

Welcome to a world, much like your own. A planet called Earth, with ordinary humans going about ordinary lives. There is one thing that sets this world apart from an ordinary one, however…

It has an insatiable demand for eggs!

For some reason, there is a never-ending demand for eggs, which is lucky for you, as you will be spending your time here as a chicken farmer, collecting and selling eggs to the masses. You can be assured that no matter how many eggs your farm produces, you will be able to sell them if you can get them to market. Just be aware that others are working to fill the constant demand for more eggs as well, so if you try to sell your eggs for too far above ‘market value’, well, the buyers will just all end up going elsewhere.

You start out with **+0 CP**, and you are locked out from any purchases or prizes you may have gained from prior Jumps. You’ll have to take some additional challenges to gain CP to make purchases here. Your time here will last until you either die or choose to quit being a chicken farmer, at which time your progress will be measured, and you will be given whatever rewards you have managed to earn.

Now, let’s get cracking!

Origin

Chicken Farmer: The only origin that you can have while you are here. You will start out with a **Basic Lot** of land near a highway leading into a major city. You'll have a small house on the land, as well as a **Coop**, **Hatchery**, and a **Small Truck** that you can use to take your goods to market. You'll also have a dozen eggs in a carton to start you off. You can have other jobs as sidelines or additional income, but you must raise chickens 'professionally' or your time here will end.

Chicken Tourist (Companions Only): Any number of your companions can choose to enter this world to engage in some "chicken tourism", exploring the astonishingly varied egg-based products and attractions that can be found throughout this world. As tourists, they will be completely unable to assist you in earning funds for the main challenge of this Gauntlet, but they can certainly cheer you on from the sidelines. They cannot gain CP or take any purchases, even Free ones, from this document.

The Challenge

The goal for this Gauntlet is simple: You must unlock the hidden powers of the humble chicken egg. As you do so, you will unlock various new eggs with strange powers, which you can hatch into more chickens to lay more eggs, in a never-ending cycle.

In order to unlock these new eggs, you will have to donate Bocks, this world's primary currency, to the Chicken Research Institute, AKA the CRI. Other sources may also be donating funds, but your personal donations are what truly matters. The CRI will only make a breakthrough with a new egg once your personal donations from funds you personally have earned reaches a specific threshold. At that point, the egg will be discovered and released to the public, and you will be sent one of those new eggs and can hatch it and start producing it on your farm.

The thresholds and the eggs they unlock are listed below, along with a small description of how the world will shift once you reach those thresholds.

Edible Eggs (0 Bocks) - The basic nutritious and delicious chicken egg. They are everywhere, as everyone is just crazy for them. This is the level that the world starts out at.

Superfood Eggs (10 Thousand Bocks) - Large eggs with various green spots on them. These eggs were developed via experiments with exposing eggs to various forms of cosmic radiation. Each egg has at least 10x the nutrients of a normal egg, and just one can satisfy the vitamin and nutrient requirements for a human for an entire day. With the discovery of this egg, and several ways to reconstitute eggs to mimic other foods, it soon appears that world hunger will be solved.

Medical Eggs (840 Thousand Bocks) - Glossy eggs with a white top and red bottom, often printed with batch information to help with determining their ideal usage. These literal medical miracles contain a wide array of natural chemicals which, when properly derived and concentrated, can function as cures for a truly astonishing array of illnesses and diseases. Cancer, the flu, arthritis, and more, are all curable thanks to compounds crafted from these wonder eggs. And even eating them raw gives a general boost to healing and the immune system. Their discovery rapidly changed the face of human healthcare, allowing for medical professionals to focus on preventative medicine, and reducing overall healthcare costs drastically.

Rocket Fuel Eggs (38 Million Bocks) - Shiny brown eggs with a glowing yolk that are warm to the touch. They are hyper-combustible, capable of being transformed into a form of propellant that is 100x more energy-dense than current fuels. As the name suggests, they are used to create fuel for rockets, with as few as a million or so capable of launching a rocket to orbit multiple times. They can also be formulated to work in lesser engines, allowing gasoline and diesel fuel to be replaced. As a 'renewable fuel source', the advent of 'Chicken Fuel' has gone a long way towards solving the energy crisis, and has allowed for a drastic expansion into space within the near solar system.

Super Material Eggs (27 Billion Bocks) - An egg that appears to be entirely formed out of a shiny metallic material. This material is what is known as ‘programmable metal’. The applications of a material that can be altered to take on almost any physical property are effectively endless, and lead to a complete revolution of construction and manufacturing. Even if more complex materials, such as room-temperature superconductors, require multiple eggs for a relatively small amount of material, it is still possible to create wonders that would be practically undreamed of.

Fusion Eggs (8 Trillion Bocks) - The solution to energy needs of Earth. This egg appears to be covered in glowing cracks, pulsing with an inner cyan light. A single egg is capable of giving off enough energy to power your average suburban house for over thirty years before being used up. These incredible eggs would rapidly take over almost all energy generation across the entire planet and out into space, and even when spent, they can be scrambled to make a delicious and perfectly healthy omelet, leaving no spent fuel in need of disposal. The sheer amount of energy available to humanity would allow for leaps forward in science and discovery.

