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## Stardew valley spring seeds grow time

The end of spring is coming, and I don't want to waste any of my spring seeds (wild seeds) on crops that will die before they are harvestable. How many days do they need to grow/what's the last day I can plant them and still have a harvest? Comments Community Content Sharing is available under CC-BY-SA, unless otherwise stated. From Stardew Valley Wiki This page is for crops that grow on processed land. For fruit that grows on trees, see Fruit Trees. Crops are plants that are grown from seeds to be harvested for profit, food, or gifting. In general, each crop is seasonal. It can only be planted during the designated season, and when the seasons change (after the 28th day), the crop will wither and die. However, multi-season crops (i.e. Old Fruit, Coffee Beans, Corn, Sunflower and Wheat) will continue to grow throughout all specified seasons. Basics Monsters Monsters (either on the Wilderness Farm or enabled by the Dark Shrine or Night Terrors on a farm) have no effect on crops. Crows Crops can be eaten by Crows when there are more than 15 crops growing and there is no Scarecrow within reach. Farm animals Farm animals never trample or destroy crops. They may get in the way of planting or harvesting efforts, but will never cause damage to crops. Fertilizing and planting Follow (tottingered) farmland should be processed with the How to fertilize or plant there, an activity that consumes some of the daily energy of the player, as reflected on the energy bar. A tile can be watered (using the Watering Can) only after it has been processed, which consumes more energy. Seeds and fertilizer are placed individually on a processed tile using the left-click control, or on multiple tiles by continuously holding on to the right-click control or left-clicking control and moving the cursor and/or player. Since plants and fertilization do not require tool use, these activities do not consume the player's energy. Only one type of fertilizer may be used on a particular tile at a time. Some fertilizer must be placed on a tile before a seed is planted, other species can be placed before or after planting a seed. Watering can be done at any time after maching, and free, either before or after fertilizing and/or planting, without taking into account the order. Trellis Crops Some crops require a railing that can't be walked through, so you have to plan your crop layout the right way. Trellis crops can be walked through once they are dead. The available trellis crops are Green Bean, Hop, and Grape. Grow Times page excludes the day on which the seeds were planted. If planting on the first of a season, a 5-day crop will be ready for harvest on day 6, not day 5. In this case, the number can be seen as the number of nights needed to grow the crop. Fertilizer and the agriculturist profession are not taken into account on this page, but the effects may be cropped pages. Crops should be sprayed every day for maximum growth. If unwatered for a day, a crop will not grow. Unwatered crops don't die, but they won't grow either. If a seed is planted in unwatered soil and is not watered the same day, it will not grow that night. Growth will begin the next night. The growth times on this page assume that the seeds are watered on the day they are planted. Planting after midnight does not impose a fine (it still counts as being planted on the present day). End of season On the 1st of each season, all crops that are no longer in the season will expel and die, leaving behind a dead crop. When a dead crop is left at the beginning of a season it will keep the soil was planted on processed, which will reduce the amount of manual processing and water that should be done at the beginning of a season. Dead crops can be removed with a ser ser. Multiseason crops that are still in season (i.e., corn planted in the summer when transitioning to autumn) will not with and will just continue to