STARDEN VALLEY is an open-ended “country-life role-playing game” that simulates life on a farm plot in a once-bustling town. Players learn they have inherited the plot from their grandfather and are invited to make both the plot and town thrive again using the right tools, dedication, and help from the villagers of Pelican Town.

**THEMES**

**RELATIONSHIP BUILDING**
As players spend time with villagers and choose from many dialogue options, they learn about their unique stories, tastes and personalities, and choose which ones to maintain relationships with.

**PROSOCIAL BEHAVIOR**
Players have many opportunities to help other characters and the town as a whole, by finding and bringing characters items they desire, bringing balance to the environment, keeping traditions alive, and even slaying monsters.

**PATIENCE AND PERSISTENCE**
Building farming skills requires time, dedication, and finding the right tools for the job. Waiting for the crops to grow only to have them eaten by birds invites players to build problem-solving skills and resilience.

**DISCUSSION PROMPTS**

- Who are some of your favorite villagers? What do you like about them? What kinds of questions have you noticed help you get closer to characters, and friends in the real world?

- In Pelican Town, many villagers care about keeping traditions alive. What are some traditions you practice with your family and friends that you plan to keep alive in the future? What makes them important to you?

- What are your favorite types of quests in the game? How do you feel when you help the villagers? How is this like (and not like) helping people in real life?

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