Quantum Eggs (3.6 Quadrillion Bocks) - Silvery eggs with glowing golden bands slowly rotating across their surface. These eggs can shift position when not observed, and even occasionally when they are observed, and special care must be taken when transporting them. However, use of these eggs allows for several wondrous technologies, including instantaneous communication across any distance, and actual teleportation. Initially, teleportation is limited to the bounds of Earth, used for nigh-instant delivery and travel, but study and work will quickly allow for teleportation across interplanetary distances, allowing for true colonization of the Moon, Mars, and other solar bodies.

Immortality Eggs (15 Quintillion Bocks) - Translucent eggs with shimmering, colorful strands inside, twisting like a DNA helix. The eggs function as a tremendous improvement on the capacity of the Medical Eggs, granting not only tremendous improvements to cure ailments that Medical Eggs weren’t fully effective on, but also allowing for the reversal and halting of aging, and the revival of the recently deceased. The population skyrockets as death rapidly becomes a thing of the past, and serious effort is put forward towards colonization of far-flung worlds, including many Fusion Egg powered expeditions to distant stars.

Tachyon Eggs (27 Sextillion Bocks) - A black egg with a pattern of green hexagons on it, with shimmering green particles being slowly emitted from its surface. These particles can allow for dramatic manipulation of the fabric of time, allowing time to be accelerated or slowed dramatically within a given space, and even allowing messages to be passed between the past and the future. Actual time travel is more difficult, especially when the very real dangers of time paradoxes potentially crushing entire research groups out of existence leads to a slowing in time travel studies. However, careful exploration of the time stream does prove to be possible, so long as the general details of the past are undisturbed.

Graviton Eggs (150 Septillion Bocks) - A silver egg with what appears to be beams of light pushing inward towards its center, at which a shining light sits. These eggs are capable of producing tremendously powerful gravitational fields, which can allow for the direct manipulation of the fabric of space itself. The most important technology that emerges from this is the creation of the 'Warp Drive', which allows for extreme FTL speeds, allowing humanity to truly spread out among the stars. Other applications include general anti-gravity, planetary shielding against asteroids or other impactors, and industrial creation of extremely heavy elements from Super Material Eggs.

Dilithium Eggs (760 Octillion Bocks) - A pinkish-purple egg with countless rods extending from the core to the surface. Each of these eggs is capable of producing tremendous amounts of energy, and this energy will prove useful in amplifying the effects of other eggs. Quantum Egg Teleporters that can be scaled up to interstellar distances. Machines that boost the potency of Immortality Eggs to revive those who have died centuries ago. Graviton Egg Warp Drives that are orders of magnitude faster than prior efforts. Numerous wonders are built, thanks to a complete surplus of energy.

Prodigy Eggs (2.5 Decillion Bocks) - A glowing blue egg, which seems to whisper to those nearby. This egg proves capable of unlocking the full potential of the sentient mind, granting tremendous boosts to intelligence and processing power, and potentially unlocking various psychic abilities, such as telepathy or psychometry. It is possible to use these eggs to form psychic nodes, allowing for the creation of mental networks that can allow minds to communicate across the stars.

Terraform Eggs (3.2 Undecillion Bocks) - An egg with a rocky shell, which is covered in shifting bands of various climates, cast in miniature on the eggs surface. Each of these eggs can be carefully programmed, and then cast on the surface of a world to begin rapidly transforming it to sustain a specific climate. Initially, it will take many millions of eggs to transform a single world, but technology will rapidly expand to make the process more efficient, and other uses may also be discovered, such as perhaps transforming creatures to suit a given environment rather than the other way around. Humanity will spread like wildfire to the stars.

Antimatter Eggs (20 Duodecillion Bocks) - A black egg with a purple and blue spiral within, leading to a dense white light at the center. This egg gives off a truly massive amount of power, equal to that of a mainline star. Naturally, this egg represents a terrifying level of destructive potential should its shell be breached, but it will also allow for tremendous leaps forward for science, as effectively arbitrarily large amounts of energy can be harnessed with relative ease.

Dark Matter Eggs (190 Tredecillion Bocks) - A black egg filled with blue gas and twinkling lights. This egg allows for direct manipulation of the fabric of space-time, with a much higher level of control than the relatively crude shifting of the Graviton Egg. This control can allow for the creation and control of stellar objects such as black-holes and quasars. Stellar engineering becomes increasingly common, allowing for the regular creation of megastructures like dyson spheres and ringworlds.

AI Eggs (5.1 Quindecillion Bocks) - Glowing blue eggs with linear patterns similar to circuitry adorning their surface. Prior to the discovery of this egg, there were creations that would be termed artificial intelligences. However, they were generally simply either overpowered expert systems, ultimately running on a set series of complex rules, or strange software mutations that developed spontaneously, and were extremely difficult to replicate. All of that changed with the advent of this egg, which contains within itself a pure, complete, and total blueprint for arbitrarily complex intelligence. Using these eggs, massively intelligent 'god-AI' can be programmed, with moral guidelines to prevent omnicidal rampancy encoded in at the most basic and inviolable level.

Nebula Eggs (32 Sexdecillion Bocks) - An egg that appears to be filled with thick silvery smoke, with a brilliant cluster of crimson stars shining from its center. Each of these eggs possesses a deep connection to the fundamental structures of the universe, at a range measured in the thousands of astronomical units. Using these eggs, manipulations can be enacted on a galactic level, restructuring and aligning entire stellar systems into new shapes. While at first an understandably tremendous undertaking, it may eventually be viewed as part of the terraforming process for some far flung world, rearranging the heavens to create familiar constellations in an alien sky.

