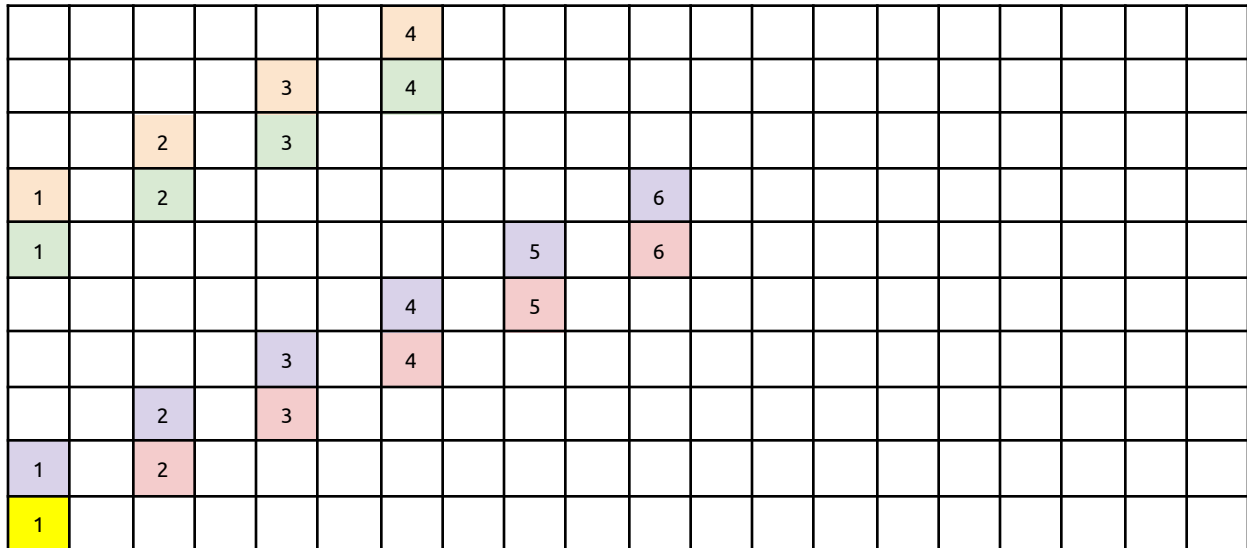


Clay Farming Guide - Stardew Valley

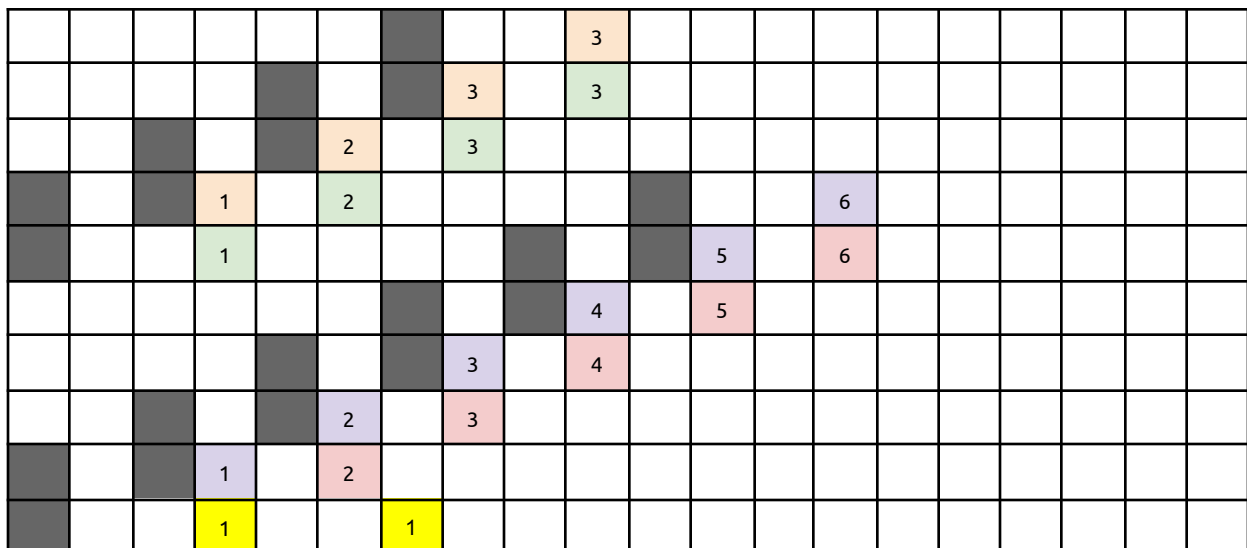
PC Version: Let's suppose that this 10x20 is your plot of land on the beach.

