Trait	Description	Number Increments		Status	Suggested Tweaks			Testing Status	Match Testing			Status
Batsman Traits		**Level 2**	**Level 3**		**Tweak 1**	**Tweak 2**						
Opener	10% rating boost if batting in 1st or 2nd position	15%	20%		-	-		Tested	Tested			
Middle	10% rating boost if batting in 3rd or 4th position	15%	20%		-	-		Tested	Tested			
Finisher	15% rating boost if batting in the last 3 overs	20%	25%		-	-		Tested	Tested			
Spin hunter	15% rating boost if facing a Spin bowler	20%	25%		-	-		Tested	Tested			
Seam Hunter	15% rating boost if facing a Seam bowler	20%	25%		-	-		Tested	Tested			
Quick Reload	Special Ability bar retains 1 unit after use			Needs to be Tweaked	SA bar retains 1 unit after use and increases chances of a 4 on the next ball by 0%/10%/15%	-		Tested	Tested			
Shock Jock	Higher chances of 4 and 6 for the first 2 deliveries (No Drop in 4 & 6% for first 2 Deliveries)	10%	15%	How much Higher?	0%/10%/15% More chance of 4 & 6 for the first 2 deliveries	-			Tested			
Inspiration	10% power boost to striker if this batsman is at non-strikers end	15%	20%		-	-		Tested	Tested			
Juggernaut	Probability for 6 will not reduce after a succesful sixer	2	3	Needs to be Tweaked		Probability does not reduce for the next 1/2/3 Balls after a successful sixer		Tested	Not working	The icon starts flashing after you click on the 6 button. Not after a successful sixer	the probability was at 71% for the 1st six, then dropped down to 68% for the 2nd and then to 64% fo the 3rd	tested on staging...its working
Horde	10% power boost to both batsmen if the partnership exceeds 20 runs	15%	20%		-	-						
Maestro	Batsman starts with 3% extra confidence	6%	9%		-	-		Tested	Tested			
Adrenaline	Every sixer adds 5% power boost	7%	9%		-	-		Tested	Tested			
Flash	Shot probability for 1 will be at least 50%	60%	70%		-	-		Tested	Tested			
Final Charge	Gains 5% power boost every over until batsman comes out to bat (upto 30%)	upto 36%	upto 42%		Gains 5%/6%/7% power boost every over until batsman comes out to bat (upto 35%, 45%)	-		Tested	Tested			
Counter Attack	Gains 6% power boost every wicketfall until batsman comes out to bat (upto 30%)	upto 36%	upto 42%		Gains 5%,6%,7% power boost every wicketfall until batsman comes out to bat (upto 30%/36%/42%)	-		Tested	Tested			
Tail Marshall	10% power boost if batting in the 6th or 7th position	15%	20%		-	-						
Tsunami	Gains 8% confidence boost in the first 2 times	12%	16%		-	-		Tested	Tested			
Doom-Duo	Both batsmen get 20% boost if partnership crosses 70 runs	25%	30%		-	-		Tested	Not working	At level 3 passive the power boost to both batter was 26 %		At level 3 passive the power boost to the batman and is patner was 27% and 28% respectively
