**Reward Schedule Statics**

Variable reward times

First Gift: Instant

Second Gift: 3 minutes

Third Gift: 6 minutes

Fourth Gift: 30 minutes

Fifth Gift: 1 hour

Sixth Gift: 3 hours

Seventh Gift: 6 hours

After the seventh gift, all the following gifts are 6hour intervals.

We will want the first two initial variable rewards to be enough on their own to purchase for example a spin on a Gacha machine

Gacha machine statics

* Costs 100coins per spin
* Completely random creature
* Can receive duplicates (you then gain 30coins instead)

Planting seeds & hatching eggs

* Results are completely random for what creature is unlocked