**Variables of Pocket Planet**

**Population Growth**

Population grows in relation to the population already on the planet

Population Growth Per minute = 0.5% of Population (Pop\*0.005)

Ex 1. Player has 100 Population they will gain 1 by the end of a minute.

Ex 2. Player has 1000 Population they will gain 10 by the end of a minute.

Population Can Also be added at a cost to faith

100 Population = 100 Faith?

**Faith Generation**

Wealth is the key generator but requires a sufficient level of population to fully harness a planets wealth

Faith Gain per minute  
1 Wealth + 1 Population = 0.5 Faith Point  
=(MIN(Wealth,Population)/2)

No faith is generated from excess population or wealth individually.

**Wealth Generation**

Wealth is added when players launch mineral loaded asteroids into their planet. The wealth added is proportional to the size of the asteroid as is the loss of population.

**Asteroid Collision With planet**

Wealth Gain +5 for every face on the asteroid (Mineral Asteroids only)  
Population Loss -2% for every face on the asteroid

Ex. If a player throws a mineral laden 6 sided asteroid at their planet then 60 wealth will be added and 6% of the player’s population will be lost

**Unconfirmed**

In order to prevent a planet from being so stocked with wealth they do not need to use asteroids anymore wealth decay as faith is generated could be implemented to prevent players from never needing to engage in the core mechanic (Asteroid throwing and Resource Management).

The Key is to balance the percentile changes to the Population variable with the fixed changes of the wealth variable by carefully deciding which asteroids to throw at the planet and deciding how long to wait to manage the population.