Universe Eggs (640 Septendecillion Bocks) - A pitch-black egg, with shining blue filaments running through it, linking tiny clusters of galactic lights. Many scientists believe, after studying this egg when it was discovered, that it was the cracking of one of these eggs that set off the Big Bang, and led to the creation of our current universe. What couldn't be accomplished with such awesome power at your fingertips? Entire pocket universes will be created and shaped, a basketful of these eggs used to form multiversal structures.

Enlightenment Eggs (1 Vigintillion Bocks) - A dark gold egg, with a stylized image of a tree contained within its depths. To many, this egg will seem utterly worthless compared to the wonders that have been discovered. It seems to have no strange powers, no true value. And yet, to the aware soul, contemplation of this egg can allow them to turn their awareness within, and discover secrets of the last unexplored frontier: The depths of the immortal soul.

Additional Challenges (Drawbacks)

To actually complete the main challenge, you will need some CP to spend (unless you are that confident you can do things on your own). To gain CP, you can choose from the drawbacks below. They are divided between Personal and Global drawbacks. Personal Drawbacks affect only the one who takes them, while Global Drawbacks affect the entire world. You can take as many Drawbacks as you think you can handle.

Personal Drawbacks

Time's Up (+100/+200/+300) - Normally, you would have as much time as you need to complete this Gauntlet, as long as you avoid death. Now, however, you are in a definite time crunch, with how much you get for this being determined by how short your timeline is.
For **+100**, you will have 60 years. Still a lot of time, though it is doubtful you will reach the highest tiers in just that amount of time.
For **+200**, you will have 20 years. You will have to hurry to accomplish much of anything.
For **+300**, you will have only 5 years. Good luck.
In all cases, time will be calculated absolutely for you *and* your business, so trying to freeze yourself in stasis, or use Tachyon Eggs to loop around and change your past won't help with lengthening the time you have to work with.

Egg Fanatic (+100) - You aren't just an egg farmer. No, you're an egg *lover*. You just love their smooth shells, and elegant shape, the way they roll, the sound of them cooking. You even have a costume in the shape of a giant egg that you wear absolutely everywhere. You are simply and utterly obsessed with eggs!

Uncoordinated (+100) - You are a rather clumsy individual, constantly stumbling over your own feet and bumping things with your elbows, and it gets worse when you are in the vicinity of an egg. You'll have to be very careful, or you'll spend more time cleaning up broken eggs than shipping out intact ones.

Yolk's On You (+100) - Your mind is constantly bombarded with egg related puns. It's causing you to crack up, especially when those around you keep making them, whether in-hen-tionally or not. If you are an Egg Fanatic, this inverts. No matter how much you might want to, you can't seem to think up any egg puns at all.

Hot Enough To Fry An Egg (+100) - Or cold enough to freeze one. The temperature around you is always uncomfortable. You will either be hot, sweaty, and miserable, or cold, shivering, and miserable, no matter what, and just when you might feel like you are getting used to it, it will flip on you.

Rotten Eggs (+200) - A small but statistically significant fraction of the eggs you produce will wind up going rotten practically the instant they are laid. It won't necessarily be that difficult to identify these bad eggs, but if you should miss one and accidentally ship it out, you'll find that the 'rottenness' is contagious, rapidly spreading through all the eggs in a shipment. You'll need to keep on your toes, or you'll end up taking a massive publicity hit when people find rotten eggs in cartons with your name on the label. To add insult to injury, the scent of rotten eggs seems to permanently cling to you.

Lowball (+200) - Ordinarily, you could sell your eggs at or above 'standard market value', and manage to sell as many eggs as you can ship in fairly short order. You might even manage to sell them at well above the 'going rate' if you can build up a good reputation or a particularly successful ad campaign. Now, however, you will have to sell well below the price your competitors will sell at to be able to actually get your eggs out the door. Generally, you will only be able to sell at around 60% of the average market value, and it may drop if you fail to produce eggs of the highest quality.

Eggs and Eggs Alone (+300) - I'm sorry, did you think that you could make money from something other than eggs? Well think again. Now, your egg farm is your only form of income. You literally cannot make money via any other business or venture. Even something like someone giving you a gift card for your birthday will end up with the gift card being empty, and trying to borrow a twenty from someone will have a breeze whip the cash away before you can get your hand on it. You will have to make it or break it selling eggs, and absolutely nothing but eggs.

Global Drawbacks

Increased Research Goals (+200/+300/+400) - It turns out, the amounts that we've listed above for you to donate to the CRI to unlock each egg are a bit low.
For **+200 CP**, you will need to donate 3x the amount listed above to actually unlock each egg.
For **+300 CP**, you will need to pay 10x the amount.
For **+400 CP**, you will need to pay 120x the amount.

Foxes in the Henhouse (+200) - It's a dog-eat-dog world out there. Or should that be a fox-eat-chick world? In addition to a truly ridiculous number of vulpine pests attacking any egg-laying business to try and attack their poultry, this world is also plagued with some more 'metaphorical' foxes. Your fellow chicken farmers will prove to be an exceptionally cutthroat lot, and you will face numerous attacks and sabotage in your journey to be successful. Innovations you make will quickly be reverse-engineered and potentially even improved upon by your competitors, and they will use every trick in the book to try and squeeze any newcomers, such as yourself, out of the market.

