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Are you proud of your layout in your farm, house, shed, or any other wonderful place you can think of? Feel free to share it here! Threads 439 Messages 5.1K Hi! I downloaded SMAPI and everything looks right according to the tutorials I've followed, but when I start up Stardew Valley, they just don't run! I'm not sure what, if anything, I've done wrong and I would really appreciate some help. :) My files ^^^ Last edited by a moderator: Aug 25, 2021 Hi! I downloaded SMAPI and everything looks right according to the tutorials I've followed, but when I start up Stardew Valley, they just don't run! I'm not sure what, if anything, I've done wrong and I would really appreciate some help. :) My files ^^^ Are you starting the game using "StardewModdingAPI" ? If not, you should If it still doesn't work, please upload your SMAPI log by following these instructions and then post it here. We can have a look and see what may be causing the issue. Oh, so that's what I was doing wrong! Thank you! :) Hi! I also followed the youtube tutorials on how to properly download and use mods, however when i start up the game and the SMAPI startup comes up, none of my mods show up/load. It's like I've never even downloaded them. I thought I might not have put in the right code for SMAPI to look for the mods in the right folder, but when I changed it to the "right" one, the game won't even start up. You all are unzipping your mods into the Mods folder in your game folder, right? Hi! I also followed the youtube tutorials on how to properly download and use mods, however when i start up the game and the SMAPI startup comes up, none of my mods show up/load. It's like I've never even downloaded them. I thought I might not have put in the right code for SMAPI to look for the mods in the right folder, but when I changed it to the "right" one, the game won't even start up. What do you mean by "changing it to the right code"? Changing what, from what, to what? Does Child To NPC mod have a version where it's compatible with the latest 4.0 SMAPI? I had it the first time now and there is so many to discover and every place is full with wild trees and weeds but what is the best thing to do during the green rain?Do the wild trees bring more wood than normal? What do you do during this day? I go around shaking them and cutting them down and hope I get a seed for myself - it's time to populate my whole farm with 'em Green Rain Trees - they are absolutely beautiful The best thing to do is scythe all the Weeds as you'll need those Fiber drops and Moss for other uses later in the game. I ignore everything else that day and just concentrate on getting as much Fiber and Moss as possible. The Moss will grow back slowly on all Trees over time so you can continue harvesting all year but this is your easiest chance to stock up on Fiber for it's various uses.Also the Green Rain Tree with the twirly top drops Fiddlehead Ferns if you chop it down, but unless you really need these gathering Fiber and Moss are a better use of your time that day. For the first green rain, I like to prioritize talking to people, because their dialog options are all so interesting!And also collect resources and stuff like that. But mostly talk. PerfectionWhaleFarm said: I go around shaking them and cutting them down and hope I get a seed for myself - it's time to populate my whole farm with 'em Green Rain Trees - they are absolutely beautiful Yes I also find the trees beautiful and somehow mysterious. I got some seeds and already planted them but it was difficult because I started a new game and my axe is still not so good. In my other games it will be more simple to cut the trees down. Thank you for the answer! Last edited: Nov 13, 2024 The best thing to do is scythe all the Weeds as you'll need those Fiber drops and Moss for other uses later in the game. I ignore everything else that day and just concentrate on getting as much Fiber and Moss as possible. The Moss will grow back slowly on all Trees over time so you can continue harvesting all year but this is your easiest chance to stock up on Fiber for it's various uses.Also the Green Rain Tree with the twirly top drops Fiddlehead Ferns if you chop it down, but unless you really need these gathering Fiber and Moss are a better use of your time that day. I tried to collect as much weed and moss as I could and because my axe still is not so good it was difficult to cut trees down. I started a new game because I wanted to play it from the beginning and was unsure if I really need the moss. Thank you for your advice! For the first green rain, I like to prioritize talking to people, because their dialog options are all so interesting!And also collect resources and stuff like that. But mostly talk. That was my problem. I find the dialogs so interesting and charming but I also wanted to collect fibers, wild tree saplings and moss. It was a bit stressful. Thank you for the answer! Eat luck buff stuff and go cut all grass. Living hat eventually drops; green rain special weeds, also have a chance to yield it!Or stock up on timber. After the rain is over, many normal trees appear, next morning come! Green rain wood farming is so effective, that for me completely eliminated the need to buy wood from Robin, for all my needs. For the first green rain, I like to prioritize talking to people, because their dialog options are all so interesting!And also collect resources and stuff like that. But mostly talk. Oh wow I gotta try this the next time this comes around! I must admit when I first saw it, I just pause for like one full in game hour just to admire and appreciate the beauty lol. I really love how CA used shades/shadows to full advantage this update around - both this and the Volcano Dungeon felt so mysterious because of that! It is one of the first thing I immediately noticed when I first started this game. At the time, it was the shading when nighttime comes along; it was immediately reminiscent of my time walking at night at a rural farm with 0 light