Swift Reload	Special Ability charges up even on a 4 (except while Special Ability is active)			Needs to be Tweaked	Special Ability charges up even on a 4 but reduces the probability of scoring the next 4 by 20%/15%/10%	-		Tested	Tested			
Charge Reload	Special Ability charges up even on a 6 (except while Special Ability is active)			Needs to be Tweaked	Special Ability charges up even on a 6 but reduces the probability of scoring the next 6 by 20%/15%/10%	-		Tested	Tested			
Flash Xtreme	At least 70% chance of taking 2s, if batting 3rd or 4th	75%	80%		-	-		Tested	Tested			
Jump Start	20% Rating Boost if facing a Spin Bowler while batting in 4th, 5th, 6th, 7th overs.	25%	30%					Tested	Tested			
Gladiator	10% Rating Boost on every 6 after Partnership exceeds 30 Runs	15%	20%					Tested	Tested			
Leader	Increments power of players coming in on every wicket fall by 5% (5%,10%...) until this player	6% (30%)	7% (35%)					Tested				
Annihilation	Flat 10% probability boost on 4's & 6's against Yorkers in the last 3 overs.	15%	20%					Tested				
Bowler Traits		**Level 2**	**Level 3**		**Tweak 1**	**Tweak 2**						
Blitz Striker	10% rating boost if bowling in the first 3 overs	15%	20%		-	-		Tested	Tested			
Death Specialist	10% rating boost if bowling in the last 3 overs	15%	20%		-	-		Tested	Tested			
Middle Breaker	8% rating boost if bowling in the 4th, 5th, 6th or 7th overs	10%	15%		-	-		Tested				
Accurate	50% nerf to LHB-RHB pair will not affect the bowler power	60%	70%		-	-		Tested				
Golden Arm	20% power boost if the partnership exceeds 20 runs	25%	30%		-	-		Tested	Tested		*Conducted a hygiene test for Bowling	
Cold Feet	-40% reduction in shot probability for taking 2s	50%	60%		-	-		Tested	Tested			
Blockhole	30% power boost on Yorker deliveries	40%	50%		-	-		Tested	Tested			
Deadbolt	Chances for 6 limited to 79%	69%	59%		-	-		Tested	Tested			
Rout	50% wicket chances on a Miss for first 3 deliveries of a batsman's innings	60%	70%		-	-		Tested	Tested			
Noose	Chances for 6 limited to 69% for the first 3 overs	59%	49%		-	-		Tested				
Miser	Boundary chances reduced by 8% flat in the 4th, 5th and 6th over	15%	20%		-	-		Tested				
Intimidate	Batsman gains 3% less confidence boost [1]	6%	9%		-	-		Tested	Tested			
Force Play	-25% reduction in Single chances in the next delivery after a boundary	30%	40%		-	-		Tested	Tested			
Headhunt	60% wicket chance on a miss while bowling a Short ball/Bouncer	65%	75%		-	-		Tested				
Reverse Swing	10% power boost on Out Swingers in the last 2 overs	15%	20%		-	-		Tested				
Right Breaker	15% Power boost if bowling in the 4th, 5th, 6th and 7th Overs against RHB.	20%	25%		-	-						
Rhythm	Chances for 4 Limited to 69% in the 4th, 5th, 6th and 7th Overs.	59%	49%		-	-						
Partnership Brea	50% Wicket Chance on a Miss if Partnership exceeds 30 Runs.	55%	70%		-	-		Tested				
Guard								Tested	Tested			
Cramp								Tested				

