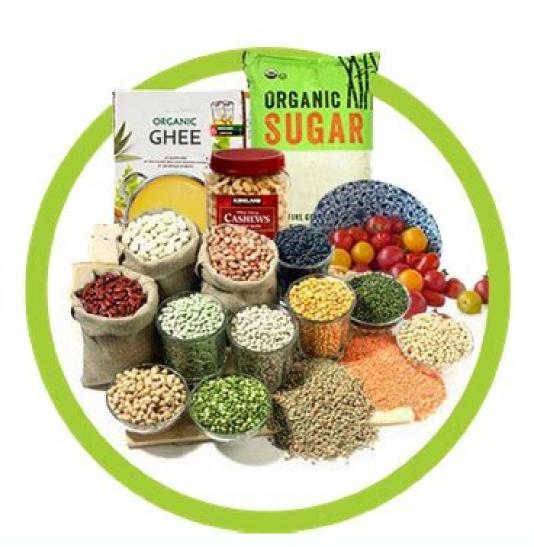
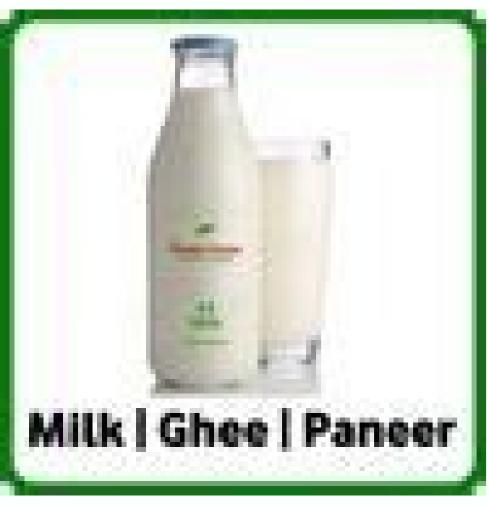
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weeks to turn one bean into a massive money-maker. I don't know where the page info. Thanks for finding that! margotbean (talk) 22:40, 23 October 2017 (BST) Ahem. For most of them the integrate-over-multiple loops factor isn't important, because the 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 Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods, those multiply the base value of the crop you're using Kegs and Preserve Jars to make artisan goods. 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 time spent to gold per time spent time spent to gold per time spent ti 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 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) 23:54, 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) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 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) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 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) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 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) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 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) I actually found 2 other unused stage images in the wiki files Vg-tal (talk) 23:59, 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) I actually found 2 other unused stage images images in the wiki files Vg-tal (talk) 23:59, 28 September 2016 (BST) I actually found 2 other unused stage images im 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 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). 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. Nebulous 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 be added to the sell price template, though I have no idea how to go about doing that. All fertilized or speedygro or whatever you want. The formula for regrowing plants would have to be adjusted, either by days or by factoring the yield 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: Edibility Grid --margotbean (talk) 22:35, 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: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 waaay 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) × 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. Margothean (talk) 19:56, 14 December 2016 (UTC) Premium quality "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

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

make any recalculations easier, would the sale price or seed price change in the future. Don't delete discussions. But seems like my edit's been reversed. Just wanted to explain why I restored the Table of Contents after someone else hid it. Instead (or in addition to), I propose the use of % return on investment over time. DigDug (talk) 03:21, 6 July 2016 (EDT) I've got 16 cauliflower from a giant on 2 occasions (with game v1.11). I'm probably done here, so somebody else can make these changes if they like the results. I've made an example at User: Kpa/Crops. --margotbean (talk) 19:54, 15 May 2018 (BST) Also, every 3rd (or 4th) season after planting, there is an extra harvest (10 instead of 9). That's the basic approach I'd take. You just can't use it well in year 1. There was no nighttime passage of the witch (but she doesn't do that anyway, right?). But on two separate runs, I have experienced finding none of my parsnips mature on Spring 5 and all of my parsnips mature on Spring 6. Ex.: 180, instead of: 180g Zohira (talk) 13:16, 17 March 2016 (EDT) While I personally agree, what impact would this change have? 6 harvest x 3 blueberries x 80g = 1440g/month (1440g / 28 days = $\sim 51.43g/day$). There are certainly sides and facets to plugging them into any practical strategy, and I'm sure now that I could do better yet with another try. The current formula uses 28 days in its calculation which is inaccurate as only 27 days of watering are ever used, and even then, only three crops ever use the whole season to produce a maximum yield, excluding corn. margothean (talk) 16:40, 19 April 2020 (UTC) Yes, the crops file specifies an extra chance of 0.2. However, this is a rolling check. The sooner you get paid the sooner you can buy more seeds with that money, etc. Daiby (talk) 00:51, 14 August 2020 (UTC) I agree, too, that the average for potatoes is 25%. --Wicstar (talk) 12:10, 18 March 2016 After running the numbers on all crops in preparation for a series of monthly crop planners, I've discovered discrepancies in many of the gold per day values, especially with the multiharvest crops like you pointed out. So, my basic plan is to spend my 500g on Parsnip seeds (except for