pollution but also 0 light sources, complete darkness, and it was absolutely nostalgic and dear to me what CA did with it! I just ran around crazy staring at everything. I did cut a lot of fiber and moss, got a few mossy tree seeds, lots of mixed seeds and mixed flower seeds. The weird trees are propagating themselves on my farm now. Trees everywhere have lots of moss, I now have over 500 moss. I'm not sure what I'm supposed to do with all this moss but I keep collecting it! PerfectionWhaleFarm said: Oh wow I gotta try this the next time this comes around! I must admit when I first saw it, I just pause for like one full in game hour just to admire and appreciate the beauty lol. I really love how CA used shades/shadows to full advantage this update around - both this and the Volcano Dungeon felt so mysterious because of that! It is one of the first thing I immediately noticed when I first started this game. At the time, it was the shading when nighttime comes along; it was immediately reminiscent of my time walking at night at a rural farm with 0 light pollution but also 0 light sources, complete darkness, and it was absolutely nostalgic and dear to me what CA did with it! I often take a short break in Caroline's glasshouse in Pierre's shop because the atmosphere is so calm and I love the music. I like these little breaks because life on the farm can be more stressful than working for Joja. I talked to people the first day of my second farms' green rain. The first one, I lost track of time gathering resources and only talked to a few people. Every one since, I've focused on gathering moss, weeds, mixed seeds, and wood.If you need wood at all, plant a bunch of tree seeds (any kind, but you'll get the most wood from pines) the day/night before the green rain. Most of them will grow overnight and you can chop them down whenever you want afterwards (so long as they aren't in an npc's path). I just filled the train area with trees on my current farm. i do as lew zealand does. collect as many fibers as i can and a few trees in the way. The very first year it is best to ignore everything and go to villagers homes and the Saloon so you can hear their reactions to the event. Some are quite funny. THEN if there is enough time gather moss off trees with a sword or scythe. Chop down the beanstalk looking trees first they give lots of fiddlehead ferns. After that then the other trees will give you extra wood and more wood. If you need more fibers or mixed seeds grab the weeds on the ground. The subsequent years skip getting villagers reactions as they are no longer freaked out and just grab the moss, weeds and fibers and cuts down trees for wood. Pretty soon it will get old, luckily in all my playthroughs only once did the weeds and funky trees appear on my farm itself. For me year one its definitely furiously cut all the weeds you can find. You can get a *massive* amount of foraging XP from doing so. Then if youve got extra time after clearing the farm and the woods to the south, I cut all the extra green rain trees spawned in within the woods since theyll despawn the next day otherwise. After year 1 / getting to foraging 10 its less of a priority. But I prioritized clearing all the default trees, planting a bunch of seeds in the railroad areas etc before the green rain. Then doing the above, then spending the next couple days chopping down all the permanent trees everywhere. By doing so I got somewhere around 4000-5000 extra XP from the event, saving me like 30 days of going to the secret woods and chopping stumps in order to hit foraging 10. I do think that in year 1 the best thing is to talk to everybody in town. Their reactions are all unique. Other than that, I gather as much moss and fiber as I can, which also gives you mixed flower seeds which are useful for making friends especially in year 1, and I cut down a few fiddlehead trees for fiddlehead ferns. The wood from the rest of the trees isn't anything special. Because trees grow well on the day of green rain, in subsequent years it's helpful to plant lots of trees before the green rain comes, as Giant Octopodes said. Eat luck buff stuff and go cut all grass. Living hat eventually drops; green rain special weeds, also have a chance to yield it!Or stock up on timber. After the rain is over, many normal trees appear, next morning come! Green rain wood farming is so effective, that for me completely eliminated the need to buy wood from Robin, for all my needs. Do note that a luck buff/daily luck won't help at all for getting the living hat, a speed buff (or however many you can get your hands on) can totally help get around and speed up your harvesting though I had it the first time now and there is so many to discover and every place is full with wild trees and weeds but what is the best thing to do during the green rain?Do the wild trees bring more wood than normal? What do you do during this day? Chop down the green rain trees bc the stuff they drop sells for 150g I thinkOr farm moss Moss is EVERYWHERE It's good to have moss on hand. Trixie's being held back from reaching perfection again for the lack of moss to craft blue grass. I cut all the extra green rain trees spawned in within the woods since theyll despawn the next day otherwise. From what I could tell it seemed like they just revert to normal trees but are still there the next day. Like Ill have maple and oak trees in the back woods now after green rain. For context I'm playing a co-op winter game, and we haven't had the strange capsule event. The thing was TALL, about as tall as the tree it ran out of. Really caught me off guard, and I haven't seen any other posts about it! Any idea if this is some new easter egg? It's not new. You should have a new quest in your journal to find the Shadow Guy, and it's worth doing. At the bus stop or in the secret woods? Try the Stardew Valley Wiki. Secrets -> Dark Creature (entry is near bottom of Secrets Page). It looks like a local version of Bigfoot. This is one of my favorite events in the game. If you saw where the creature ran off