Rocket level caps: all major stats cap at lvl 6, starting from lvl 1

Engine; 10 base +( (LVL-1)\*(12)), caps at 70 engine power.

Fuel; 10 base +((LVL-1)\*(38)), caps at 200 fuel. Lose 5 fuel on obstacle hit, plus fuel drain from use

Frame; 1.0 base +((LVL-1)(0.5)), Rename to aerodynamics(?)

Shield; same formuala as fuel; note that shield loss form obstacle hit is 10

Weapons; flat cost $250

Max ammo; no cap. Flat cost; $20 for 20 bullets (if they are really bad at video games, they can just buy tons of ammo and shoot their way to mars)

$ bonuses;

Passing Earths orbit (100 “ft”); $100

Breaking Glass wall; $500

Obstacle destruction; $4