grow. Mature crops that are ready to harvest will dissipate and die when transitioning to a new season, however. Giant Crops Cauliflower, melons, or pumpkins planted in a 3x3 pattern can randomly combine in a giant crop. Giant crops drop 15-21 items when harvested with an axe, which takes three hits. At the beginning of each day, every possible 3x3 grid of crops (including overlaps) has a 1% chance of growing into a giant crop, as long as the center crop is matured and watered, and all constituent crops are of the same type. Giant crops will not necessarily appear on the day the crops end up growing; it may happen every day that these criteria are met. [1] Giant crops do not die at change of season like other crops. As with Wild Seeds, the soil can be stems under a giant crop, causing fertilizer to be lost. Giant crops cannot grow in the greenhouse or with garden pots. Giant Crops Cauliflower Melon Pumpkin Crop Quality The quality of the crops comes in three levels: regular, silver and gold. The quality is determined when a crop is harvested. Normally, harvested crops are almost all of regular quality, with a few at higher quality levels. The average quality can be increased by planting seeds in fertilized soil. Increasing Farming Skill also increases the chances of harvesting a quality crop. If a seedmaker turns a higher quality crop into seeds, the seeds are no more likely to produce higher quality crops when they are and harvested. Higher quality crops command higher prices when sold, and deliver greater energy and health benefits when eaten. If given as a gift to an NPC who loves or loves the crop, a silver or gold quality crop gives a higher number of friendship points. Crop quality has no effect on the health of cooked food or energy gains, or on the quality of the craft goods produced. The quality star of a crop in the inventory is is to animate when it is of the highest possible quality (gold). However, with regard to v1.2, this animation only takes place for flower crops. For crops that produce multiples at harvest (i.e. Coffee Bean, Blueberry, Cranberries), basic and quality fertilizers affect only the first crop produced. That is, only 1 in 4 coffee beans is affected at each harvest; only 1 out of 3 blueberries is affected, etc. Gold per day Calculations do not take into account fertilizer or the tiller or agriculturist professions. Variations are shown in or below each table, if any. It is believed that the crop is soaked on the day of planting. The general formula is: Minimum Gold per Day = ((Max Harvests × Sale Price per harvest) – Seed price) / Growth Days Growth Days = Days to Maturity + ((Max Harvests – 1) × Days to 1 Grow) Days to maturity and days to grow are listed in each table. Max Harvesting is normal 1, but for crops that continue to produce, it is the actual number of harvests that can be obtained during the growing season(s). Selling price per harvest is normally the same as the selling price of a normal quality crop. Additional crops are not counted because their occurrence is rare, except in the case of potatoes. The chance of an extra potato is =25%, much greater than with any other crop. For example, the selling price per harvest is 1.25 × 80 instead of 1 × 80. In the case of plants that always give &gt;1 article per harvest (e.g. Coffee bons, blueberry, Cranberry) the selling price per harvest = number of crops per harvest × selling price for one item. Example: Cranberries Max Harvests = 5 Selling price per harvest = 2 berries × 75g = 150g Seed Price = 240g growth days = 7 + (((5 – 1) × 5) = 27 Gold per day = (5 × 150 – 240) / 27 = 18.89g Spring Crops Blue Jazz The flower grows in a bulb to invite as many butterflies as possible. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Harvest Sells For Restores Used In Jazz Seeds Pierre's: 30g JojaMart: 37g 50g 62g 75g data-sort-value=00 18 45 20 63 28 81 36 Lucky Lunch 1 day 2 days 2 days 2 days Total: 7 days =2.86g/d Cauliflower Valuable, but slow growing. Despite its pale colour, the florets are full of nutrients. Cauliflower can become a giant crop. Coffee Bean Plant in spring or summer to grow a coffee plant. Place five beans in a barrel to make coffee. Each plant delivers 4 beans per harvest with a small random chance of more beans. