# TAPPY TOWN ECONOMY

## CHARACTERS TYPES

1. Normal – Rewarded through spin box
2. Rare – Purchasable by Tokens

Note: Characters and their cost are defined in an excel sheet.

## CURRENCIES/RESOURCES

### Coins (Soft Currency):

* Collected during gameplay.
* Appears frequently.
* Easy to accumulate.
* Use to buy rare characters.
* Use to resume gameplay after death.

### Tokens (Hard Currency):

* Collected during gameplay.
* Appears rarely.
* Hard to accumulate.
* Use to resume gameplay after death
* Use to spin a box.

### SPIN BOX REWARDS AND PROBABILITY

1. Character - 13%
2. Coins - 25%
3. Double balloon – 30%

(Player does not die immediately during the balloon sequence. One balloon pops while one remains.)

1. Enemy Shield - 30%

(Player doesn’t die after collides with enemy)

1. Token – 2%

### RESUME GAMEPLAY

Player can resume from the point player died in the current gameplay session using coins. The rules are,

* First resume of the day is free
* Second resume after that costs coins and tokens according to following table,

|  |  |
| --- | --- |
| First Resume | 100 coins |
| Second Resume | 300 coins |
| Third Resume | 500 coins |
| Fourth Resume | 700 coins |
| Fifth Resume | 1000 coins |
| All consequent Resumes | 5 Tokens |

If the player does not resume at any particular point above then the cost resets to First resume. The above range and its length should be tweakable.

### FREE GIFT

A free gift (gatcha following the spin box probability) is rewarded to player according to the following rules:

* First time player dies during the first session everyday.
* After that every <X> minutes.

### INCENTIVIZED ADS

* Player can earn <X> tokens by watching video ads.
* Video ads option is displayed to player every <X> minutes.

*Note: All values are tweakable.*