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The code around extra did get fixed, but the values for the extra crops means the change is moot. (I have some of them too.) The killer is that I have had to tend over 300 crops each day. But to properly compare with other crops, it's necessary to compute the numbers for them by the same process. Coffee Beans are great, but you want 5 or more weeks to turn one bean into a massive money-maker. I don't know where the page info. Thanks for finding that! margotbean (talk) 22:40, 23 October 2017 (BST) Ahem. For most of them the integrate-over-multiple loops factor isn't important, because the base chances in Crops.xnb are so much smaller. I will investigate further, but we might be looking at more changes in that area. If someone strongly prefers this change, comment here and we can work on it together. And yes, the formula is a bit long. Taking this into account brings the average potatoes received from a harvest to 1.25 Crop::harvest if ((double) (NetFieldBase) this.chanceForExtraCrops > 0.0) { while (random.NextDouble() < Math.Min(0.9, (double) (NetFieldBase) this.chanceForExtraCrops)) ++num1; } BlaDe (talk) 00:13, 14 August 2020 (UTC) Yeah, it explains this correctly on the potatoes page already so I revised it on the crops page to match. Other seasons require more expertise because they offer fewer opportunities for adjusting throughout the season. That money could have gone into other crops that would return a profit much earlier, letting you replant, cycle through more plants, and earn even more profit instead. This simulation (img 1) shows the huge difference between growing Corn and Blueberries in the summer - with Corn you can earn about 85k by the end of Fall, but with Blueberries you can earn 640k because cashing out your Blueberries lets you buy a lot more Cranberries in Fall. If you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using, so you want a crop with a high sell value. Thanks. Afak, the images are unused in-game. I might also point out that the calculation does not consider the cost of acquiring the seed to plant. There are just many fewer ROI opportunities in summer. This represents more closely the idea of gold per time spent, as opposed to gold per full season. I don't have a copy of the updated sheet to share with you, since it lives on my hard drive only, but you can go ahead and change the number on the page. And don't neglect potatoes! They are next-best for ROI too in spring, and a necessary step in relieving the workload problems of ROI. I think it would take until year 3 to really be able to do anything with them in a big way, and there are just too many other opportunities to make strawberries that high a priority. As it happened with both pumpkins is this a glitch or has the yield changed? Crops with higher sell values but greater initial investments? Case in point is wheat, which has a 38% per day ROI, but only costs 10g per seed, meaning that you need to plant vast fields of it. Please check as well to make sure, but I looked at the Data/Crops.xnb file, and all crops had minHarvest and maxHarvest values that were the same. Personally I'm fine the way it is but have no strong opinion either way. -- Kapra (talk) 05:53, 24 March 2016 (EDT) Wrong sell prices on Poppy, Bok Choy, and Coffee Bean? Such a corruption could also be saved away in a file between game invocations. I'm going to test which do and what are chances. If you're cash-strapped, consider Parsnips (Spring), Radish (Summer), and Artichoke/Amaranth (Fall). I've been playing Stardew Valley pretty much constantly since launch and am in love. --TexasDex (talk) 04:47, 19 April 2020 (UTC) I would agree, if the number of reclaimed seeds were constant. Just a simple column with Yes or No in it would suffice. Well, one pulls in a lot more other funds from other sources, so in practice you begin to make these trade-offs earlier. Perhaps a new page called "Crop ROI" that contains the calculations used, explanations, etc. Bear in mind, if you add it, you should add it to each crop's page as well as this (the Crops) page. (do people do that?) Stages could be added back, but the table would get pretty wide. A slightly off value is better than an empty space. And massive amounts of calculations are not going to help a whole bunch. Feel free to comment and/or edit at the new location. I felt pretty good about this first 6 weeks, but was also beginning to feel the pinch of imbalance - not too seriously though, and it is addressable. In particular, given, say, 5000g, you're (much) better off letting the 5000g sit idle until Fall, using it to