200	0.05	10	5
	0.1	20	7.5
	0.15	30	10
	0.2	40	12.5
	0.25	50	15
	0.25	50	20
			25
			30
			35
			40
			45

Change the Cash Sink Required to Observe Cash Sink Required Values for each Level

World Class Players	Cash Sink			Styles	
	Trait	Level 2 [2]	Level 3 [3]	3,1,3	3,2,2
	Trait 1	7,000,000	13,000,000	20,000,000	20,000,000
	Trait 2	7,000,000	13,000,000	0	7,000,000
	Trait 3	7,000,000	13,000,000	20,000,000	7,000,000
With 4 Level Upgrades	**Total**			**40,000,000**	**34,000,000**

Trait	Tokens Needed/Trait Level
Trait - Level 2	200
Trait - Level 3	400
Total	**600**

Cash Sink Required per Player per Level Upgrade [4]	Cash/100 Tokens [	Cash/Token
19,000,000	3,200,000	32000

Styles	Players in a Team	Cash Sink Required to Level up All Players [6]	Cash Sink Required per Player	Max Cash Sink Required to Max Levels of One Player (3,1,3)	Max Cash Sink Required to Max Levels of One Player (3,2,2)	
	11	400,000,000	36,363,636	40,000,000	34,000,000	
Style 1	**Cash Sink Reqd to Level up all Players (3,1,3) [Assuming all Players are upgraded through this style]**			**440,000,000**		
Style 2	**Cash Sink Reqd to Level up all Players (3,2,2) [Assuming all Players are upgraded through this style]**				**374,000,000**	
Style 3	**Cash Sink Reqd to Level up all Players (3,2,2) & (3,0,3) [Assuming Half levelled up through (3,2,2) & half through (3,0,3)]**			240,000,000	170,000,000	**410,000,000**

[7]

Brilliant Players	Cash Sink			Styles
	Trait	Level 2	Level 3	3,3
	Trait 1	7,000,000	13,000,000	20,000,000
	Trait 2	7,000,000	13,000,000	20,000,000
	Trait 3	-	-	-
With 4 Level Upgrade	**Total**			**40,000,000**

COMBINATIONS

Level(No. of upgrades)	Combinations with 5 Level Upgrades			Two Traits to Level 3 & One
	Trait 1	Trait 2	Trait 3	
	2(1)	3(2)	3 (2)	
	3(2)	2(1)	3(2)	
	2(1)	3(2)	3(2)	

Level(No. of upgrades)	Combinations with 4 Level Upgrades			Two Traits to Level 3 & One Trait to Level 3 & Two Traits to Level 2	
	Trait 1	Trait 2	Trait 3		
	3(2)	0(0)	3(2)		3,1,3
	0(0)	3(2)	3(2)		3,2,2
	3(2)	3(2)	0(0)		
	3(2)	2(1)	2(1)		
	2(1)	3(2)	2(1)		
	2(1)	2(1)	3(2)		
	2(1)	3(2)	2(1)		
	3(2)	2(1)	2(1)		

Trait	Tokens Needed/Trait Level
Trait - Level 1	50
Trait - Level 2	200
Trait - Level 3	400
Total	**700**
Total (All Passives)	**16500**

Based on the Plan that 50 Trait Tokens will be requied to unlock a Passive Trait i.e Level-1 & Passive Traits will

Legend	Definition
Trait A,B,C	A,B,C will be 3 different traits randomly picked out of the 39 traits we have.
Normal Trait Token Box	Not Rarity Based
Rarity Based Trait Token Box	3 Different Rarity's of Trait Boxes (1 Star, 2 Star, 3 Star)

Note: There are two types of Trait Boxes Proposes (TYPE 1 & TYPE 2), we can choose either one which fits better into our system.

TYPE 1

Normal Trait Token Box				
Trait Tokens/Box	**Trait A**	**Trait B**	**Trait C**	**Total**
90 Trait Tokens	30	30	30	90

Primary Source of Trait Tokens

	AQ Trait Tokens				
Mode	**Personal Reward**	**Trait Tokens Earned/Week**	**Trait Tokens Earned/Month**	**Trait Tokens Earned/3 Months**	**Trait Tokens Earned/6 Months**
Easy	1 Trait Box	180	720	2160	4320
Medium	1 Trait Boxes	180	720	2160	4320
Hard	2 Trait Boxes	360	1440	4320	8640
Expert	3 Trait Boxes	540	2160	6480	12960

Exclusive Source of Trait Boxes inside Season Pass [Elite Pass]

	Season Pass				
Type	**Trait Boxes**	**Trait Tokens Earned/Month**	**Trait Tokens Earned/3 Months**	**Trait Tokens Earned/6 Months**
Free				0
Elite	4 Trait Boxes	360	1080	2160

Note for Type 1: With 6 Months of continuous Engagement in AQ + Season Pass, user can max out about **10** Players provided he has enough Cash to do so.