Contracts For Eggs-posure (+200) - You will be contacted by individuals from time to time who want you to provide them with specialty eggs. Some of these will be eggs that you are producing. Others will be unusual eggs like 'Chocolate Eggs' or 'Christmas Ornament Eggs', where you will be provided with a few initial chickens, then have to build up from there. In either case, they will be requesting a large number of eggs to be shipped to them, with early contracts being in the millions of eggs, and going up from there. However, they will not be paying you for these eggs, they expect you to ship them the eggs for free. Even worse, you'll have to accept, and will be unable to make a profit from your farm until the contract is fulfilled.

Side(quest) of Egg (+200) - There are now a few additional steps that need to be met between unlocking each tier of egg in the Main Challenge. Specifically, you will need to unlock more eggs! These eggs, unfortunately, will have little to no effect on the world economy, and absolutely no effect on your eventual prizes, but they must be discovered before the actual next tier of egg will be unlocked. You will get a list of the eggs that must be discovered after you have met your donation goals for the next tier, and the list will get longer for the higher tiers. So, while reaching your goal for the Superfood Eggs might reveal a list of Tie-Dye Eggs (normal eggs with rainbow swirled shells) and Alarm Eggs (which make a loud beeping noise at sunrise), a more advanced tier like Terraform Eggs may have a list of five or six eggs that will need to be discovered.

Realistic Economy (+400) - One of your biggest advantages has been removed. While there is still a large demand for eggs and egg-based products, the economy is no longer so cartoonishly distorted to support it. You will have to deal with things like normal demand curves, diminishing return on investment, realistic shipment and delivery times, and a finite money supply. And clever workarounds like trying to trash the economy via rampant inflation (so that you can get arbitrarily large amounts of Bocks that are actually worth nothing) won't help you, as the research goals are based on the equivalent value of a given amount of Bocks as the start of the Jump, and will now shift to account for changes in currency value.

IMCRI (+400) - The Chicken Research Institute no longer exists. Or rather, you are the entirety of the CRI. You will have to not only fund, but also conduct and oversee all of the experiments to discover new eggs, putting in the actual research to discover these eggs. And it won't be as simple as spending the required research amount on random experiments and having the eggs magically appear. No, the donation goals you have to meet now represent the amount that you have to spend on experiments for discovery of the new egg to even be possible. Once you've hit that amount, you'll still have to keep conducting experiments until you actually do manage to discover the next level of egg. And your spending on one tier won't count towards the spending needed for the next, so even if you spend millions trying to discover Superfood eggs, you'll still need to start donating once you find them to hit the goal for Medical eggs afterward. And so on, and so on.

Chik'thulhu (+600) - It turns out, not everything in this universe loves eggs. Somewhere, out among the stars, there is a malevolent force that loathes chickens and the eggs they lay. It could be an alien civilization, dedicated to the destruction of all things chicken. Or maybe it is some cosmic entity that resents the cracking of the First Egg and seeks to destroy all forms made in its likeness. Whatever the case may be, this malevolent force will slowly become aware of the existence of Earth, and will move to attack it to end the 'egg menace' once and for all. Every egg produced, and each new tier reached, will be like a faint bell to this force, slowly growing louder and louder as time progresses. Can you create enough egg-based weaponry fast enough to face this planet-sundering threat, or will you be forced to witness Earth cracking like, well, an egg?

Perks

You can spend CP on the following perks to help you along your way.

Farmlore (FREE) - You know chicken farming like you know the back of your hand. Hey, when did that mole show up? Anyway, jokes aside, you have a near encyclopedic knowledge of chickens and their care, and excel at applying it. Chickens in general are also just friendlier with you.

Business Acumen (100) - You have got a head for numbers, especially with regards to setting up a business. You have a mastery of all of the minutiae and paperwork needed to actually get a business started, and have a good grasp on things like contracts and advertising. You might not be phenomenal in any one area, but you have a handle on all of the skills needed to actually run a business.

Don't Drop Fragile Things (100) - A pair of powers in one. First of all, your balance and dexterity is simply amazing, easily allowing you to juggle a dozen eggs at once without dropping one, while running around to catch a runaway hen. Secondly, fragile things are just a bit tougher around you. This doesn't make them impervious, but it does mean that an egg could fall off of a table and be more likely to dent the floor than crack.

Coordination Organization (100) - You have a talent for arranging things for efficiency. You can ensure that coops and trucks are arranged to minimize the time needed to load them up, and maximize speed. Even when you are only passively involved, things operate smoother and people (and animals) are better coordinated and work better together. When you are actively trying, it advances to a whole new level.

Less Sleep (100) - A farm can be hard work, requiring you to rise before the sun, and stay up long after it has set. Luckily, you are able to operate at peak efficiency with as little as two hours of sleep a night, and sleeping for longer than needed will result in you being more energetic. Getting a full eight hours, whenever you manage it, would be like chugging a drum of coffee, but without any nasty side-effects.