to, maybe you could follow it? The great thing about Winter is sometimes things leave their footprints in the snow. I of course did not think of such things and thus never found what the thing was until looking in the Wiki. A certain item that lands in the farm overnight is always immediately placed into a chest and forgotten about I also saw something bigger than the normal animals but it was at the Spa. Do I still find it in spring or only in winter? I also saw something bigger than the normal animals but it was at the Spa. Do I still find it in spring or only in winter? The creature at the spa is unrelated, as far as I know. Maybe a possum, those are surprisingly large. The first creature though can only be tracked down again in winter. It wasn't Krobus, and it definitely wasn't the alien from the capsule, as we haven't had the event yet. It was humanoid in shape, as tall as a tree, and left no footprints. Saw it walking to the left of the screen while walking back to the farm from the mines, on the walk over the bus tunnel. It was pretty creepy! Definitely not the dark creature though It wasn't Krobus, and it definitely wasn't the alien from the capsule, as we haven't had the event yet. It was humanoid in shape, as tall as a tree, and left no footprints. Saw it walking to the left of the screen while walking back to the farm from the mines, on the walk over the bus tunnel. It was pretty creepy! Definitely not the dark creature though it's a new easter egg - the bigfoot (not the possum or krobus as others are saying I don't think) The first creature though can only be tracked down again in winter. If you're talking about Krobus, he can be found in any season, though it's much harder to follow what to do without the footsteps in the snow that winter grants Last edited: Nov 21, 2024 sameperson_differentfont said: Pretty much what I said when I first saw it. Best part was that the first time I saw it, it was right next to the Wizard tower. At the time, I just assumed the Wizard was dabbling in the dark arts again, or that his ex-wife sent "something" new after him. Is it the yeti, who cried the frozen tears? i swear to god i saw the same thing, it was summer 14th, year three, i am scared now, this happened 5 minutes ago Sites list world seeds with day one ancient seed, early fairy, or two, but there is another feature that can be used for a fun start in spring - rain chains - multiple rainy days close to each other. It can be crops watering skip day but if there are enough rainy days you may plant crops and never manually water them! 6 rain days for potatoes or kale, and 7 for spring seeds. Seed: 401737999 - early rain, good for cafish fishing if you can handle it at low fishing levels... nothing special though Seed: 401995590 - post-festival 6 rainy days + 1 later on. You can use that with strawberries, or you can farm gold and buy A LOT of kale or potato seeds. 30 000 gold is almost 425 kale or 600 potato seeds. Profit-wise 600 potatoes is equal to around 140 strawberries planted post-festival... but 600 is a way cooler number :P The game can start as usual, but getting wild seeds should be priority - get CC unlocked at day 5, get seeds at day 6 and plant them + whatever you can craft so you have many more of them for the 13th: Clear the fields for the seeds and then: This used most of my stashed iridium Chubs for energy :P Even better seed - 402232680 :) lots of spring/summer rain, witches, and stuff like that. For anyone wanting to know, the most rain you can get in spring year 1 in 1.6 is 18 rainy days (!!!), the seed is 422049544 and it is literally the only 18 rainy day spring seed out of all 2 billion + seeds. Looks crazy: Also has a very early iridium bar, Y1 red cabbage ;)5th won't be raining though. 5th won't be raining though. With 1.6 rng, the 5th never rains I believe (the predictor is broken in this regard, when it says it'll rain on the 5th it's wrong, someone I know already messages mouseypounds abt it) sameperson_differentfont said: How did you find this and how do you know that it's the only one???? That's crazy! Someone in a technical community ran a check with seed finding software for literally every seed (not including 'shadow' seeds obviously which should operate all the same for rain), there are something like 5(?) 17 rainy day seeds and only the single lonely 18 day one Someone in a technical community ran a check with seed finding software for literally every seed (not including 'shadow' seeds obviously which should operate all the same for rain), there are something like 5(?) 17 rainy day seeds and only the single lonely 18 day one I didn't know Doctor Strange played Stardew Valley With 1.6 rng, the 5th never rains I believe (the predictor is broken in this regard, when it says it'll rain on the 5th it's wrong, someone I know already messages mouseypounds abt it)Someone in a technical community ran a check with seed finding software for literally every seed (not including 'shadow' seeds obviously which should operate all the same for rain), there are something like 5(?) 17 rainy day seeds and only the single lonely 18 day one What's the seeds with 17 rains? NoteII use Google Translate, I apologize for grammatical errors or partial loss of meaning of the text. I will be very grateful for the adjustmentsA little conversationHello, as you have known for a long time, there is a phone version of our favorite game, And we all want to play with our friends, some on PC, some on console. But what to do if this is not possible, you play on your phone, and multiplayer, alas, is only tested and works only on a local networkDecisionZeroTier - Free LAN simulation program for both PC and Telephone. Search in the browser "Zerotier"Here is the official website: site looks the same on the phone and PC, the only difference is the size, so all the information about the site will only be on the phoneNote:Only the network creator needs registration, no matter who does it1. go to the site 2. Create a network 3.In the browser, when logging in, a network menu will open, Once