Calibration: Median Engaged users should be able to Max Out 1 Player every 2 Months. (1200 Tokens)

Assuming Median Engagement in AQ for each Mode

Mode	No. of Trait Boxes	Median AQ Personal Reward reached/Week	Median AQ Personal Reward reached/2 Months	No. of Trait Tokens Collected	Median Probability (1/18) Trait Tokens collected of 1 specific trait in 1 Week	Median Probability (1/18) Chance Trait Tokens collected of 1 specific trait in 2 Months	Worst Probability (1/41 Chance) Trait Tokens collected for 1 specific trait in 2 Months
Easy	1	2	16	1440	600	160	40
Medium	1	2	16	1440	20	160	40
Hard	2	3	24	2160	30	240	60
Expert	3	3	24	2160	30	240	60

TYPE 2

Rarity Based Trait Token Box			
Trait Tokens/Box	**Trait A**	**Trait B**	**Trait C**
1 Star	30	30	
2 Star	80	40	40	
3 Star	120	40	40	40

Primary Source of Trait Tokens

	AQ Trait Tokens					
Mode	**Personal Reward**	**Trait Tokens Earned/Week [$]**	**Trait Tokens Earned/Month [$]**	**Trait Tokens Earned/3 Months**	**Trait Tokens Earned/6 Months**	**Matches Played**
Easy	1 Star Trait Box	60	240	720	1440	
Medium	1 Star Trait Box	60	240	720	1440	
Hard	2 Star Trait Box	160	640	1920	3840	
Expert	Two 2 Star Trait Boxes	320	1280	3840	7680	

Exclusive Source of 3 Star Trait Box [Elite Pass]

	Season Pass			
Type	**Trait Boxes**	**Trait Tokens Earned/Month**	**Trait Tokens Earned/3 Months**	**Trait Tokens Earned/6 Months**
Free	Two 1 Star Trait Boxes	60	180	360
Elite	Four 3 Star Trait Box + Free Pass Rewards	540	1620	3240

Note for Type 2: With 6 Months of continuous Engagement in AQ + Season Pass, user can max out about **8** Players provided he has enough Cash to do so.

Mode	Matches Played (10 Ovr Equiv.)	Trait Tokens	Worst Case Matches To Unlock 1 Trait	Median Matches To Unlock 1 Trait	Best Case Matches to unlock 1 Trait Token
Easy	1	30	30	12	3
Medium	1.5	30	45	18	4.5
Hard	2	40	60	24	6
Expert	2	40	60	24	6

Gold	Time Taken
	100 Brilliant Shards
	30 Levels of TP
	Dusting Logic

Platinum

Median Time Taken to Unlock 1 Passive

Star Up Type	100 Shards	TP to Star Up	Dusting Logic (Wall Times)	Match Wins	Matches Played
Brilliant 1* -> 2*	12 Days (STW Source)	20 Days (TN Source)	6 Hours	60	75
WC 1* -> 2*	24 Days (STW Source)	38 Days (TN Source)	12 Hours	120	150

926.5818182 38.60757576

480 20

Shards From STW

League	Brilliant Shards	Stars accum. in a Day	Spins in a Day	BS Accumulated/Day	BS Accumulated/ Month	BS Accumulated in 3 Months	BS Accumulated in 6 Months
Bronze	0	0	1	0	0	0	0
Silver	2.1	9	1	3	81	243	486
Gold	3	8	1	3	103	309	617
Platinum	6	10	1	8	247	741	1481
Master	6	9	1	8	232	696	1392
HPL	6	20	5	17	518	1555	3110
Total				**39**	**1181**	**3543**	**7086**

TP from STW

League	TP/Spin [11]	Stars accum. in a Day	Spins in a Day	TP Accumulated/Day	TP Accumulated/ Month	TP Accumulated in 3 Months	TP Accumulated in 6 Months
Bronze	2400	9	1	2400	72000	216000	432000