Movement Productivity (200) - Things near you are more productive when things are moving. Literally. When people you hire, animals you own, and even machinery that you control is in motion, it results in any business or process that the person, animal, machinery, etc. is associated with being more productive and profitable. These bonuses will start out small (maybe around +1% per moving being / object), but that can add up quickly, and the bonus will grow when they are doing something that is actually useful.

Auto-Aiming (200) - Those darn delivery drones. Always buzzing overhead. At least they make for a decent source of loot if you manage to shoot them down. Now, you will have an easier time of doing just that. When you have a target you want to hit with a weapon, you can choose to 'auto-target' it, instantly shifting your body to aim and shoot your weapon to hit the target. If you are untrained, you'll hit the target more often than not, but you'll still probably miss fairly often. If you've trained a bit, your accuracy will improve greatly. Finally, if you don't have a gun at hand, an old but reliable bolt action rifle will appear in your hands when you shift, then vanish after the shot is made. This rifle can only be called every couple of minutes, so it is best used as a last resort.

Prestige (300) - Don’t you sometimes wish you could just start over and do things better. Well now you can. Sort of. For now, this is specific to chicken farming, allowing you to sell or give away absolutely everything that you’ve earned via chicken farming and starting over with a farm the same size as the one you originally started with. Doing so will allow you to gain what are known as “Soul Eggs”. Each of these eggs resembles a stone with a mysterious glowing purple gem embedded in the core. They are not physical, but instead literally reside within your soul, and each egg that you possess will multiply the productivity of your chicken farm. There is a bonus of around 10% per egg, with the bonuses per egg getting bigger the more eggs you manage to collect. You will gain roughly 10 or so eggs per million bocks of ‘value’ in the farm at the point when you sold it / gave it away, and you can ‘Prestige’ multiple times to continue building up Soul Eggs. In the future, you can choose to ‘Prestige’ and start over any major undertaking or business, and you will gain Soul Eggs that are specifically attuned to that endeavor. Each set of Soul Eggs will only boost the specific business or undertaking that they are attuned to, but if you start an identical business or undertaking in a new world, that bonus can apply.

Buildings

You start out with one copy of each of the buildings you have 'purchased' here, and with both mental and physical blueprints for building more of them. The exception is the Basic Lot, which does not come with blueprints. You don't need to have purchased 'lesser' versions of a building to still acquire the best versions.

Basic Lot (FREE) - A ten acre lot, with a small ranch house and your other buildings set on it, and plenty of room to expand into. It is close to a highway leading into a major city, convenient for shipping your eggs. In future Jumps, it will be similarly situated, and can have other pieces of property you own placed on it.

Expanded Lot (100 CP) - You can choose to have an expanded lot instead. Taking this option doubles your space to 20 acres. You can take this purchase up to six times, giving you a full square mile for a total of 600 CP. Your ranch house can also expand each time, reaching the size of a modest country manor with six full additions.

Basic Coop (FREE) - A moderately sized chicken coop, which can house up to around a hundred chickens at once. So long as food and a source of water are placed in the storage area of the coop, it will automatically keep all chickens housed in it fed and healthy. Comes with a bell that can be rung to draw all chickens living in the coop back to it if they are running around.

Improved Coop (100 CP) - Alternatively, you can spend 100 CP to have a chicken coop that has been expanded with some non-Euclidean geometry on the inside, allowing for almost a thousand chickens to be housed within it. You won't need to worry about trying to navigate it, as any eggs laid in it will automatically be transported to a special storage room for you.

Advanced Coop (300 CP) - You could instead spend 300 CP to have an advanced chicken coop. This coop contains a miniature biome within it, appearing to mimic an outdoor environment, allowing your chickens to be 'free-range' while still being protected against dangers. It is large enough to house well over ten thousand chickens, while still being the size of a basic coop on the outside, and time is also somewhat distorted, allowing for several days worth of eggs to be laid within a single day. And it still had the auto-gathering feature for you, to make collecting those eggs easier..

Basic Hatchery (FREE) - A special building that hatches eggs into chickens. Using special lamps and machinery, it dramatically accelerates the hatching and growth process, turning an egg into a healthy adult chicken in roughly twenty four hours. Several dozen eggs can be processed at a time, and the process can be halted partway if actual chicks are desired.

Improved Hatchery (100 CP) - This hatchery has had special lamps installed to further accelerate the hatching process, allowing an egg to be hatched in just three hours, and further tech ensures that it doesn't need to have been fertilized ahead of time.

Advanced Hatchery (300 CP) - The hatchery further enhances the hatching speed of eggs to just an half-an-hour an egg, and also works to scramble and optimize their genetics, ensuring the hatched chickens are the best specimens possible. It can also occasionally produce interesting 'mutations', which could be quite valuable to the CRI if donated to them in lieu of funds.

Basic Research Center (100 CP) - A building equipped with various pieces of the latest and greatest in scientific equipment. It will allow you to study your chickens, eggs, and equipment to develop more efficient methods of egg production and help solve problems that you might face. Working here with a specific goal in mind can grant bursts of inspiration towards ways to meet that goal.

Improved Research Center (200 CP) - This level of research center now actively increases the intelligence of those who are working within, allowing them to understand concepts and make connections that would be utterly confusing to them outside of it. This effect does fade fairly quickly when they leave, but practiced knowledge and insights can remain.