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used In Coffee Bean Traveling Cart: 2,500g Dust Sprite (1% chance) 15g 18g 22g Inetable Coffee 1 day 2 days 2 days 3 days 2 days Total: 10 days Regrowth:2 2 days =-20.74g/d 120.77g/d 225.56g/d 3 1 Travelling Cart (2 seasons) 2 Dust Sprite / Harvested bean (1 season) 3 Stof Sprite / Harvested bean (2 seasons) Garlic adds a delicious zestiness to dishes. High quality garlic can be pretty spicy. Available from year 2+. Green Bean A juicy juicy bean with a cool, sharp snap. This crop uses a trellis, and continues to produce after maturity. Kale The waxy leaves are delicious in soups and stir-fry. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Harvest Sells For Restores Used In Kale Seeds Pierre's: 70g JojaMart: 87g 110g 137g 165g data-sort-value=0020 5 0 22 70 31 90 40 Salmon Dinner Stir fry 1 day 2 days 2 days 1 day Total: 6 days =6.67g/d Parsnip A spring cockroach closely related to the root. It has an earthy taste and is full of nutrients. Potato A widely cultivated tuber. Yield 1 Potato at harvest, with a chance to produce an average of 0.25 extra potatoes. 1 potato per harvest 2.125 potatoes per harvest Rhubarb The stems are extremely sharp, but make a great dessert when sweetened. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used In Raubarb Seeds Oasis: 100g 220g 275g 330g Inedible Raubarb Pie 2 days 2 days 2 days 3 days Total: 13 days =9.23g/d Strawberry A sweet, juicy favourite with an attractive red colour. Continues to produce after maturity. When harvested, each strawberry plant gives 1 strawberry every 4 days, with a small random chance for more strawberries. Seeds Stage 1 Stage 2 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used in Strawberry Seeds Egg Festival: 100g 120g 150g 180g data-sort-value=0020 50 22 70 31 90 40 Demetrius (Loved gift) Maru (Loved gift) Maru (Beloved gift) 1 day 1 day 2 days 2 days 2 days Total: 8 days Regrowth:4 days =20.83g/d 1=11.67g/d 2 1 Planted on spring 1 2 Planted on spring 13/14 Tulip The most popular spring flower. Has a very faint sweet smell. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Harvest Sells For Restores Used in Tulip Bulb Pierre's: 20g JojaMart: 25g 30g 37g 45g data-sort-value=0018 25g 45 20 63 28 81 36 Evelyn (Beloved gift) 1 day 1 day 2 days 2 days Total: 6 days =1.67g/d Unmilled Rice Rice in its rawest form. Run this through a mill to increase the value. Seeds Stage 1 Phase 2 Phase 3 Phase 4 Harvest sells for recoveries used in Rice Shoot Pierre's: 40g 30g 37g 45g data-sort-value=0001 3 1 4 1 5 2 Rice 1 day 2 days 1.1 day 2.2 days 1.1 day 2.3 days Total: 8 days 1Total: 6 days 2 -1.25g/d 1 =-1.67g/d 2 1 Unirrigated 2 Irrigated Summer Crops Blueberry A popular berries reported to have many health benefits. The blue skin has the highest dietary concentration. Continues to produce after maturity. Each plant produces 3 blueberries at harvest, with =2% chance of more blueberries. Corn One of the most popular grains. The sweet, fresh cobs are a summer favorite. Continues to produce after maturity. Can be grown in summer or autumn. 1 1 season 2 2 seasons Hop A bitter, spicy flour used to taste beer. Hops use a trellis, and continue to produce after maturity. Seeds 1 Stage 2 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used In Hops Starter Pierre's: 60g JojaMart: 75g 25g 31g 37g data-sort-value=0018 45 20 20 28 81 36 Pale Ale 1 day 1 day 2 days 3 days 4 days Total: 11 days Regrowth: 1 day =13.52g/d Hot Pepper fiery hot with a touch of sweetness. Continues to produce after maturity. When harvested, each Hot Pepper plant gives 1 Hot Pepper every 3 days, with a small random chance for more Hot Peppers. Melon A cool, sweet summer