Silver	2400	9	1	3086	92571	277714	555429
Gold	4500	8	1	5143	154286	462857	925714
Platinum	4500	10	1	6171	185143	555429	1110857
Master	4500	9	1	5799	173957	521871	1043743
HPL	4500	20	3	12960	388800	1166400	2332800
Total				**35559**	**1066757**	**3200271**	**6400543**

Can be used as rewards for tiered based system

League	Brilliant Shards	Stars accum. in a Day	Spins in a Day	BS Accumulated/Day	BS Accumulated/ Month	BS Accumulated in 3 Months	BS Accumulated in 6 Months
Bronze	0	9	1	0	0	0	0
Silver	0.7	9	1	1	27	81	162
Gold	1	8	1	1	34	103	206
Platinum	2	10	1	3	82	247	494
Master	2	9	1	3	77	232	464
HPL	2	20	3	8	173	518	1037
Total				**13**	**394**	**1181**	**2362**

Trait Box Composition

Add 1/3 Probability of getting Trait Set

1/14 Probability of getting any Trait Token from a particular Trait Set

Trait A	Trait B	Trait C
Opener	Shock Jock	Flash
Middle	Inspirator	Final Charge
Finisher	Juggernaut	Counter Attack
Spin hunter	Horde	Tail Marshall
Seam Hunter	Maestro	Tsunami
Quick Reload	Adrenaline	Doom-Duo
Blitz Striker	Deadbolt	Swift Reload
Death Specialist	Rout	Reverse Swing
Middle Breaker	Noose	Right Breaker
Accurate	Mixer	Rhythm
Golden Arm	Intimidate	Partnership Breaker
Cold Feet	Force Play	Charge Reload
Blockhole	Headhunt	Flash Xtreme
Gladiator		Jump Start

Rarity	Probability of getting 30/40 Tokens of one particular trait	To Play (Quests) to unlock 1 Trait	Time Required To Play (Quests) in Weeks
1 Star	2.38%	126	42
2 Star	4.76%	63	21
3 Star	7.14%	7	2.380952381

AQ	Success Probability of getting 30/40 Tokens of one particular trait	Matches
3 Star Box	560	100
	40	7
	40	7
2 Star Box	190.4	100
	40	21
	120	63
1 Star Box	95.2	100
	40	42
	120	126

For Reference

TYPE 2

	Rarity Based Trait Token Box			
	Trait Tokens/Box	Trait A	Trait B	Trait C
1 Star	30	30		
2 Star	80	40	40	
3 Star	120	40	40	40

Total Cash Generated in 3 Months/6 Months (League Wise)

3 Months

Median Values in Millions

League	WT	League (3 Months)	Spin the Wheel (3 Months)	Season Pass (Free Tier) for 3 Months	Total	Current Cash Balance
Gold	128	32	93	54	**307**	67
Platinum	176	44	111	54	**385**	88
Master	292	49	104	54	**499**	100
HPL	292	113	233	54	**693**	164

6 Months

Median Values in Millions

League	WT	League (6 Months)	Spin the Wheel (6 Months)	Season Pass (Free Tier) for 6 Months	Total	Current Cash Balance
Gold	128	65	185	108	**486**	33
Platinum	176	89	222	108	**595**	43
Master	292	97	209	108	**706**	50
HPL	292	227	467	108	**1093**	58

Median Cash Balance

Ladder	q25	q50	q75
1	642,000	1,002,000	2,045,500
2	3,356,250	5,301,000	8,710,125
3	8,440,500	13,625,150	21,178,620
4	14,360,250	23,524,750	34,122,000
5	14,344,500	28,543,150	45,867,250
6	15,235,000	34,582,000	57,991,770
7	11,465,375	27,790,200	59,118,880
8	12,943,500	31,482,850	64,284,120
9	17,050,500	40,576,500	77,481,000
10	17,805,500	44,110,500	87,461,500
11	16,629,400	42,862,000	89,672,250
12	18,683,275	41,828,500	86,221,620
13	22,435,750	46,898,500	95,174,500
14	22,634,375	53,180,545	110,706,400
15	22,236,554	50,231,250	94,694,120
23	25,810,500	58,893,745	163,992,800