Advanced Research Center (400 CP) - This research center not only improves the intelligence of those working within, but can also allow for near-miraculous 'breakthroughs', where a piece of research or invention will spontaneously complete itself. A portion of all efforts made here will be transmitted to the CRI, resulting in value being transmitted in lieu of direct currency.

Basic Silo (100 CP) - A tower that fills with a shining golden grain over time while you spend time working in its vicinity. When you are not present, this grain is spent to run the farm as if you were present. Tasks benefit as if you were personally overseeing them, actions that only you could take will somehow be accomplished despite your absence, etc. Up to six hours worth of grain can be stored in a silo, taking six hours to fill from empty, and no more than ten silos can affect a given area.

Improved Silo (200 CP) - Grain is produced more efficiently, and each kernel is more effective. It now takes only two hours of effort to fill the silo fully, and the grain inside will last for a full 24 hours of absence on your part. What's more, there is a set of four cranks spaced around the outside that can be turned by anyone, causing the silo to refill at 'full speed' if all are turned, even when you are absent.

Basic Loading Dock (100 CP) - A special building that can store eggs and prep them for transport. Eggs that are brought into the facility will instantly shift into transportation crates and containers, and trucks that park in the loading bays will have the containers of eggs instantly shift into their storage areas, without even needing to open the truck up.

Improved Loading Dock (200 CP) - If the improved version of this is bought, the exterior loading bays seem to have multiplied incredibly. Specifically, there will somehow always be a free space for another truck to pull up and load, no matter how many you might already have loading. As a bonus, those trucks being loaded will also be maintenanced and filled with gas while they are being loaded up, to ensure they can get your eggs to market promptly.

Expedition Hub (300 CP) - A special building that is designed to stock up and send out expeditions to go find potent artifacts that can provide a variety of bonuses to your farm. Prior to finding the Rocket Fuel Egg, these expeditions will be limited to expeditions around the globe, but once you have that egg, you will be able to launch expeditions to the stars. You can only send out three expeditions at once, but all of them can be 'fueled' by the eggs your farm generates.

Items

Unless otherwise stated, items will be restored if lost or damaged within a week.

Truck (FREE/100/200) - You start out with a simple pickup truck, big enough to hold a half a dozen crates of eggs in the back. It can also somehow be fueled by egg yolks (or gasoline, if you are feeling traditional). For **100 CP**, you can instead have a large 'moving' truck, which somehow never runs out of fuel. For **200 CP**, you can have a large, futuristic semi-truck that is both endlessly fueled and also impossibly maneuverable, easily able to be driven through even the narrowest streets and corners to get your eggs delivered. Whatever level you purchase, you will also gain physical and mental blueprints for applying the fuel / maneuverability improvements to other vehicles.

Starting Capital (100/200) - You will start out with 10,000 Bocks. No, this doesn't count as 'earned money' that you can simply send to the CRI, but it can give you a leg up in getting your farm started. For **200 CP**, you start out with 500,000 Bocks. Still doesn't count as earned. In either case, you will gain the same amount of money each year. Though you will hopefully reach the point where that will be chump change before too awful long.

Birdfeed (100/200) - You gain several bags of premium chicken feed, which encourages egg laying, allowing hens who are fed a handful to lay three times as many eggs for a couple of days with no adverse side effects. For **200 CP**, you instead gain several bags of feed that glow a faint gold, and a handful improves egg laying by an order of magnitude for up to a week. Both types of feed will 'restock' each month, and come with physical and mental blueprints for chemical treatments that can apply these effects to regular chicken feed.

Feather Brush (100) - Any chickens that you brush with this will become healthier and more affectionate towards you, and will also produce bigger and higher quality eggs. You will need to brush them personally, but the effect will last for a month or so.

Drone Shooter (200) - The purchase comes with a very handy shotgun that always has a pair of shells or some buckshot loaded, ready to fire, and a small 'turret' that can be set to automatically target something that invades your farm. Such as an annoying delivery drone flying overhead. Comes with mental and physical blueprints for how to make more such turrets.

Egg Of Prophecy (400) - A golden egg with ornate designs all across it. Possessing this egg will give you two benefits. Firstly, you will find that fortune will tend to bend in your favor. Chickens on your farm occasionally laying double eggs, equipment running smoother with less maintenance required, a purchaser offering you a slightly better deal. The effect will be small and subtle, but pervasive through every aspect of your dealings. Secondly, if you hold this egg to your forehead, you will gain a limited form of precognition, allowing you to seek out visions of how a pondered course of action will likely turn out. Clearer visions are more likely to come to pass, while foggier impressions are more uncertain, and things will get foggier the farther ahead you try to look.

The Co-Op Coop (Companions)

Co-Op Coop (100) - You can spend CP to import / create some of your companions as Chicken Farmers. It costs 100 CP per 2 companions imported / created this way, up to a maximum of 8 companions. They start out with the Chicken Farmer Origin and all of its freebies, and they may take Personal Drawbacks to gain CP to spend on other purchases (except for Co-Op Coop itself). They are affected by Global Drawbacks, but do not gain any additional points for it. Each of your Companions imported / created via Co-Op Coop are able to help contribute the funds they earn towards the main challenge of this Jump.

Rewards

Once you either die or quit being a Chicken Farmer, you will be judged based on the highest level of egg that you were able to unlock and begin hatching on your farm. You have to have hatched at least one chicken from a given tier and had that chicken lay at least one egg for you to qualify for its reward. Rewards are cumulative, meaning that you will also acquire all of the rewards associated with the tiers below your top tier egg.

