Variable-Ratio schedule

On each destruction of an enemy ship, there is a % chance for the player to receive a reward from a weighted random

Etc until all stages complete, final stage yields guaranteed highest rarity reward

Quest stage one completion yields random weighted reward, unlocks stage two quest

Tracked over repeated play sessions. Completion yields weighted random reward and unlocks next quest stage. Each subsequent stage is weighted increasingly in favour of higher tier reward.

**Quest stages**

Quest stage one completion yields random weighted reward, unlocks stage two quest

**Level instance challenge**

Challenge within single level instance, completion modifies quality of level reward

**Persistent objectives**

Tracked over repeated play sessions. Completion yields weighted random reward.

At level end, weighted random reward

**Fixed schedule reward**

**Level End**

**Level Start**