 112 parsnips, especially for players who can not use sprayers, since having a large amount of crops without sprayers will quickly drain them all your energy watering. This is because despite parsnips taking half the value of gold for cauliflower seeds, it has more than four times as much ROI. Cauliflower ROI days to grow: 12 Price per purchase: 100 grams Avg. Sale price: 221g Profit: 141g Return on investment = (141-80)/80 = 76.25% Parsnip ROI Days to grow: 4 year Sale price: 107g Profit: 87 Return on investment = (87-20)/20 = 335% 335%