you've created your network, you have to share the 16-character code with your friend The free version will work for us, I don't think you need more than 10 people for Stardew ValleyPhone:Download the application from the official website or the official download tool "Google Play" "Apple Store"PC:download from the official website No settings need to be changed except for the name and description, everything already worksFriends & Creator: In the app, find the "Add Network" In the app, find the "Add Network" button Enter or scan the code (the QR code is scanned only by the camera, Therefore, in our situation, it is a little useless) on PC the program works in a miniature window by pressing the right mouse button on the PC the connection is indicated by a check mark If you have this situation, Then it is necessary that the creator of the network turns on the public mode for a short tim How to see your IP?On the phone: tap on your network and below will be informationOn the PC: right-click on the program, your network, Managet Addresses Unfortunately, the post has a maximum of 10 images, so I tried to highlight the most important ones... I hope you will find all the informationThank you for reading my post, I really hope that I helped you, alas, but I haven't yet found how to open a chat on my phone and I assume that it hasn't been added yet. Therefore, you will have to use some application for communication.PS:Yes, you CAN play on PC and PHONE on 1 SERVERIf you have any questions, don't hesitate to ask Hi everyone, my fianc is playing on an iPad, and Im on an iPhone. How can we play together? Hi everyone, my fianc is playing on an iPad, and Im on an iPhone. How can we play together? As long as neither of you has the Apple Arcade version of the game, you should be able to play together. Hi everyone, my fianc is playing on an iPad, and Im on an iPhone. How can we play together? you need a completely identical version of the game, since you have IOS it will be convenient to findThis program is also available on Apple products if I'm not mistaken this is the correct link, if it doesn't open, find "ZeroTier One" in the App Storeall actions are the same as on PC and Android. to create a network you need to follow the steps from the post at the very beginning Newko, can you help me? I follow your tutorial, but at the moment that I want to host a farm, my bf from his iphone cant join me, I connected his phone and mi pc to the zero tier one network, but idk what is my mistake Newko, can you help me? I follow your tutorial, but at the moment that I want to host a farm, my bf from his iphone cant join me, I connected his phone and mi pc to the zero tier one network, but idk what is my mistake Check the version of the game, especially the build, because somewhere 1 digit may differ due to different platforms and you cannot see each otherAlso check the IP that the application gives, try to connect from a PC to its world, if it works out, then you have done something wrongAre you connected to the network in the same way? Put it in public mode and try againThe build can be viewed by clicking on the "?" in the game menu, and the necessary information will be displayed on the bottom left Screenshot_20250210-143442.jpg Hi Newko, thanks for the tutorial, Ive been trying to make this multiplayer over internet happen with my friends. Currently weve been able to connect through zerotier and ping each other managed ip, but in the end we still cant connect to the host farm. So, maybe is there anything that need to be set again related to port or anything else within the zerotier?Were all currently using iOS with the same version from app store. Thanks! Hey guys o/I've been working on a tool to help you find the IDs of every single item in Stardew Valley updated for the 1.6 update: With the new two 1.6 changes:- Unique string IDs- New gender replacer dialogue commandIt's now possible to spawn any item in the game, however, some of the items IDs are too big, but now we can bypass the pet's textbox width limit without breaking the item ID using the new dialogue command. Using the copy feature of this tool you can do this for any item.Feel free to use it, but do it at your own risk :) Last edited: Mar 22, 2024 Pretty nice to have regardless if I plan to use it (just to search items in the code, etc.).Thanks Oh this is great, now I can applease my completionist heart and acquire the small handful of things that are unobtainable on my main save (after backing it up). I've searched item IDs before but couldn't find the ones I needed. Thankyou. Hey guys o/I've been working on a tool to help you find the IDs of every single item in Stardew Valley updated for the 1.6 update: With the new two 1.6 changes:- Unique string IDs- New gender replacer dialogue commandIt's now possible to spawn any item in the game, however, some of the items IDs are too big, but now we can bypass the pet's textbox width limit without breaking the item ID using the new dialogue command. Using the copy feature of this tool you can do this for any item.Feel free to use it, but do it at your own risk :) How exactly do I bypass the character limit, [Book_Friendship] is too long to enter as a name and its the only book I cant seem to find. Even if I do the whole copy paste thing as shown in the reddit post the name still gets cut off and no item is added to my inventory, How exactly do I bypass the character limit, [Book_Friendship] is too long to enter as a name and its the only book I cant seem to find. Even if I do the whole copy paste thing as shown in the reddit post the name still gets cut off and no item is added to my inventory, If you just need the friendship book it is from the prize machine in mayor luis's house How exactly do I bypass the character limit, [Book_Friendship] is too long to enter as a name and its the only book I cant seem to find. Even if I do the whole copy paste thing as shown in the reddit post the name still gets cut off and no item is added to my inventory, The reddit post I've mentioned is just what