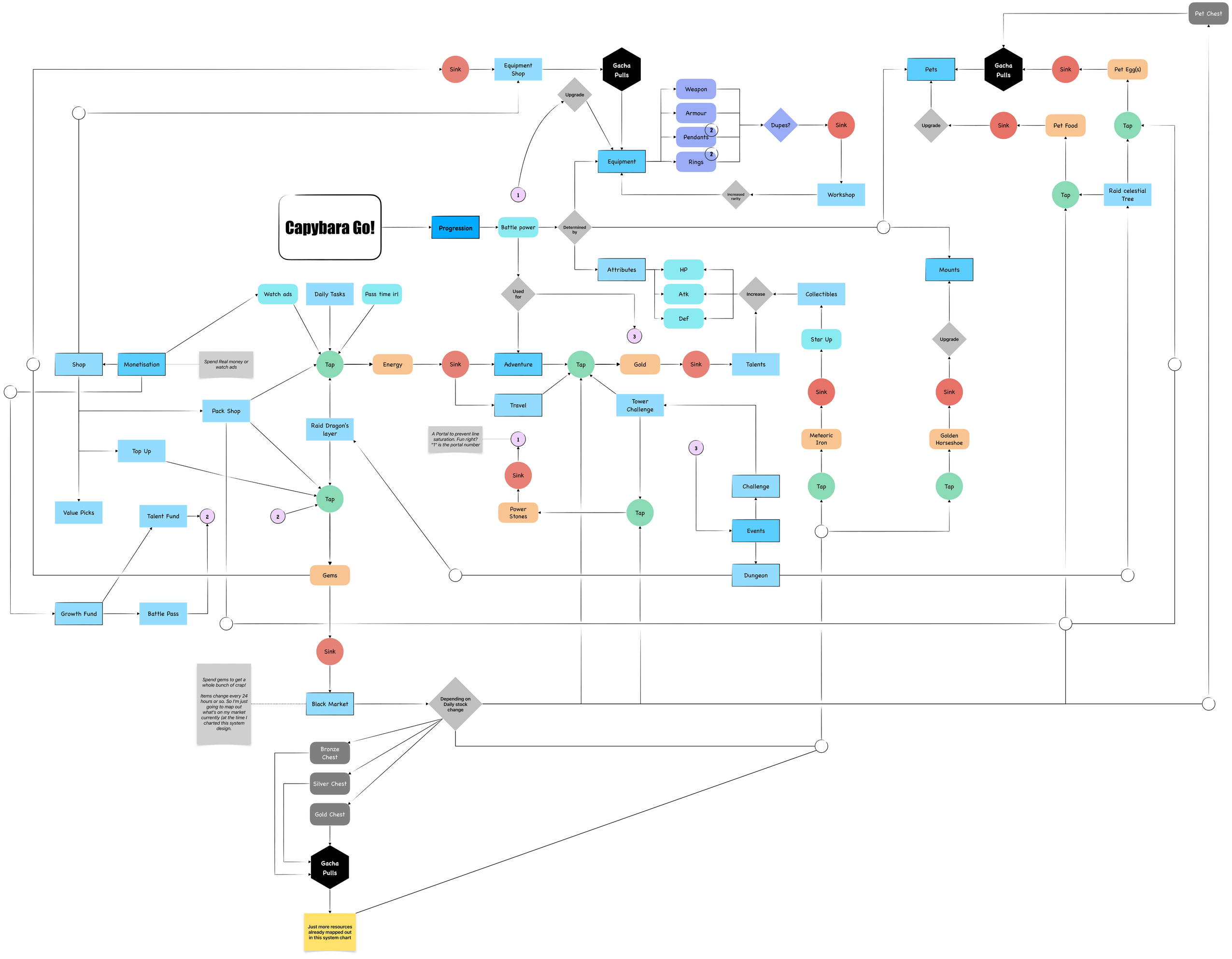
Capybara Go!
Progression
Battle power
Determined by
Used for
Attributes
HP
Atk
Def
Increase
Collectibles
Star Up
Sink
Meteoric Iron
Tap
Talents
Sink
Gold
Tap
Sink
Adventure
Travel
Tap
Energy
Tap
Tower Challenge
Challenge
Events
Dungeon
Sink
Power Stones
Tap
A Portal to prevent line saturation. Fun right? "1" is the portal number
Equipment
Equipment Shop
Sink
Gacha Pulls
Upgrade
Weapon
Armour
Pendants
Rings
Dupes?
Sink
Workshop
Increased rarity
Pets
Gacha Pulls
Sink
Pet Egg(s)
Pet Chest
Upgrade
Sink
Pet Food
Tap
Tap
Raid celestial Tree
Mounts
Upgrade
Sink
Golden Horseshoe
Tap
Watch ads
Daily Tasks
Pass time irl
Shop
Monetisation
Spend Real money or watch ads
Pack Shop
Top Up
Value Picks
Raid Dragon's layer
Tap
Talent Fund
Gems
Growth Fund
Battle Pass
Sink
Black Market
Spend gems to get a whole bunch of crap!
Items change every 24 hours or so. So I'm just going to map out what's on my market currently (at the time I charted this system design.
Depending on Daily stock change
Bronze Chest
Silver Chest
Gold Chest
Gacha Pulls
Just more resources already mapped out in this system chart