**Truffle Hunter Tycoon - Balancing Numbers Table**

**Truffle Values & Spawn Rates**

| **Truffle Type** | **Base Value ($)** | **Beginner Forest %** | **Oak Grove %** | **Ancient Woods %** | **Mystic Glade %** |
| --- | --- | --- | --- | --- | --- |
| Button Mushrooms | 3 | 40% | 25% | 10% | 5% |
| Summer Truffles | 18 | 35% | 35% | 20% | 10% |
| Black Truffles | 75 | 20% | 30% | 35% | 20% |
| White Truffles | 350 | 0% | 8% | 25% | 30% |
| Diamond Truffles | 1,750 | 4% | 2% | 8% | 20% |
| Golden Truffles | 7,500 | 0% | 0% | 2% | 12% |
| Poo Truffles | 30,000 | 0% | 0% | 0% | 3% |

**Pig Upgrade Costs & Effects**

**Sniffing Power**

| **Level** | **Cost ($)** | **Success Rate** | **Cumulative Cost** |
| --- | --- | --- | --- |
| 1 | 0 | 10% | 0 |
| 2 | 50 | 15% | 50 |
| 3 | 125 | 22% | 175 |
| 4 | 300 | 31% | 475 |
| 5 | 750 | 42% | 1,225 |
| 6 | 1,875 | 55% | 3,100 |
| 7 | 4,688 | 70% | 7,788 |
| 8 | 11,719 | 80% | 19,507 |
| 9 | 29,297 | 88% | 48,804 |
| 10 | 73,242 | 95% | 122,046 |

**Luck (Affects Rare Truffle Multiplier)**

| **Level** | **Cost ($)** | **Rare Multiplier** | **Cumulative Cost** |
| --- | --- | --- | --- |
| 1 | 0 | 1.0x | 0 |
| 2 | 100 | 1.2x | 100 |
| 3 | 250 | 1.4x | 350 |
| 4 | 625 | 1.7x | 975 |
| 5 | 1,563 | 2.0x | 2,538 |
| 6 | 3,906 | 2.4x | 6,444 |
| 7 | 9,766 | 2.8x | 16,210 |
| 8 | 24,414 | 3.3x | 40,624 |
| 9 | 61,035 | 3.8x | 101,659 |
| 10 | 152,588 | 4.5x | 254,247 |

**Speed (Reduces Time Between Mounds)**

| **Level** | **Cost ($)** | **Mound Interval** | **Cumulative Cost** |
| --- | --- | --- | --- |
| 1 | 0 | 5.0 sec | 0 |
| 2 | 75 | 4.5 sec | 75 |
| 3 | 188 | 4.0 sec | 263 |
| 4 | 469 | 3.6 sec | 732 |
| 5 | 1,172 | 3.2 sec | 1,904 |
| 6 | 2,930 | 2.9 sec | 4,834 |
| 7 | 7,324 | 2.6 sec | 12,158 |
| 8 | 18,311 | 2.4 sec | 30,469 |
| 9 | 45,776 | 2.2 sec | 76,245 |
| 10 | 114,441 | 2.0 sec | 190,686 |

**Location Unlock Costs**

| **Location** | **Reputation Required** | **Gold Required** |
| --- | --- | --- |
| Beginner Forest | 0 | 0 |
| Oak Grove | 50 | 500 |
| Ancient Woods | 500 | 10,000 |
| Mystic Glade | 2,000 | 75,000 |

**Retirement System**

**Retirement Requirements**

* **Truffles Found**: 100 total
* **Legendary Requirement**: 1 legendary truffle (White, Diamond, Golden, or Poo)

**Retirement Benefits Per Pig**

* **Price Bonus**: 2% increase to all truffle values
* **Passive Income**: 60 gold per minute (1 per second)

**Reputation Gains**

| **Action** | **Reputation Earned** |
| --- | --- |
| Find Button Mushroom | 1 |
| Find Summer Truffle | 2 |
| Find Black Truffle | 3 |
| Find White Truffle | 5 |
| Find Diamond Truffle | 10 |
| Find Golden Truffle | 25 |
| Find Poo Truffle | 50 |
| Retire a Pig | 100 |

**Achievement Reputation Rewards**

**Formula: 10 × Level²**

| **Achievement Level** | **Reputation Reward** |
| --- | --- |
| Level 1 (1st milestone) | 10 |
| Level 2 (2nd milestone) | 40 |
| Level 3 (3rd milestone) | 90 |
| Level 4 (4th milestone) | 160 |
| Level 5 (5th milestone) | 250 |

**Pig Academy Costs**

| **Action** | **Cost** |
| --- | --- |
| New Pig (after retirement) | Free |
| Pig Color Reroll | [TO BE DEFINED] |

**Game Balance Targets**

**Early Game (0-15 minutes)**

* **Target Income**: $1-500 per minute
* **First Retirement**: Around 15 minutes (100 truffles + 1 legendary)
* **Location Unlock**: Oak Grove accessible by 10 minutes

**Mid Game (15-60 minutes)**

* **Target Income**: $500-5,000 per minute
* **Multiple Retirements**: 2-4 professor pigs providing passive income
* **Location Unlock**: Ancient Woods by 30 minutes, Mystic Glade by 60 minutes

**Late Game (60-120 minutes)**

* **Target Income**: $5,000-20,000+ per minute (boosted by retired pigs)
* **Many Retirements**: 5-10+ professor pigs
* **Full Content**: All locations accessible
* **Victory Condition**: $1,000,000 total around 90-120 minutes

**Notes for Adjustment**

* **Passive Income**: Set to 60 gold/minute (1 per second) per retired pig
* **Weather Effects**: Removed - no weather system
* **Balance Testing**: All numbers subject to playtesting adjustment
* **Progression Curve**: Improved - Mystic Glade unlocks 60% earlier, targets 90-120 min victory
* **Retirement Integration**: Critical to progression - first retirement at ~15 minutes drives exponential scaling
* **End Game**: Post-victory content not planned for initial version

**Key Progression Improvements Made**

1. **Mystic Glade Cost Reduced**: 2,000 rep + $75,000 (down from 5,000 rep + $250,000)
2. **Faster Victory Target**: 90-120 minutes instead of 180+ minutes
3. **Retirement-Driven Scaling**: Passive income + price bonuses create exponential growth
4. **Smoother Content Unlocks**: New location every 30 minutes instead of 60+ minute gaps