I've used for inspiration to make this tool, if you want to copy an item with a longer ID you must use the copy button in the website (it will copy with some extra characters to bypass the limit), for example: If that doesn't work, note that the character limit depends on Stardew Valley's language, this tool was tested with english/portuguese/chinese/german, but I'm not sure if other languages have larger characters, if the chicken exploit doesn't work in your language, please let me know. Hey guys o/I've been working on a tool to help you find the IDs of every single item in Stardew Valley updated for the 1.6 update: With the new two 1.6 changes:- Unique string IDs- New gender replacer dialogue commandIt's now possible to spawn any item in the game, however, some of the items IDs are too big, but now we can bypass the pet's textbox width limit without breaking the item ID using the new dialogue command. Using the copy feature of this tool you can do this for any item.Feel free to use it, but do it at your own risk :) Thank you for this! Unfortunately, I was looking for the Auto-Grabber item ID, but no luck anywhere yet.My mistake, I thought they were all on one page so I tried to search using the browser search, sorry! Last edited: Mar 29, 2024 The reddit post I've mentioned is just what I've used for inspiration to make this tool, if you want to copy an item with a longer ID you must use the copy button in the website (it will copy with some extra characters to bypass the limit), for example: If that doesn't work, note that the character limit depends on Stardew Valley's language, this tool was tested with english/portuguese/chinese/german, but I'm not sure if other languages have larger characters, if the chicken exploit doesn't work in your language, please let me know. Hi, I had a problem with the glitch. Instead of giving me the item, It give some bugged out text instead. Hi, I had a problem with the glitch. Instead of giving me the item, It give some bugged out text instead.View attachment 21770 This tool was mainly designed to be used when buying a chicken, you can still switch to "Player name" when pressing the "Copy more" button, however it might not work if the item ID is too large: Last edited: Apr 12, 2024 Hey guys o/I've been working on a tool to help you find the IDs of every single item in Stardew Valley updated for the 1.6 update: With the new two 1.6 changes:- Unique string IDs- New gender replacer dialogue commandIt's now possible to spawn any item in the game, however, some of the items IDs are too big, but now we can bypass the pet's textbox width limit without breaking the item ID using the new dialogue command. Using the copy feature of this tool you can do this for any item.Feel free to use it, but do it at your own risk :) Hey so I love this tool and have used it to obtain a couple odds and ends (like two Prismatic Shards after making it to level 99 *three times* without getting a single one), but the process of buying and selling animals is a bit tedious. How does the batch copy work? I'd like to be able to obtain singles of a few items all with one animal, but I wanted to ask if that was the purpose of batch copying or not. I can't seem to figure it out! Hey so I love this tool and have used it to obtain a couple odds and ends (like two Prismatic Shards after making it to level 99 *three times* without getting a single one), but the process of buying and selling animals is a bit tedious.How does the batch copy work? I'd like to be able to obtain singles of a few items all with one animal, but I wanted to ask if that was the purpose of batch copying or not. I can't seem to figure it out! Hey @Squelmp! thanks for reaching out, you can either start a batch copy by pressing the third button in the table (add/remove one to batch) or by pressing the "Copy more" (2nd) button and add up to 999 items to the batch. Once you do this they'll turn green like so: Items added to the batch should instantly go to your clipboard, you just have to erase the whole chicken name and press Ctrl+V, in this example it would spawn all of these items at once. ^^ Hi! Quick questionDoes the character bypass also work for the first pet you get early on (cat or dog)? Or does it only work when buying chickens? Hi! Quick questionDoes the character bypass also work for the first pet you get early on (cat or dog)? Or does it only work when buying chickens? @Trovs I've tried many NPC dialogues but seems to me that it only works with Marnie's animals, for all other dialogue glitches I could only spawn items using the ones that fit in the player's name (You can still copy more than 3 by breaking lines though [that's what the "Player Name" option in the Copy More does btw] [still only works for small item ids]) Thank you for the list. Very, very helpful(C Brasil? Valeuzo Agriculturist > Shepherd > CoopmasterAgain, Artisan is one of the best professions in the game. 40% is such a massive deal, and you should have some processing already as you get to lvl 10 farming, there's really no beating that.Agriculturist is still nice if it grants you an extra harvest, but in the end Artisan will still get you more money if you process your harvests.If you've taken the animal route, Shepherd grants you a nice boost to wool gains, and barn animals are generally worth more than coop animals (EVEN if you make use of the bonus incubation time of Coopmaster), which leaves Coopmaster as the worst level 10 profession.MiningLevel 5: Miner (+1 ore per vein) > GeologistMetal bars are a key to successful growth, making Miner one of the best professions in the game. Sprinklers, processing equipement, tool upgrades, you name it - almost all upgrades in the game require metal bars, and +1 ore each vein stacks up really fast. Geologist isn't all that bad, the extra money comes in handy, especially once you're done upgrading, but more metal will almost always beat more money.Level 10: Prospector (Chance to find coal doubled) > Blacksmith > Gemologist > ExcavatorProspector isn't all that good, in all honesty, but