treat. Melons can become a giant crop. Poppy In addition to the colourful flower, the Poppy has culinary and medicinal uses. Radish A fresh and refreshing root vegetable with hints of pepper when eaten raw. Red cabbage Often used in salads and coleslaws. The color can vary from purple to blue to green-yellow, depending on the soil conditions. Available from year 2+. Starfruit An extremely juicy fruit that grows in hot, humid weather. Slightly sweet with a sour undertone. Not to be confused with Stardrop. Summer Spangle A tropical bloom that thrives in the humid summer air. Has a sweet, spicy aroma. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Harvest Sells For Restores Used in Spangle Seeds Pierre's: 50g JojaMart: 62g 90g 112g 135g data-sort-value=0018 2 45 20 63 28 81 36 Caroline (Beloved gift) 1 day 2 days 3 days 2 days Total: 8 days 5g/d Sunflower A common misconception is that the flower rotates, so it is always faced with the sun. Harvesting a sunflower will also produce 0-2 Sunflower seeds. Sunflowers can be grown in summer or autumn. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Harvest Sells For Restores Used In Sunflower Seeds Pierre's: 200g JojaMart: 125g 80g 100g 120g data-sort-value=0018 45 20 63 63 63 28 81 36 Oil Dye Bundle Haley (Loved gift) 1 day 2 days 3 days 2 days Total: 8 days -15g/d 1-5.63g/d 2 1 Pierre's General Store, not good for recovered seeds 2 JojaMart, not good for reclaimed seeds Tomato Rich and slightly spicy, The Tomato has a wide range of culinary applications. Continues to produce after maturity. Each harvest produces 1 tomato, with a small random chance of more tomatoes. Wheat One of the most widely grown grains. Makes a great flower for bread and pastries. Can be grown in summer or autumn. Fall crops Amaranth A purple grain cultivated by an ancient civilization. Artichoke The bud of a thistle plant. The spiky outer leaves hide a fleshy, filling interior. Available from year 2+. Seeds Stage 1 Stage 3 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used In Artichoke Seeds Pierre's: 30g 160g 200g 240g data-sort-value=0012 1 1 1 30 13 42 18 64 24 Antichoke Dip Super Meal 2 days 2 days 1 day 2 days 1 day Total: 8 days 16.25g/d Bie A sweet and earthy root vegetable. As a bonus, the leaves make a great salad. Bok Choy The leafy vegetables and fibrous stems are healthy and tasty. Seeds Stage 1 Phase 3 Phase 4 Harvest sells for restorations used in Bok Choy Pierre's: 50g JojaMart: 62g 80g 100g 120g data-sort-value=0010 25 11 35 15 45 20 Super Meal 1 day 1 day 1 day 1 day Total: 4 days 7.5g/d Cranberries red berries are a traditional winter food. Delivers 2 berries at harvest, with a small random chance of more berries. Continues to produce after maturity. Eggplant A rich and healthy relative of the tomato. Deliciously baked or stewed. Continues to produce after maturity. When harvested, each eggplant shrub gives 1 eggplant every 5 days, with a very small random chance of more eggplants. Fairy Rose An ancient folk legend suggests that the sweet smell of this flower attracts fairies. Seeds Stage 1 Phase 3 Phase 4 Harvest sells for restores used in Pierre's Fairy Seeds: 200g JojaMart: 250g 290g 362g 435g data-sort-value=00 00 00 18 45 20 63 28 81 36 Evelyn (Beloved gift) Coat (Beloved gift) 1 day 4 days 4 days 3 days Total: 12 days 7.5g/d Grape A sweet cluster fruit. Grapes use a latticework, and continue to produce after ripeness. Pumpkin An autumn favorite, grown for its crunchy seeds and subtly flavored meat. As a bonus, the hollow bowl can be cut into a festive decoration. Pumpkins can become a giant crop. Yam A starchy tuber with a lot of culinary versatility. Winter crops There are no crops that grow in winter, except Winter Seeds, which produce winter fodder. Special crops old fruit It is dormant for eons. Grows in spring, summer or autumn. For availability, see Ancient Seeds. Seeds Stage 1 Phase 2 Phase 3 Phase 4 Phase 5 Harvest Sells for Restores Old Seeds Crafting Recipe: Free Travel