# Unlockables

Unlockables are things which can modify the game experience. By increasing the game difficulty, improvements during gameplay are necessary to be able to achieve goals. Unlockables can be afforded to improve several components in the game. The player can get them in a **store**.

* **Unlockable:** Name of the unlockable
* **Value:** Costs of this unlockable
* **Effect:** The improvement this unlockable will create

**Toasts:**

|  |  |  |
| --- | --- | --- |
| **Unlockable** | **Value** | **Effect** |
| Toast (1. Grade) | 100 | * Risk of damaging toast in roasting process: -2% |
| Toast (2. Grade) | 200 | * Risk of damaging toast in roasting process: -4% * Size of toast: +5% |
| Toast (3. Grade) | 300 | * Risk of damaging toast in roasting process: -10% * Size of toast: +20% |
| Toast (4. Grade) | 400 | * Risk of damaging toast in roasting process: -20% * Size of toast: +40% |
| Toast (5. Grade) | 500 | * Risk of damaging toast in roasting process: -40% * Size of toast: +70% |

**Toasts value benefit:**

**Toaster:**

|  |  |  |
| --- | --- | --- |
| **Unlockable** | **Value** | **Effect** |
| Toaster (1. Grade) | 300 | * More time to roast the toast: +30% |
| Toaster (2. Grade) | 1000 | * More time to roast the toast: +80% |
| Toaster (3. Grade) | 3000 | * More time to roast the toast: +150% |

**Toaster value benefit:**

**Roasting fire:**

|  |  |  |
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| **Unlockable** | **Value** | **Effect** |
| Roasting fire (1. Grade) | 200 | * Faster Roasting: +10% * Risk of damaging toast in roasting process: +5% * Precise Roasting: +3% |
| Roasting fire (2. Grade) | 400 | * Faster Roasting: +20% * Risk of damaging toast in roasting process: +15% * Precise roasting: +10% |
| Roasting fire (3. Grade) | 600 | * Faster Roasting: +30% * Risk of damaging toast in roasting process: +25% * Precise roasting: +15% |
| Roasting fire (4. Grade) | 800 | * Faster Roasting: +50% * Risk of damaging toast in roasting process: +55% * Precise roasting: +22% |

**Toaster Value benefit:**