Cash Sources

S. No	Main Sources
1	World Tour
2	League
3	Spin the Wheel
4	Season Pass
5	Daily Goals

1 **World Tour Completion**

Country	Cash Source (in M)
1	2.57
2	9.33
3	18.15
4	24.45
5	30.7
6	42.15
7	48.49
8	54.75
9	61.05
Total	**292**

2 **League Matches**

League	Cash/Win	Median Matches	Median Match Wins	Cash Accumulated/ Day (in M)	Cash Accumulated/ Month	Cash Accumulated in 3 Months	Cash Accumulated in 6 Months
Bronze	62500	2	2	0.125	4	11	23
Silver	75000	4	3	0.225	7	20	41
Gold	90000	5	4	0.360	11	32	65
Platinum	102500	6	5	0.492	15	44	89
Master	120000	6	5	0.541	16	49	97
HPL	125000	12	10	1.260	38	113	227
Total				**3**	**90**	**270**	**541**

3 **Spin the Wheel**

League	Cash/Spin [13]	Stars accum. in a Day	Spins in a Day	Cash Accumulated/ Day (in M)	Cash Accumulated/ Month	Cash Accumulated in 3 Months	Cash Accumulated in 6 Months
Bronze	0.3	7	1	0.3	9	27	54
Silver	0.45	9	1	1	17	52	104
Gold	0.9	8	1	1	31	93	185
Platinum	0.9	10	1	1	37	111	222
Master	0.9	9	1	1	35	104	209
HPL	0.9	20	3	3	78	233	467
Total				**7**	**207**	**620**	**1241**

4 **Season Pass (Free Tier)**

League	Cash Accumulated/ Month	Cash Accumulated in 3 Months	Cash Accumulated in 6 Months
Bronze	10	30	60
Silver	10	30	60
Gold	18	54	108
Platinum	18	54	108
Master	18	54	108
HPL	18	54	108
Total	**92**	**276**	**552**

		1-3rd august users					
		cash					
		league	q25	q50	q75		Users
		1	750,000	1,411,000	3,256,500		3,291
		2	3,829,500	6,250,500	11,411,500		1,853
		3	8,389,875	15,782,750	27,851,500		1,788
		4	11,159,500	25,246,500	43,889,500		2,349
		5	9,236,000	27,446,500	52,157,500		2,007
		6	8,948,750	28,912,500	61,043,750		1,491
		7	8,312,250	23,325,750	57,882,380		1,864
		8	9,809,000	25,335,250	62,372,500		1,462
		9	12,830,000	33,422,500	72,438,750		1,007
		10	15,128,750	41,614,750	77,761,040		914
		11	21,973,188	52,167,000	98,850,120		882
		12	24,524,000	61,488,000	112,184,500		613
		13	28,996,000	66,044,604	119,005,000		569
		14	32,601,500	69,186,210	119,051,200		703
		15	31,442,125	72,003,293	126,148,700		928
		23	38,684,000	86,755,500	138,272,000		99

[1] Change description, does not convey accurately

[2] Rounded Off Values

[3] Rounded Off Values

[4] Divided by 2 since there are only two Level Upgrades i.e Level 1->2, Level 2->3

[5] Divided by 6 as only Level 2,3 Upgrades require Cash Sink. Thus Computing Cash Required per 100 Tokens.

[6] This will be the input number, can check via data as to the Median Cash Balance of Users.

[7] Assuming Probability to be 50%

[8] 2 times Personal Reward

[9] 8

[10] Assuming Probability to be 50%

[11] Assuming Probability to be 50%

[12] Assuming Probability to be 50%

[13] Assuming Probability to be 50%