since Miner is amazing, and most people don't sell metal bars, it's the best out of the four. Extra coal is good, but you can always buy it in a pinch.Blacksmith is actually amazing, it's +500 gold on each iridium bar if you come to a point of selling iridium bars, and is my own preferred profession as a minmaxer, but most people just don't sell bars, so I'll rate it as the second profession.If you've gone Geologist, then Gemologist will do you more good with the extra 30% money, as geodes aren't worth that much. I'd only go Excavator if I was hunting minerals for my museum collection.ForagingLevel 5: Gatherer (Chance for double harvest of foraged items) > ForesterForaging is not that important of a skill, so most of the professions are rather underwhelming. That said, Gatherer is pretty nice, especially when you have pigs. There isn't much use for it though, a lot of forage items are worth very little.Forester is not that bad either, 25% extra wood may go a long way, but you can always just buy any wood you need, and its level 10 professions are terrible. So, all things considered, Gatherer beats Forester.Level 10: Botanist (Foraged items are always highest quality) > Tracker > Lumberjack > TapperBotanist is surprisingly good. It saves inventory space whenever you go foraging on your way, and if you have pigs, it really makes a difference. Also beats other three options by A LOT.Tracker is a little underwhelming. It's okay if you need to find artifact spots for the museum, but otherwise I'd just go with Botanist anytime.Lumberjack is... bad. There is no other way to put it, hardwood is not a good resource, and you get so little of it anyway. It's a nice extra bonus if you went the Lumberjack route, but it's just way too bad compared to Botanist.And with all that, Tapper still manages to be even worse. Syrups are such useful crafting materials and sell for so little, you should never sell them to begin with. And 25% increase is just too little to make it worth it.FishingLevel 5: Fisher (Fish worth 25% more) > TrapperFishing professions might be the most balanced of all. Fisher is always good, since it's free money, but Trapper is a really interesting alternative. Crab pots might not be the best way of earning money, but getting a lot of them via the Trapper profession may be worth the effort. Still, if you don't want to invest too much in crab pots, Fisher will be the more solid choice for any playthrough.Level 10: Angler (Fish worth 50% more) > Mariner > Luremaster > PirateAgain, really close in terms of power. Angler is always good, so it's my recommendation, as more money is always good. That said, none of the four is really "bad", and you can pick whichever one you feel like playing with.Mariner allows you to make lots of sashimi out of low value fish, and sell the higher value ones for a pretty penny. You'll need to restock in bait often once you have a lot of crab pots, but a great profession overall.Luremaster is very convenient with a lot of recycling machines. Recycling should supply you in basic resources, while you still get some fish to sell or turn into sashimi. Still, it's worse than Mariner in terms of raw money.Pirate is probably the worst of them all, but you still get the Fisher 25% bonus, while getting some extra money from the chests. Still, I'd only recommend it if you wanted to do museum quickly, as more chests means more artifacts.CombatLevel 5: Fighter (All attacks deal 10% more damage) > ScoutThe Scout route is... bad. Sadly, the critical strike chance is too low to make it useful, and there is no reason to invest in it. On the other hand, consistent damage is solid, and killing enemies faster means more time spent mining. I'll always recommend Fighter as the better option, unless you just want to have some fun with random chance ^^.Level 10: Brute (Deal 15% more damage) > Acrobat > Defender > DesperadoAs I mentioned, more damage means more time mining. Brute will always be the best option on this behalf.Acrobat is a funny profession. Especially with hammers, using your special move more often can be almost as good as Brute's increased damage. However, since you need to pick Scout to gain access to this profession, I'd say it's still not worth it.Defender is meh. Sure, health is nice, but if you bring enough food to heal, it'll never be an issue, so you'd be better off with Brute. While it's not "bad", I'd call it a crutch, since you're missing out on some damage.Desperado relies on critting, therefore it's the worst of the bunch. Even with a full crit build it's just too bad to be relied on.With that, here are my recommendations for professions. Some of them can get close in certain scenarios, but you can't really go wrong with these. I hope this little guide has helped clear some questions, and good luck ^^ yooo this is helpful! thanks, i ought to link this to people when they ask about what to choose. i always forget the names of what's what so this helps quite a bit I have a link to a guide that I refer to like this, but it's suuuper outdated. Thanks for writing this one, replacing my old link with a link to this one! :giggle: I love the lumberjack route because when you grow a lot of trees, you never have trouble with hardwood. It's indeed a good number, I found much more hardwood per day and I never need to go specifically on hardwood spots do get it. I have so much hardwood that makes sense to me the existence of that machine that converts it to normal wood. Is it possible to switch professions? I am so new, I made a wrong choice..... Is it possible to switch professions? I am so new, I made a wrong choice..... Yes. Once you have access to the sewers the Dog statue on the left lets you reset one category for 10,000 I love the lumberjack route because when you grow a lot of trees, you never have trouble with hardwood. It's indeed a good number, I found much more hardwood per day and I never need to go specifically on hardwood spots do get it. I have so much hardwood that makes sense to me the existence of that machine that converts it to normal