**Soft Reset**

In order for this idle game to become endless I propose that we use a method common to many other idle games. Including Clicker Heroes which has a similar ascension mechanic, http://clickerheroes.wikia.com/wiki/Ascension.

Once the player reaches a certain point (a fully grown planet with a high amount of wealth and population) they will have the option to destroy their planet and start again. Doing so rewards the player with a stackable permanent bonus (10% increased faith generation for example) and if additional incentive is required some premium currency will be rewarded as well.

The player will retain their Faith and all their items but will start a new planet from the beginning, growing it as before and seeing a different looking planet grow

The biggest issue here is that players will be losing the planet they have invested into, so perhaps a system that records images and statistics about previous planets could be implemented to encourage players to “collect” more completed planets and to gain more and more bonuses.

This method will mean that the game does not end for the players so they can continue to return to it potentially forever.