

Artifact Ingredient Consume Change

Dear Egg, Inc. Community,

November 1st, consuming artifact ingredients (stone fragments, gold, titanium, geodes) will no longer return gold, but instead uncapped piggy fill. The initial response to this will be mixed, but this is part of a long series of changes to improve imbalances in Egg, Inc. We hope this significant notice will avoid any unwanted surprises.

Accusations of greed will be unfounded. Of course we hope to make more money - as with all our updates, but the way we hope this makes more money is by balancing the sources of gold, creating a more consistent value/cost of gold. This will allow us to continue to make the Artifacts feature more generous with every update (like the one released today!). And soon we will add the ability to "focus" a mission on a particular artifact or ingredient. The sort of change would not be possible with gold farming in play. And there are even more coming...

For those of you who are frustrated by this, we understand, but hope you stick around to see how things evolve. We are always monitoring how the game is played and adjust as needed. We truly value our players, especially our Artifacts players, and thank you for playing Egg, Inc.!

Best,
Auxbrain, Inc.