wood. Exactly! I love the lumberjack route because when you grow a lot of trees, you never have trouble with hardwood. It's indeed a good number, I found much more hardwood per day and I never need to go specifically on hardwood spots do get it. I have so much hardwood that makes sense to me the existence of that machine that converts it to normal wood. Same! Big fan of giant forests off near the train or replanting the southern forest frequently. Word is that switching to Agriculturist temporarily on Winter 28 for planting Ancient Fruit outdoors on Spring 1 is a pro move. Ancient Fruit planted on Monday (Spring 1) matures/harvests on Monday (Summer 1/Winter 1), which is a single day too late for that last harvest. So Agriculturist not only lets you harvest your entire field an extra time, but gives you 2 extra days to finish your Ancient Fruit planting and still be a Sunday morning Ancient Fruit farmer. Switch back to Artisan after planting. Of course this only makes sense if you have more than 5 Ancient Fruit to plant. For all those who wonder which level 5 and 10 profession for each skill is "better", here's my answer ^^. While all professions can be useful in some way, some of them are just straight out better than the rest, while some are better depending on your progress. The professions I recommend should work for any playthrough, even though sometimes they might be a little untailored.FarmingLevel 5: Tiller (Crops worth 10% more) > RancherPretty much no competition on this one. Unless you go for an animal-only playthrough or focus heavily on them, most of your earnings will come from crops, so it's better to increase these. Aside from that, Tiller offers better level 10 options.Level 10: Artisan (Artisan goods worth 40% more) > Agriculturist > Shepherd > CoopmasterAgain, Artisan is one of the best professions in the game. 40% is such a massive deal, and you should have some processing already as you get to lvl 10 farming, there's really no beating that.Agriculturist is still nice if it grants you an extra harvest, but in the end Artisan will still get you more money if you process your harvests.If you've taken the animal route, Shepherd grants you a nice boost to wool gains, and barn animals are generally worth more than coop animals (EVEN if you make use of the bonus incubation time of Coopmaster), which leaves Coopmaster as the worst level 10 profession.MiningLevel 5: Miner (+1 ore per vein) > GeologistMetal bars are a key to successful growth, making Miner one of the best professions in the game. Sprinklers, processing equipement, tool upgrades, you name it - almost all upgrades in the game require metal bars, and +1 ore each vein stacks up really fast. Geologist isn't all that bad, the extra money comes in handy, especially once you're done upgrading, but more metal will almost always beat more money.Level 10: Prospector (Chance to find coal doubled) > Blacksmith > Gemologist > ExcavatorProspector isn't all that good, in all honesty, but since Miner is amazing, and most people don't sell metal bars, it's the best out of the four. Extra coal is good, but you can always buy it in a pinch.Blacksmith is actually amazing, it's +500 gold on each iridium bar if you come to a point of selling iridium bars, and is my own preferred profession as a minmaxer, but most people just don't sell bars, so I'll rate it as the second profession.If you've gone Geologist, then Gemologist will do you more good with the extra 30% money, as geodes aren't worth that much. I'd only go Excavator if I was hunting minerals for my museum collection.ForagingLevel 5: Gatherer (Chance for double harvest of foraged items) > ForesterForaging is not that important of a skill, so most of the professions are rather underwhelming. That said, Gatherer is pretty nice, especially when you have pigs. There isn't much use for it though, a lot of forage items are worth very little.Forester is not that bad either, 25% extra wood may go a long way, but you can always just buy any wood you need, and its level 10 professions are terrible. So, all things considered, Gatherer beats Forester.Level 10: Botanist (Foraged items are always highest quality) > Tracker > Lumberjack > TapperBotanist is surprisingly good. It saves inventory space whenever you go foraging on your way, and if you have pigs, it really makes a difference. Also beats other three options by A LOT.Tracker is a little underwhelming. It's okay if you need to find artifact spots for the museum, but otherwise I'd just go with Botanist anytime.Lumberjack is... bad. There is no other way to put it, hardwood is not a good resource, and you get so little of it anyway. It's a nice extra bonus if you went the Lumberjack route, but it's just way too bad compared to Botanist.And with all that, Tapper still manages to be even worse. Syrups are such useful crafting materials and sell for so little, you should never sell them to begin with. And 25% increase is just too little to make it worth it.FishingLevel 5: Fisher (Fish worth 25% more) > TrapperFishing professions might be the most balanced of all. Fisher is always good, since it's free money, but Trapper is a really interesting alternative. Crab pots might not be the best way of earning money, but getting a lot of them via the Trapper profession may be worth the effort. Still, if you don't want to invest too much in crab pots, Fisher will be the more solid choice for any playthrough.Level 10: Angler (Fish worth 50% more) > Mariner > Luremaster > PirateAgain, really close in terms of power. Angler is always good, so it's my recommendation, as more money is always good. That said, none of the four is really "bad", and you can pick whichever one you feel like playing with.Mariner allows you to make lots of sashimi out of low value fish, and sell the higher value ones for a pretty penny. You'll need to restock in bait often once you have a lot of crab pots, but a great profession overall.Luremaster is very convenient with a lot of recycling machines. Recycling should supply you in basic resources, while you still