one green bean), and plant all 22 (+15 gift) seeds the first day. Now I realize that this is a wiki, and spoilers isn't really a thing on here, but do giant crops really need to be the very first thing at the page? You've inherited your grandfather's old farm plot in Each season thereafter If seeds are planted on the 1st Day of a season, they will be ready to harvest on the 3rd day of the following season. Butterbur (talk) 21:46, 31 May 2019 (BST) Grow Times Using the current Steam version (July 2019 1.3.7114), I ran some multi-day tests morning and night and verified that Parsnips do indeed grow in 4 days (harvest = plant + 4) regardless of time of day planted. BlaDe (talk) 23:01, 30 November 2019 (UTC) Sunflower gold per day with seed reclaimed seeds. My research notes below. Explanations, anyone? It just became obvious to me that it's very powerful as a model of the company and principle, but it's not possible to apply it for very long because of limits to player workload. Am I just bad at math? Melons (Summer) and Pumpkins (Fall) are great for this, even though they're pretty mediocre crops on their own. Crops have uses beyond pure profit, so of course, you won't just be planting straight Potatoes/Blueberries/Cranberries Are you up for all that? You're welcome to contact me with improvements. It really doesn't require complex calculation to work these principles out, so I'm not sure how much detail will prove that useful to the Wiki - certainly not with strawberries. Put new text below old text. You plant short-term cheap crops when you're shorter on seed-buying funds in order to get the quick ROI-type gains. Or has it yet to be pinned down? Strawberries planted on day 1 of Spring are given a g/d of 20.83, but following the ROI for those crops? I think the calculation needs an explanation (as does the profit per day, for that matter), but where to put it? But with Coffee and the maximum planting of blueberries, you'll be getting big funds enough to fund all the melons and other stuff you need in the last two weeks of the season. and a link to that page in each crop's ROI table cell (as a footnote-type link of some sort)? But in the ground, they require lots of work, because buying cheap crops means you work lots of tiles. Since, say, green bean description states it does yield multiples, but so far I've only seen singles. In summer, blueberries. (google docs url) /spreadsheets/d/10NnsOFqYVVFi2iJLfRTZpmWzhotso0f6eLXzjmK8xUM . With the financial engine in full, and work capacity almost doubled, it's possible to delve more heavily into other skills. So, 5-1 instead of 6-1. DemiserofD (talk) 21:39, 23 October 2017 (BST) The discrepancy is because the calculation uses 8 total harvests. After all, money in the bank is fallow; money in the ground is growing. Create a Template:QualityHealthGridVertical? BlaDe (talk) 03:41, 26 April 2019 (BST) You've not missed anything; the surrounding crops don't need to be fully-grown. Mathematically, that's terrifically powerful. Zohira (talk) 13:11, 17 March 2016 (EDT) ** I agree with Kaldar5 on this one, we need to get that data back on the page. Strawberries seem to me to be a resource sink. comes from, and I also don't know where to look in the game code to prove or disprove it. (That's true for all crops.) The "first day" (the day of planting) is not a day of growing. In practice, applying it is not as straightforward as the math. They seem to line up with what's there while being way simpler. Parsnips? Single-Harvest crops' gold per day (currently) follows the formula of ((harvest yield * bin value) - cheapest seed price)/(watering days) This is good as is. I find most of Spring 1 to be a scramble to keep afloat and keep active, as well as progress. Butterbur (talk) 18:07, 22 March 2017 (UTC) Left Out Are crops that are left out (assuming they are harvested before the season is over) under risk for quality or quantity loss? On harvest day, Thu 18 Spring, one (out of 36) parsnips decided to turn up dead in the morning. It is then better to figure the rate for the growing time, and then another rate for many of the most profitable crops have such low gold values that they require enormous numbers of plantings to achieve the same total profit. Please, get rid of that statement, it's completely and utterly false! :) margotbean (talk) 23:14, 14 February 2017 (UTC) Profit Over Time vs. % ROI Over most useful way to look at crop economics. Jstough (talk) 04:49, 24 March 2016 (EDT) --- Where exactly do you get your calculations from? Somohexuals (talk) 18:16, 6 October 2019 (UTC) Growing Days = Days to Maturity + ((Max Harvests - 1) × Days to Regrow) = ((8 + (5 - 1) × 4) = 24 Minimum Gold per Day = ((Max Harvests × Sell Price per Harvest) - Seed Price) / Growing Days = ((5 × 