plant Cranberries, and then using the proceeds to plant Potatoes the next Spring, rather than have that 5000 tied up in unusable Strawberry seeds for a year. In Spring, for example, Potatoes offer both better profit and better margin than Green Beans. Corn, in particular, isn't nearly as good as people think. I think it's because people see the high profit-per-crop-per-month in Fall, once the plant has already grown. The only problems are (1) You haven't calculated Strawberry, and (2) I can't see the underlying formulas for the last column of the spreadsheet - it seems to be rounding up by a couple of integers in some cases. But it wouldn't be something hard or labor heavy to change. Vg-tal (talk) 23:54, 28 September 2016 (BST) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 28 September 2016 (BST) Stage 7 is only for plants that continue to produce after harvest. The plant normally takes 28 days to mature, which means its first yield occurs on the first of summer, not the 28th of spring. It would be better to use some assumptions as a base condition, like two seeds from the seedmaker that is fed a regular quality fruit. Below is a link to the chart of my calcs. Please don't change the formula section, as it was used to exactly calculate the values on the page. However, there's a lot to buy early on, and one or two 1-2K purchases can drain your funds very fast and set you back to scratching for seed-buying funds again. It is able to handle crops that aren't consumed. Sitting in the bank, those funds are not growing, or helping. I would edit this myself, but I thought I'd check to see before doing so. Cranberry seeds and rice shoots are the only two with a noticeable effect: Crops.xnb says 0.1 (10%), overall average works out to 0.1111 (11%). I see the 1% chance (also seeded off the tile location, but maybe not worth mentioning). Thanks, Butterbur! It does seem to me that the value of showing a raw ROI (or even a full calculation) is limited without also showing quite a bit of qualification/explanation. You can go for round 3, but then you'll hit the Egg Festival on harvest day, and won't be able to turn your crops over same-day for lack of access to Pierre's. Not enough berries for sale, because you want to set your crops aside for seed generation when you get a seed maker, so you can plant on day 1 the next year and get a better return. Dustball (talk) 03:10, 28 April 2016 (EDT) Here's the table. As previous comments note, the Table of Contents is already a bit... Shortly after, looked them up, and I was immediately shown the other 2 giant crops. Did I make that clear before? I suspect you'd hit this bug whenever you planted the crops. ROI discussed above is also not the best. You need to count the days \*after\* planting. My calculations showing the result of the old and new formulae are here, if desired. Nebulosa Maestress (talk) 01:30, 14 August 2020 (UTC) Iridium Quality With the deluxe fertilizer, it is now possible to get iridium quality crops, so this needs to be added to the sell price template, though I have no idea how to go about doing that. All fertilized or speedgro or whatever you want. The formula for regrowing plants would then be (((28-initial grow days)/regrowcycle)\*saleprice)-buyprice)/28 For Blueberries, Cranberries, Corn and the Ancient Fruit, those would have to be adjusted, either by days or by factoring the day in. What I don't see is a requirement that these surrounding crops need to be fully grown. If people agree, how should that happen? --PenguinTod (talk) 11:13, 4 March 2016 (EST) --- Just new column, or maybe even use this data for different table/page. I survive on Spring Onions and Salmonberries. I've heard of the occasional crop being a day late, but never an entire field. The normal formula for Growing Days as listed on the Crops page subtracts 1 day for planting the seed, but this does not apply to "Each season thereafter". Sale price: 550. You get your best results by growing a crop, selling the day of harvest, buying as many seeds as you can with the profits, and replanting the same day. Or you spend some money on something you need badly, and go back to the ROI effect for another round or two. And very practical as part of the balancing act. Thanks, margotbean (talk) 14:07, 8 November 2017 (UTC) I have created a vertical template: Template:Qualityenergy ~margotbean (talk) 00:13, 6 March 2018 (UTC) Replaced by Template:EdibilityGrid ~margotbean (talk) 22:05, 2 January 2020 (UTC) Why Did My Parsnip Die? This means it's almost certainly not worth it to buy Strawberry seeds your first Spring. img 1. Hope this was helpful! Original Link - Continuation of discussion From Stardew Valley Wiki Sign and date your posts by typing four tildes (~::~~::~). Another factor is what happens when you grow multiple-yield crops in the greenhouse. If yes or no is known, it should probably go on the page. doesn't match Fruit. Trees (which might benefit from the same treatment?) It's using my template User:Kpa/Template:QualityHealthGrid, which I think should replace Template:QualityHealthGrid in most places. It makes several assumptions, including 5% discount rate. When you plant potatoes, they give a better return for effort. Or at least 2 weeks or so at a time. When a small investment is all you can do, that's fine. Butterbur (talk) 17:40, 21 January 2017 (UTC) The prices listed on the item page is the right one because it's calculated used the template:Qualityprice from the base price. Esnardo (talk) 14:02, 12 January 2021 (UTC) The formula you described seems exactly as complicated as what's on the page, no more, no less. I used the spreadsheet linked to waaya up on the page, but updated it for the crops that are missing (0). I thought Max Harvests would be 6 (1 after the initial 8 days + 5 from regrowth), but you don't count the first at all? But I go up my farming and forage levels very fast - level 4 at both by 14 Spring. Unfortunately, we're now getting beyond any simple means of presenting such numbers. Where the dickens is that number coming from? Or, you can refer to the equation listed on the page: Growing Days = Days to Maturity + ((Max Harvests - 1) x Days to Regrow) 77 = 28 + ((8 - 1) \* 7) ~ margotbean (talk) 12:11, 1 November 2017 (UTC) Could we have only one table for each season? Basically this means dividing the profit by the seed cost to get the percent return on investment, then dividing that by the number of days to achieve that profit. Corrective work is appreciated, but change when research is done, not before. Is that something like you were thinking? Adding health/energy to the seasons pages isn't a bad idea. (Was the garlic it was next to too strong?) ;) Butterbur (talk) 04:43, 1 February 2018 (UTC) I certainly don't know why this happens but I have had it happen to me probably a half-dozen times. It's not particularly about code and game implementation. It was within range of not just one, but two scarecrows. Only a few rare cases like coffee would need anything different. I'm not opposed to changing the template to be vertical, but the sheer number of pages that use it (in 7 languages) would require hours of work. This is especially valuable early in the game, when money is the limiting factor, rather than space or irrigation equipment. But now that I've written that pile above, I'd say the key point lies in balance. Reinvesting just the proceeds of the first harvest guarantees 64 plants in the second round (65 if you can come up with 5g more: who can't?). Including my Agriculturalist special from Farming, I have had 4 day crops grow to full and harvest on the third day of the month without any fertilizer, and some 7 day crops seem to reach harvest in 5 days. If you download the spreadsheet linked to, you can see the calculations. It's pointless to search for fruits/vegetables/flowers on this page, as it does not include all fruits/vegetables/flowers available in the game. This is just about the right time to switch anyway, because with Parsnips, you get a smaller absolute return for the amount of work you do. margotbean (talk) 19:39, 10 October 2019 (UTC) Ohhhh! On the 8th day the crop matures, but it doesn't actually produce a strawberry until the 9th day. The profit would be calculated by counting the number of harvests, multiplying by price of sale, and dividing by length of season. For example blueberries: First harvest is on day 13, then we have 16-19-22-25-28, for a total of 6 harvest. That at least gives a fairly median case, without getting too complicated. Margotbean (talk) 19:56, 14 December 2016 (UTC) Premium quality "Premium quality delivers greater energy and health benefits when... Looking at the one-time crops, the formula used is (sale-buy)/growdays, which seems reasonable to calculate the pure profits. Butterbur (talk) 21:43, 31 May 2019 (BST) Or a coding error in one given place where the wrong element of the array is accessed? As soon as you cash in once or twice, you have more funds and want to invest all of them, but it's too much work continuing with best-ROI type crops. It follows the current goal as seen in single-harvest crop calculations of expressing the gold gained in a growing period per day of effort put in. I'm going to propose we follow the following format to