get some fish to sell or turn into sashimi. Still, it's worse than Mariner in terms of raw money.Pirate is probably the worst of them all, but you still get the Fisher 25% bonus, while getting some extra money from the chests. Still, I'd only recommend it if you wanted to do museum quickly, as more chests means more artifacts.CombatLevel 5: Fighter (All attacks deal 10% more damage) > ScoutThe Scout route is... bad. Sadly, the critical strike chance is too low to make it useful, and there is no reason to invest in it. On the other hand, consistent damage is solid, and killing enemies faster means more time spent mining. I'll always recommend Fighter as the better option, unless you just want to have some fun with random chance ^^.Level 10: Brute (Deal 15% more damage) > Acrobat > Defender > DesperadoAs I mentioned, more damage means more time mining. Brute will always be the best option on this behalf.Acrobat is a funny profession. Especially with hammers, using your special move more often can be almost as good as Brute's increased damage. However, since you need to pick Scout to gain access to this profession, I'd say it's still not worth it.Defender is meh. Sure, health is nice, but if you bring enough food to heal, it'll never be an issue, so you'd be better off with Brute. While it's not "bad", I'd call it a crutch, since you're missing out on some damage.Desperado relies on critting, therefore it's the worst of the bunch. Even with a full crit build it's just too bad to be relied on.With that, here are my recommendations for professions. Some of them can get close in certain scenarios, but you can't really go wrong with these. I hope this little guide has helped clear some questions, and good luck ^^ I am going through my first play-through right now and this guide was SUPER helpful. Thank you! Word is that switching to Agriculturist temporarily on Winter 28 for planting Ancient Fruit outdoors on Spring 1 is a pro move. Ancient Fruit planted on Monday (Spring 1) matures/harvests on Monday (Summer 1/Winter 1), which is a single day too late for that last harvest. So Agriculturist not only lets you harvest your entire field an extra time, but gives you 2 extra days to finish your Ancient Fruit planting and still be a Sunday morning Ancient Fruit farmer. Switch back to Artisan after planting. Of course this only makes sense if you have more than 5 Ancient Fruit to plant. I don't think it works like this though, I think the Agriculturist has to be active during the entire growth period of the crop not just the planting phase. So if you were open to switching back and forth (using the sewers) you should really only have Artisan active the day before you want to sell. Its also important to remember that you can't switch your professions and get the bonuses during that night. In other words you need to Day 1: Switch to Artisan, Day 2: Put items in the shipping bin. Not sure if you could switch back your profession on day 2 or you would need to wait till day 3. I don't think it works like this though, See this forum reference and let me know what you think. I consider it a peer reviewed reference. For your convenience, here's the quote: Winter 28, Year 1: Go to the shrine in the sewer and reset your Farming perk. Choose Agriculturalist instead of Artisan. Don't sell any artisan products until you change this back, obviously.Spring 1, Year 2: Plant all your Ancient Fruit on Deluxe Speed-Gro. This will net a second harvest in Spring, one on the 20th and one on the 27th.Spring 2, Year 2: Go back down into the sewer and re-reset your farming perk to Artisan. The plant only checks the day you planted for your growth-related perk. See this forum reference and let me know what you think. I consider it a peer reviewed reference. For your convenience, here's the quote:Winter 28, Year 1: Go to the shrine in the sewer and reset your Farming perk. Choose Agriculturalist instead of Artisan. Don't sell any artisan products until you change this back, obviously.Spring 1, Year 2: Plant all your Ancient Fruit on Deluxe Speed-Gro. This will net a second harvest in Spring, one on the 20th and one on the 27th.Spring 2, Year 2: Go back down into the sewer and re-reset your farming perk to Artisan. The plant only checks the day you planted for your growth-related perk. Hmmm I'll have to test this. Thanks for the heads up! I'll argue with you on Pirate being the worst for fishing--I get a ton of geodes and metal bars and ore out of chests, and I have fished up Prismatic Shards in more than one game. It's not been at all unusual for me to regularly get lava geodes before I get anywhere near that level in the mines (and the faster you finish the boiler room, the faster you get the minecarts!). Yes, there are plenty of dud chests (1 rock? REALLY?), but when you get more chests period, you end up with many more chances for good treasures. Ditto on Pirate. I fish for the goodies. It's become one of the most fun parts of the game for me. Ditto on Pirate. I fish for the goodies. It's become one of the most fun parts of the game for me. Same! Like at first I saw Pirate and Excavator and thought "man opening more chests and geodes looks like a lot of fun" but also it turns out that museum completion is way harder than simple profit, and those two skills help with that much more than any of the alternatives. I've even switched over to Tracker in the later days of my current save just to be efficient in hunting down those out of the way forest and town artifact spots.So of course, the real question is "optimal for what?" I've just started and am into my first summer when I had to choose a profession. This is an amazing guide. Clear and easy to read. Thank you so much. Decided on Fisher as I enjoy the mini game right now and am struggling to make money. For all those who wonder which level 5 and 10 profession for each skill is "better", here's my answer ^^. While all professions can be useful in some way, some of them are just straight out better than the rest, while some are better depending on your progress