Edible Egg - You did not manage to unlock a single egg beyond the most basic one. You will not be able to take anything you purchased during this Gauntlet with you (including any Companions that were created and not imported). The only thing you will gain is a basket full of one dozen Edible Eggs. They will restock at the start of each new Jump, as a reminder of your time here.

Superfood - If you have managed to unlock the Superfood Eggs, you will be able to keep all ‘Free Tier’ purchases that you made. Multi-stage purchases, or purchases that had a lower price version can be downgraded to their Free version, if they have one, and kept, if you wish. You gain a restocking basket of Superfood Eggs that replenishes each Jump, and, as part of your Body Mod, you are now sustained by the power of the Superfood Egg, no longer needing to eat or drink.

Medical - If you have managed to unlock the Medical Eggs, you will be able to keep all ‘100 CP’ Purchases, including all created companions. As before, purchases that you have that have a 100 CP version can be downgraded to that version and kept, if you wish. All repeated purchases of Expanded Lot count as 100 CP for this purpose. You gain a restocking basket of a dozen Medical Eggs that replenishes each Jump, and you have an extremely enhanced healing and regeneration factor as part of your Body Mod, such that you could recover from a nasty broken bone in just a few minutes.

Rocket Fuel - If you have managed to unlock the Rocket Fuel Eggs, you will be able to keep all ‘200 CP’ Purchases, with the same rules as laid out above. You gain a restocking basket of a dozen Rocket Fuel Eggs, and, as part of your Body Mod, you gain immunity to flames and extreme temperatures, the ability to fly, and the ability to fire streams of burning flame from your hands.

Super Material - If you have managed to unlock the Super Material Eggs, you will be able to keep all ‘300 CP’ Purchases, with the same rules as laid out above. You gain a restocking basket of a dozen Super Material Eggs, and you gain the ability to ‘transmute’ sections of matter as part of your Body Mod. Initially, you will only be able to turn material into pure chemical elements, but you can learn how to do more complex transmutations with practice.

Fusion - If you have managed to unlock the Fusion Eggs, you will be able to keep all of your CP Purchases. You gain a restocking basket of a dozen Fusion Eggs, and, as part of your Body Mod, you will become ‘fusion powered’, capable of releasing tremendous blasts of energy, as well as more productively transmitting energy into any nearby objects or items that require any sort of energy to function.

Quantum - If you have managed to unlock the Quantum Eggs, you gain a restocking basket of a dozen Quantum Eggs, and you become infused with a form of quantum energy, allowing you to teleport as part of your Body Mod. Specifically, you can project a quantum duplicate of yourself anywhere within your range (roughly the orbital range of the Moon), allowing yourself to temporarily be in two places at once, before you collapse to be in one or the other. A lot of practice could allow you to occupy both spaces for longer than a few moments, and potentially even take different actions at each location.

Immortality - If you have managed to unlock the Immortality Eggs, you gain a restocking basket of a dozen Immortality Eggs, and you become a wellspring of life energy as part of your Body Mod. You are utterly immune to aging or other methods of diminishing your life force, and you can regenerate from even things such as dismemberment or catastrophic damage to your body. It will take something like atomization to truly kill you.

Tachyon - If you have managed to unlock the Tachyon Eggs, you gain a restocking basket of a dozen Tachyon Eggs, and your relationship with time becomes somewhat more fluid as part of your Body Mod. You can alter your personal reference frame, allowing you to speed up time or slow it down several times over. With a great deal of effort, you could even ‘walk backwards’ through time, one second per second in reverse. With a lot of training and practice, you could even learn to jump backwards, travelling back days or weeks at a time, though you’d need care or other means of protection to avoid paradoxes.

Graviton - If you have managed to unlock the Graviton Eggs, you gain a restocking basket of a dozen Graviton Eggs, and, as part of your Body Mod, you gain a zone stretching several meters around you within which you can manipulate gravity in various ways. One of the most obvious is twisting gravity to allow for flight, supplementing the abilities you gain from Rocket Fuel Eggs. You can twist space enough to allow for FTL travel, though this can be draining, and it is suggested that you only do so outside of an atmosphere. As a bonus, you can effortlessly maintain your ‘internal equilibrium’, allowing you to survive in vacuum unaided with no need to breathe.

Dilithium - If you have managed to unlock the Dilithium Eggs, you gain a restocking basket of a dozen Dilithium Eggs, and a glowing core of internal energy as part of your Body Mod. This core effectively gives you bottomless stores of energy which can instantly fill any sort of internal energy pools you might have, such as magic, ki, or psionic energy. Unless you can use up more energy than the Sun produces in a single second all at once, you won’t ever notice your energy pools dropping. You can learn to transform energy from this core into virtually any sort of exotic energy that you might encounter.

Prodigy - If you have managed to unlock the Prodigy Eggs, you gain a restocking basket of a dozen Prodigy Eggs, and, as part of your Body Mod, you will feel your mind unlock and expand. You gain hyper-intelligence, capable of surpassing even comic-book supergenius' easily. This expanded consciousness can lead to you developing an array of psychic powers, starting with telepathy and precognition.

