



Rewards Cheat Sheet

Split Rewards in 4 categories

Percentage of available coins in the system

Max number of items a player can purchase

The minimum level a player must be to buy

The amount items you physically have

The cost in actual money from your budget

CATEGORY

PRICE

LIMIT

LEVEL

STOCK

COST

FREE

0 - 1%



1/Player

Built-in ticket

Low

< 15%
maximum price

3



12% - 20%
of total players
max 40 for a crowd of 200

Spend 10% of the budget

Mid

45% - 55%
maximum price

2
different

3 < < 10

8% - 10%
of total players
max 20 for a crowd of 200

Spend 30% of the budget

High

85%
price

1
unique



4%
of total players
max 8 for a crowd of 200

60% of the budget

Engagement is between 70% to 85% of the registered audience

Rewarding 34% of them is more than enough

SYSTEM SETTINGS

Max Level
 14

Available XP
 95,000

Available Coins
 9,000



JENNY BALEGA

5 13,000 1,500



LV 3
Wooden Sword
 1,000

Low-level low-cost item



LV 4
Extra Attempt
 1,350

Low-level high-cost item



LV 8
Iron Sword
 3,800

Mid-level low-cost item



LV 10
Iron Shield
 4,050

Mid-level high-cost item

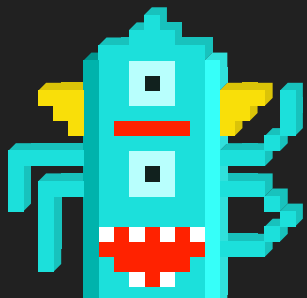


LV 12
Magic Ice Sword
 7,650

High-level items should be so expensive there's no option to get anything else



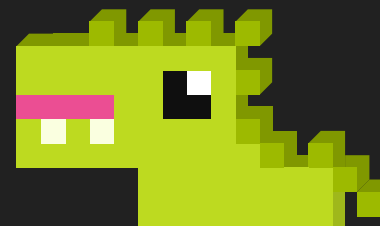
LV 13
Unicorn
 8,500



Rewards should feel like they include everything

The level, the experience, the journey, the power to choose and the access to items.

The object, product, certificate or whatever the player receives is a prize that celebrates all the work.



REWARD THE JOURNEY.

Not the activity.

Rewards are earned not deserved.

Put players in a position where they have to choose and take risks.

Players in the same level will value rewards differently. While some will risk everything on the highest rewards, others will be happy getting more lower level rewards.

Players with the same amount of money will be in different levels and vice-versa.

That's how by setting the rewards restricted by two variables we ensure only those really engaged to receive the best items.