120) - 100) / 24 = 20.833333333 --margotbean (talk) 22:23, 6 October 2019 (UTC) Ohhh. Nothing else produces so much so fast so profitably, and most everything has big lead times for planting. Additionally, the current means of obtaining the average varies wildly between crops of a similar nature. By midsummer, I've had over 150 coffee plants in the ground, and have started to harvest around 200 beans every two days (3000g worth). I added a third figure, "6.87g/d* ... By the 9th, your investment, and sinking it back into Parsnips will start to sink your character for lack of daily energy. I'm dumb, thanks for clearing that up.: D Somohexuals (talk) 14:51, 13 October 2019 (UTC) No quite. Even leaving off planting more, proceeds will climb almost to summer's end. I wouldn't say we'd need "qualification" so much as context/application. And can't the images have some sort of spoiler tag? Hops are also great to grow because they're cheap, yield a ton (17 units over the course of Summer), are a great way to restore energy (+45 energy per), and are Liked by most townspeople if you don't have a Loved gift for someone. Strawberries are great if you have the seeds, but investing in seeds one year to grow the next isn't worth it unless it's coming from spare cash and wouldn't impact your ability to buy seeds throughout the year. When given as gifts higher quality level items seem to have a greater effect.--Metalax (talk) 19:43, 16 March 2016 (EDT) See also the new Quality Stars article, and add to that as you are able. I think we could also fit the ROI number somewhere in the crops tables without too much disruption. As for other crops, it's bothered me for a while that nearly all the other possible bonus crops only make a modest 3.75 gold per day, but when you think of that as % ROI it becomes 19% per day, the highest of any spring crop (With the possible exception of strawberry, which I didn't calculate). Currently the "gold per day" number in this calculation differs in intent from the single-yield version. Also (3) I'm still not totally sure I understand what ROI is showing... (btw, I thought that was Stage 6, but no matter.) I saw those in the sprite sheet and wondered about them too -- I guess CA planned at some point to have Artichokes and Starfruit continue to produce. If an answer is known, it should probably be on the page. It's a minor detail but it's been bugging me for a while since this does increase the g/d of potatoes enough to put it above crops like cauliflower. Add an extra parameter "orientation" to Template: QualityHealthGrid? I've found the numbers themselves to be particularly unenlightening all by themselves. Who knows, ConcernedApe might have fudged something up unintentionally though. NPV stands for "net present value", and takes into account the fact that when you get the actual money from your crops is important. Can you elaborate? Potatoes are in-between, though close to cauliflower in daily return, and not at all bad in ROI, especially given an average 1.2 yield per plant. (I can certainly help with formatting and creating a new page, if need be.) Anyone else with thoughts?:) margotbean (talk) 07:08, 18 February 2017 (UTC) Well, now that I've added the Gold per Day formula to the page in the same way, no need for a separate page or footnote links. Can someone make sure I'm not missing anything? You're counting the first day as the day of planting. Armed with hand-me-down tools and a few coins, you set out to begin your new life! FeaturesCreate the farm of your dreams: Turn your overgrown fields into a lively and bountiful farm! Learn to live off the land: Raise animals, go fishing, tend to crops, craft items, or do it all! The choice is yours... You never get your investment back the first year. -- Kapra (talk) 05:15, 13 March 2016 (EDT) It seems that the giant crop requires ALL 3x3 squares to be the same crop - so not just one square with 8 empty squares surrounding, but 9 squares of crop. 9*550=4950 Length of season = Spring, Summer, Fall = 84 days 4950/84=58.93/day. Cranberries are absolutely fantastic in Fall if you're rich enough to max out your farm space while buying the relatively expensive seeds. Some tips you can get from the graph: Some crops are simply a lot better than others. Then I'd illumine it a little by giving an example of what a pure ROI approach would do in parsnips, over a set of 3 or 4 plantings, and then contrasting ROI with cauliflower over the same time span. It had been watered just like all the rest (not that that should matter). Great big gold when they mature too. Day of Spring Time(s) 1 Parsnip planted Harvest note 1 7:00a, 10:10p 2 6:20a 3 6:30a, 8:30p 4 6:20a, 9:30p Harvested both from 1 6 6:40a, 9:40p Harvested both from 2 7 8:00a, 10:00p Harvested both from 2 