Cart: 100-1,000g 550g 687g 825g Inedible 2 days 7 days 7 days 5 days Total: 28 days Regrowth: 7 days =57.14g/d\* \*Assume seed made free of Ancient Seed Artifact, grown for 3 seasons. Cactus fruit The sweet fruit of the prickly pear cactus. Can only be grown in the greenhouse or inside garden pots. Seeds Stage 1 Stage 2 Stage 3 Stage 4 Stage 5 Harvest Sells For Restores Used in Cactus Seeds Oasis: 150g 75g 93g 112g data-sort-value=0030 75 33 105 47 135 60 Exotic Foraging Bundle Linus (Loved gift) Pam (Loved gift) Sam (Loved gift) 2 days 2 days 2 days 3 days 3 days Total: 12 days Regrowth: 3 days =11.11g/d 1=24.11g/d 2 1 Planting Season 2 Every season after Mixed Seeds There is a bit of everything here. Plant them and see what grows! Mixed Seeds are a type of seed that can be planted in any season, except winter, to grow into any crop specific to that season. They can be found randomly when cutting weeds with a scum, by digging up dirt or sand with a hoe, or from a Seed Maker. The Forest Farm has a unique kind of weed that always drops Mixed Seeds when destroyed. Mixed Seeds will turn into the next seeds when planting. Note that Mixed Seeds Can Turn Into Artichoke Seeds During Year 1. Despite the Fact Artichoke Seeds are not normally available until year 2. Sweet Gem Berry It's by far the sweetest thing you've ever smelled. Grows in the fall. Seeds are for sale at the Traveling Cart Spring and summer, and rarely during autumn and winter. Can be donated to old master Cannoli in the Secret Forest in exchange for a Stardrop. Seeds Stage 1 Phase 2 Phase 3 Phase 4 Phase 5 Harvest sells for restores rare seed travel cart: 1,000g 3,000g 3,750g 4,500g Inedible 2 days 4 days 6 days 6 days 6 days Total: 24 days =83.33g/d\* \*Assumes Rare Seed purchased from Traveling Cart for 1,000g. Can be obtained for as little as 600g, but only rarely. Tea leaves Young tea plant leaves. Can be brewed in the popular, energetic drink. Grows in all seasons. Can be harvested every day during the last week of spring, summer and autumn (and winter as inside) Seeds Stage 1 Stage 2 Stage 3 Harvest Sells For Restores Used in Tea Sapling Crafting Recipe: Free 50g Oneedible Green Tea 10 days 10 days Up to and including 21st of the season Total: 20 days Regrowth: 1 day Wild Seeds Wild Seeds can be made from fed plants as soon as you learn the recipe at the right foraging level (spring at level 1, Summer at level 4, Fall at level 6, Winter at level 7). Each recipe will produce 10 seed packets. When planted, wild seeds will randomly grow into one of the foetal plants of that season. Regardless of what eventually grows, wild seeds all take the same amount of time to grow into adulthood (7 days, not counting the day planted). Since these seeds grow Fodder, they will be of iridium quality if the Botanist Profession is chosen. Artisan Goods Crops can be processed into Artisan Goods to increase their sales value. Most fruits and vegetables can be processed into Jelly and Pickles via a canned pot, or wine and juice via a barrel. Hops and wheat can be processed into Pale Ale or Beer via a barrel and coffee beans can be processed into coffee via a barrel. Performance There are 2 performance related to shipping crops. Polyculture (Ship 15 of each crop) Monoculture (Ship 300 of one crop) Consult the achievements page for a list of crops that will meet these achievements. Tip If you plant wheat on or before the 25th of the summer and leave it unharvested until the 1st of autumn, it will prevent processed soil and fertilizer from disappearing at the change of seasons. The wheat can then be harvested quickly with the Sage on day 1 of autumn, leaving processed and fertilized soil ready for fall crops. References 1 See Crop:nevDay in the game code. History 1.3: Seeds planted outside the normal growing season no longer disappear, the player is instead prevented from planting them. Cactus fruit can be grown from Cactus Seeds. Seeds.

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