In order to dig in the correct order, start from Group 1 and dig tiles 1 - 6. Then proceed to the next group. This should give you an idea of the order in which to dig.

Group 1: **Red** (starting position **bright yellow**)
Group 2: **Green**
Group 3: **Purple**
Group 4: **Orange**

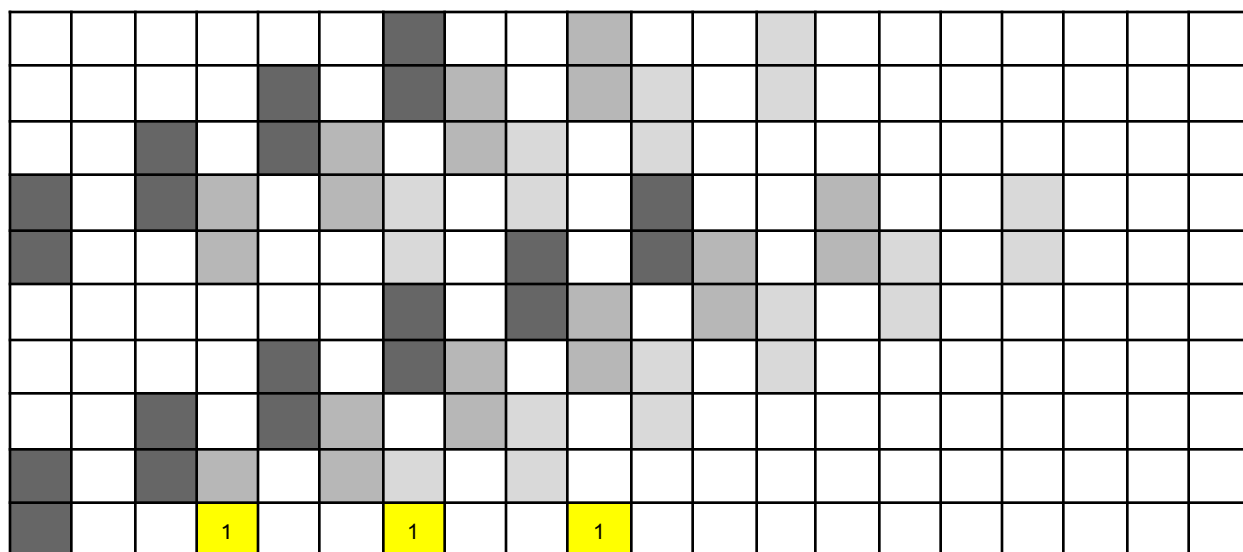


Now, pretend that the dark gray tiles are from the first pattern. This will help you visualize the pattern and how to continue.



You will continue this group across the board. Your new groups will start on the bright yellow tiles.

From a big picture perspective, optimally, without any untillable tile, these should be the tiles that should be dug:



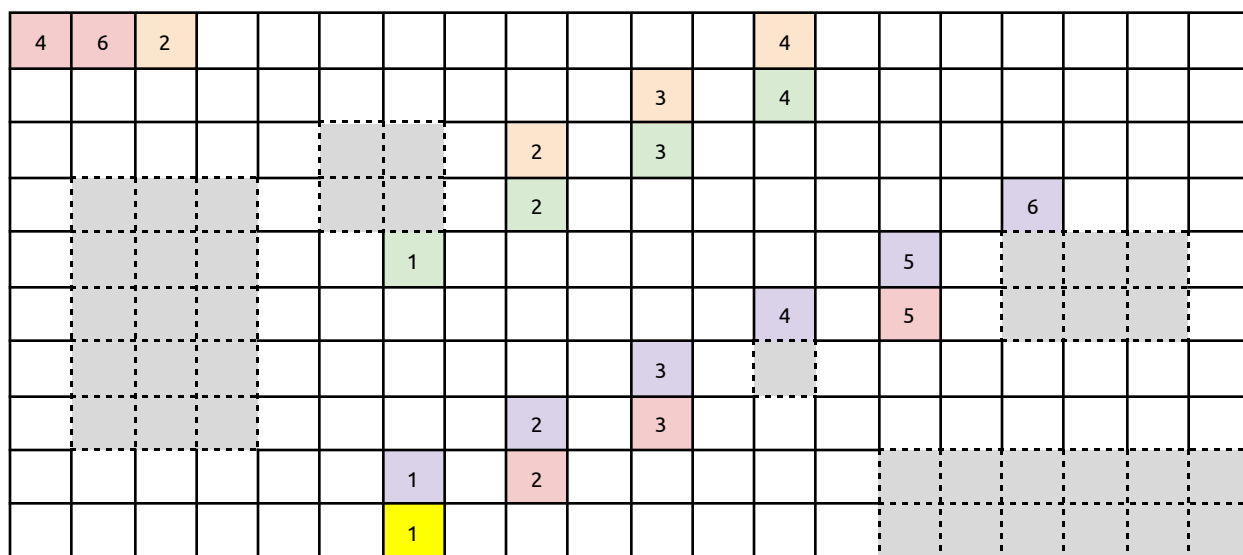
Tips to maintain the pattern:

- 1) If you mess up the pattern (dug the wrong spot), continue on the next tile as if you dug the previous tile correctly
- 2) If you come across an undiggable spot/obstacle/building, dig a spot far away as a placeholder and go on the next pattern tile.
- 3) There is a chance that clay just straight up doesn't spawn from the correct pattern; continue on the pattern

Expanding on:

- 2) If you come across an undiggable spot/obstacle/building, dig a spot far away as a placeholder and go on the next pattern tile.

Example: As a visual, assume that the gray, dotted-line tiles below are untillable.



Notice how the red 4 tile, the red 6 tile, and the orange 2 tile is tiled far away due to being obstructed by an untillable tile (it does not matter where, as long as you don't obstruct your pattern). You **NEED** to till a spot as a placeholder; otherwise, the pattern breaks.

Console (Switch/PS) Version: Due to different RNG mechanics across different platforms, a different pattern is needed. Unfortunately, it isn't as efficient space-wise as the PC version, but it is the next viable solution.

Let's suppose that this 10x20 is your plot of land on the beach.

THEORETICAL (NOT REALISTIC PATTERN):

Theoretically, the example below would be the best yield possible (assuming every tile you tilled gave you clay).

We'll represent everytime we reset the pattern as a new group color.

Group 1: **Red** (starting position **bright yellow**)
Group 2: **Green**
Group 3: **Light Purple**
Group 4: **Orange**
Group 5: **Blue**
Group 5: **Dark Purple**
(etc...)

								5		6		7		8		9		10	
						4		5		6		7		8		9			
				3		4		5		6		7		8					
		2		3		4		5		6		7							
1		2		3		4		5		6									
1		2		3		4		5											
1		2		3		4													
1		2		3															
1		2																	
1																			

REALISTIC PATTERN:

However, you'll notice that some tiles don't give you clay at random. When this happens, immediately till the tile to the right of the tile that did not give you clay and continue the diagonal upward pattern. Therefore, in your world, the example below might give you an idea of what is realistically going to happen. Notice that you reset this pattern quite a lot more often due to tiles that don't drop clay.

We'll represent everytime we reset the pattern as a new group color.

Group 1: **Red** (starting position **bright yellow**)
Group 2: **Green**
Group 3: **Light Purple**

Group 4: **Orange**
 Group 5: **Blue**
 Group 5: **Dark Purple**
 Group 6: **Red Brown**
 Group 7: **Turquoise**
 (etc...)

																4			4	
													3				3		1	
											2			2	4					
									1			1	3							
						4			4		2									
				3			3		1											
		2			2	4														
1			1	3																
1		2																		
1																				

Note that when you run out of space from the top right, move back to the first column and till 1 tile above to reset the pattern.