7 8:00a, 10:30p Harvested both from 2 7 8:00a, 10:30p Harvested both from 3 8 7:00a Harvested both from 2 7 8:00a, 10:30p Harvested both from 2 7 8:00a, 10:30p Harvested both from 3 8 7:00a Harve overnight, so time of day shouldn't matter. Alphasoldier (talk) 05:07, 11 March 2016 (EST) I put the images in a collapsible table, so now you only see them if you go out of your way to hit expand. Do your source files check out? I ended up reading into Fall and started planning out what I was going to plant using the wrong information. I agree with the crop needing to be watered, fully grown, and one of the 3 types. Coffee Beans would take me to level 9, though, in just a few more days. It only works well when you have few available resources, so that you can actually do the farming work on the full re-investment, such as at the very beginning of the game. Profit is gotten by (sell price of product * average number of products per plant) - (seed cost). Thanks for replying. Asperous (talk 19:10, 11 August 2018 I've moved it to your talk page because it's extra-wide, contains multiple empty cells, multiple empty cell during the Fair is partly dependent on the quality level of the displayed goods, independently of the actual price. Be polite. Kaldar5 (talk) 00:58, 16 March 2016 (EDT) The first harvest is basically non-existent since it serves only to cover the initial expenses. Since the greenhouse will produce an unlimited number of repeats, and since ancient fruit in particular is a highly desirable candidate for growing there, it is this repeat rate that is of greatest interest. If there is no other use, then this would imply that it would be better to hold onto lower quality crops for these rare uses and sell the high quality crops right away. What's left? Edit: My formula produces exactly the same results as what is on the page, with only slight variations for multi harvest plants. Esnardo (talk) 21:10, 12 January 2021 (UTC) Kpa (talk) 23:51, 2 November 2017 (UTC) The table is way too wide (as are the fish, cooking, and gifts tables), and I don't think it's a good idea to get rid of the stages images. margothean (talk) 21:10, 31 May 2019 (BST) A memory corruption where the zero is replaced by something else? The poppy image is probably unused because it's missing its flower. Pending a more scientific study, these should be updated, including the reduction due to Agriculturalist. Quality distribution seems to remain the same as well.--Metalax (talk) 19:47, 16 March 2016 (EDT) Gold image Although it's a minor detail, I think that the gold icon () should appear after the price and in the place of that "g". It beats the highly-touted Blueberries. So evading that issue is simple, but gives skewed results. Crops with lower ROI numbers? No meteor, just wilt. You get a great percentage (ROI) return, but it's a percentage of a small investment (relative to other crops) I don't have a list for that on hand, but once I work it out would be better to just add it as a new column in the tables or group them as sub headers? Anyone know? I reckon I'm not the only one in this. DemiserofD (talk) 07:51, 1 November 2017 (UTC) The "growing days" used is 77, not 84. So you shift crops. For example, blueberry has 0.02 in Crops.xnb, which integrates out to an average of 0.02041 more berries. Assuming 8 harvests, then you take 8*550/84=52.38, even further from 57.14. XaqNautilus (talk) 14:15, 1 February 2018 (UTC) Spring NPV Table Here's a NPV table from finance for spring. Ok for long term, I do that too, but I wouldn't pauperize myself with them. aggressive. Unfortunately I don't actually know how to import templates since I'm used to coming in much later on wiki projects. -- Kapra (talk) 04:18, 15 March 2016 (EDT) As far as I've been able to determine, as long as crops are gathered before the withering at the start of the next season and scarecrow coverage is sufficient, no losses occur. margotbean (talk) 14:47, 13 July 2019 (UTC) I concur. --Elipod (talk) 05:35, 4 March 2016 --- Someone has deleted Value per day off many crops. It's a smaller ROI then, but it's more daily gold increase because it's within your abilities to get a return on all your available funds. The chance of that ought to be "0", since the ChanceForExtraHarvest field contains true 1 2 6 0. Butterbur (talk) 09:40, 4 March 2017 (UTC) Well, that certainly puts it into context. Additionally, you can sort on everything but health/energy on the individual seasons pages already. If you get 1 extra, then there is a 20% for 2nd extra, then 20% for a 3rd etc. Because if not I'll update the page with all my formulas. Advantages: 2.5x as compact, so a season fits in two screens rather than four sortable by seed price, sale price, health regen, daily profit, days til harvest matches Fish, Cooking, Flowers, Minerals, Vegetables, List of All Gifts Disadvantages: harder to lookup a plant by picture. Naturally, that can be a complicated issue, since seeds can come either from artifacts or from harvested fruit, and the fruit may vary as to quality (and sell price). margotbean (talk) 19:17, 4 March 2017 (UTC) You're welcome. Dustball (talk) 12:03, 28 April 2016 (EDT) Crop Types? Let me know what you all think of this idea! % ROI Over Time Calcs Carbonjack (talk) 23:32, 17 February 2017 (UTC) For my 2¢, I like it! I would not delete or replace profit over time info, but add ROI in addition to it. If you look at the Crop Growth Calendar on the Strawberry page, there are 5 harvests, if planted on day 1 of a season. Parsnips are a great investment in your first Spring, for example, with Potatoes a close second. Also, mine is far less complicated, only using 3 operations compared to 6. Multi-Harvest crops' gold per day should follow the formula of ((total harvests obtainable * harvest yield * bin value)-cheapest seed price)/(watering days). This is only the bottom half. *JojaMart with 80% long term seed reclamation", but that was reverted by Margotbean claiming it was "too involved for this page". But calculation that's example-based is really the most informative, I think. Is this a behavior that can be documented here? "Crops" is a details page about specifics of individual crop items, but ROI is about what to choose to plant, when, to what effect, choosing the right amount of them. I make spring seeds and plant them for both foraging and financial benefit. I hope this experience gives you a little insight into the practice of applying the very useful math of crop profits. The way the page is currently laid out there isn't much separation between the seasons. margothean (talk) 18:21, 12 January 2021 (UTC) Specifically, the formula for growing days is unneeded. And actually, the principles behind "daily" profits listed so often with all the crops is all a part of crops management just as much as ROI. It will always be the days to maturity for single harvest plants and setting it to 28 for multi harvest plants is more accurate anyway. For my personal ideal I'd implement the "TOC hidden" template to make it there for navigation but default to closed. --Gelu (talk) 19:01, 21 March 2016 Ditto for Coffee Bean. Potatoes give a good avenue to invest the higher available funds profitably and work them without dissipating your efforts. At any one time, you really have a single best crop for ROI purposes: parsnips in Spring, wheat in Summer. By later in spring, I can craft tons of seeds at 35g each - I've generated 90 spring seeds after using 40 for planting and spending the returns of selling off 50 more (for 1750g). You branch into longer-term and more expensive crops when you have the funds to buy them and in order to keep working a greater portion of available assets. Somohexuals (talk) 18:58, 10 October 2019 (UTC) I think you are correct about everything except that there are only 5 harvests total (without any modifiers like Agriculturist profession or speed-gro). My understanding that the NPV approach is technically the best way to make this decision to maximize your wealth in game. The only difficulty is that your spreadsheet makes ROI crystal clear, but chopping it up and adding the info. All of them also had a maxHarvestIncreasePerFarmingLevel of 0 (besides Rice, but its minHarvest and maxHarvest values are both 1), so I don't think this will change anything. --Frission (talk) 09:02, 9 March 2016 Or even better, make a new column titled "Special" or "Notes" and then in that column add "Trellis" and "Scythe" when appropriate to the crop. Butterbur (talk) 21:48, 6 March 2017 (UTC) ROI Again Now that I think of it, the section above points out to me that we've really been talking about a different page: one on "Crops Management", a special topic related to "Farming". Where is this discrepancy originating? Basically, ROI works best on fast-growing crops, and cheap crops, which often have a higher percentage increase of values, and that over a smaller length of time. You want to make. I see the check for the 8 surrounding tiles, and the check that the surrounding tiles contain a crop of the same type. margotbean (talk) 23:10, 14 July 2019 (UTC) Strawberry g/d incorrect? Margotbean (talk) 20:06, 14 December 2016 (UTC) Missing Artichoke Stage I found this in the wiki files, in which position does this stage come? A big chunk of my farm is actually dedicated to growing gifts for townspeople. Clearly I'm not as crystal clear on your calculations as previously indicated. Later, once you're limited by how many individual crop tiles you can maintain, you want crops farther to the right. Thanks! margotbean (talk) 19:55, 26 April 2019 (BST) Also, for anyone else reading this, I checked the code and tested in-game, and only the center tile needs to be watered. The TOS is huge and unwieldy due to all the crops, but it's much easier to see what crop goes where. Vallkyrion (talk) 21:05, 14 February 2017 (UTC) Wow, I edited that section and totally missed that. In the sprite sheet, there are 2 parts that get combined before they're displayed on-screen. I feel like there should be some indication that a crop is a fruit/vegetable/flower/forage. It's about the actual playing of the game. Noting that the number doesn't account for reclaimed seeds is good. So far I've only seen ones that calculate profit-per-crop-per-day, which is useful, but it's only half the picture. For example, consider two crops: Lettuce costs 50g/seed, grows in ten days, and sells for 100gKumquats costs 5000g/seed, grows in ten days, and sells for 5500gIf you're only looking at profit per day, then kumquats looks really good - that's 50g/day, 10x the 5g/day you get from lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that kumquat seeds cost a lot more, so you can plant more lettuce! What you're missing is of course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more and the course that will be a lot more you care about profit per day. Also, having separate table for each crop does not allow for sorting by different criteria. I think a show of what ROI can do with parsnips and wheat is useful, but the info needs to be embedded in practical application to make it useful. I have a ton of nostalgia for Harvest Moon on the SNES and Stardew Valley improves on that in every possible way while adding a bunch of new stuff as well. I've been looking at crop guides trying to maximize profit (the most popular seems to be this one). For now I've added "not accounting for reclaimed seeds" to the footnotes for the current figures. However, I've created an excel sheet based on that formula and will most likely make that available later in the day. Gold / day is simply (profit per harvest) / (days spent growing). Can I get some people to double check and either confirm this, or point out what I am missing? In the Giant Crop section it states that you get double the harvest so 18 instead of 9. In your comment you said "many of the most profitable crops have such low gold values that they require enormous numbers of plantings to achieve the same total profit. Same total profit as what? Rain (talk) 00:58, 9 January 2021 (UTC) Formulas are needlessly complicated The formulas used on this page are way more complicated than they should be. How many pages currently use 180g that would need to be changed? You can't plant until late night on the 13th, and you can harvest only twice in year 1. But when you have few funds, you also want to keep working them into the ground. I have seen nothing from my own testing in game that cooked foods can differ from their base health and energy values based on the quality of ingredients used. The issue is basically that to earn that "free" corn in late Fall, you locked up your money in Corn seeds way back at the beginning of Summer. used as ingredients in cooked foods." ? Working this system, ROI vs raw profit over time (plus profit per unit work), I managed to buy both the 24-slot backpack and a 2500g Coffee Bean from the Travel Cart on 12 Spring, and I still bought 15 Strawberries on the 13th! (I'm still a complete dud at fishing - not yet worth anything much to me financially). And it was obviously not past the end of its season. Now ((ROUNDDOWN(27-5/3)+1)*40-40)/28 results in ~10g/d Also, crops that yield multiple units per harvest such as potatoes are calculated as single unit. -- Kapra (talk) 06:10, 13 March 2016 (EDT) Giant Crop Fertilization Would it be advisable to fertilize the 8 squares around a crop that can grow giant, or leave them unfertilized, or it doesn't matter. -- Vg-tal (talk) 18:32, 21 January 2017 (UTC) Agriculturalist and growth times Crops have been growing for me counting the day of planting I've been trying to figure out how the Ancient Fruit profit per day was calculated, and I can't seem to figure anything out. Parsnips are always a good choice for rounding out your current crops in cultivation, to maximize the push for more funds. The template is here for wikipedia if someone could grab that: TOC hidden Koriar (talk) 19:43, 29 February 2016 Value per day for multiharvest crops I'd like to point out that there's currently a miscalculation, say Hot pepper is stated as (season: ~8.57g/d) (ROUNDDOWN(27-5/3)*40-40)/28 (talk) 21:55, 30 November 2019 (UTC) Yield Changes in 1.4 In my scavange hunt to cover changes in 1.4, I compared the data files from

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