Terraform - If you have managed to unlock the Terraform Eggs, you gain a restocking basket of a dozen Terraform Eggs, and, as part of your Body Mod, you gain a connection to the environment around you for hundreds of miles in every direction. You can manipulate the landscape, but this is best done in large, sweeping changes that you can press to become self-perpetuating, altering the climate and geography as you see fit.

Antimatter - If you have managed to unlock the Antimatter Eggs, you gain a restocking basket of a dozen Antimatter Eggs, and the ability to generate antimatter yourself as part of your Body Mod. You can create masses anywhere that you can control (including the radius of control granted by the Terraform Eggs). Creating masses in the range of several pounds would be trivial, and you can focus to 'build up' for larger summonings. You are also immune to the direct explosion and exotic energy released by matter-antimatter interactions, and could handle antimatter directly without any ill effects on yourself.

Dark Matter - If you have managed to unlock the Dark Matter Eggs, you gain a restocking basket of a dozen Dark Matter Eggs, and your 'zone of control' as part of your Body Mod is pushed out to hundreds of thousands of miles, and extends into the very fabric of space-time. You can create massive portals, black holes, and other forms of space-time manipulation.

AI - If you have managed to unlock the AI Eggs, you gain a restocking basket of a dozen AI Eggs, and, as part of your Body Mod, you gain the ability to create 'seeds' of consciousness, which you can infuse into virtually anything, creating minds that are loyal to you, and have some degree of the effects of the Prodigy Eggs. This can allow items that lack other forms of motive power to move themselves telekinetically, for example, and grant minds without a method of speech ways to communicate via telepathy.

Nebula - If you have managed to unlock the Nebula Eggs, you gain a restocking basket of a dozen Nebula Eggs, and your 'zone of control' as part of your Body Mod is now measured on the scales of AUs. You can rearrange planetary and stellar bodies, and detect the contents and positioning of your 'zone' with extreme accuracy. Manipulation from the scale of molecules up to stars and moons are all possible for you.

Universe - If you have managed to unlock the Universe Eggs, you gain a restocking basket of a dozen Universe Eggs, and you gain the ability to create your own pocket universes as part of your Body Mod, which start out as planet sized spaces, but can expand dramatically from there. Within these spaces, you can edit and create your own physical laws, altering what sort of supernatural powers and such function within them, if any. You can manipulate time, accelerating it massively to allow for your universes to expand to a ‘usable’ size.

Enlightenment - If you have managed to unlock the Enlightenment Eggs, you gain a small basket, containing a single Enlightenment Egg. You can choose to hatch this egg, raise its chickens, hand it off to others to help them in journeys of self-discovery. Or, you, and you alone, can choose to use it to… (see below)

Break Your Shell

Spark Scenario

You have decided that it is time. It could be dozens or even hundreds of Jumps after this Gauntlet, or you could do this immediately following it. Regardless, once your ‘Enlightenment Basket’ restocks with its singular egg, you can attempt this scenario.

You take the egg in your hands, sit down, and meditate. Almost immediately, you are engulfed in a golden shell, locking you away from everything around you. Only you are brought in. No items, no Companions. Just you and the egg. Time will not pass while you are in here, giving you as long as you need to complete your task. Which is, simply put, to understand yourself.

You must meditate on your self and soul, and on the path that has brought you to this point. On every choice you made, every life you touched. Those you helped… and those you harmed. No surface-level understanding will suffice here. You will have to face what has happened to you, and the person it has made you into, without any of the comfortable blinders that you may have built up to avoid thinking of uncomfortable things or realizations. Things that you may have buried or honestly forgotten will be dug up and must be acknowledged and understood.

For an ordinary soul, it would take many lifetimes to walk back through their life, step by step, and come to truly understand themself. You have passed far beyond ‘ordinary’. Even powers you possess which may have promised ‘self-actualization’, ‘enlightenment’, or ‘understanding of the soul’ will only give you a small head start here. And will, in fact, provide another level for you to explore. What could you have learned about yourself if you had bypassed such choices, and sought what they grant on your own?

As was stated, time will have no meaning while you are in the egg, giving you as long as you need to study yourself and your history. But the burden of facing all of this may prove too much. At any point, you can stop. The shell will break, you can stand up, put the egg back in the basket and set it on a shelf, and continue on, saving this meditation for some other time. Have more adventures, see more sights. When you are ready, you can come back and try again.

Should you succeed, and manage to truly come to understand yourself in totality, the egg in your hands will hatch, a glorious light spilling out of it, matching to a light that will ignite within the depths of your soul, as your understanding allowing you to reach out and release the potential that was slumbering within you. The shell will fall away, and you will rise, your SPARK now burning inside of your soul, allowing you to step forward into even greater adventures.

Notes

Now that you have reached the end, you have the choice to either Go Home, Stay Here, or Move On.

FAQ

Q. What is this from?
A: This is based around the mobile game Eggs Inc. Basically a ‘casual-clicker’ style of game, the point of the game is pretty much what is mentioned here: Build up an egg farm, hatch a bunch of eggs, until you can unlock the next tier of egg. ‘Prestige’ once you can’t progress any more, and start over to build up faster and hopefully get farther.

Q: Why are the numbers to unlock the eggs lower than they are in the game?
A: Basically, to make things a bit simpler, and allow enough time and leeway for technology to ramp up with the unlocked eggs to expand the economy enough for purchasing the higher eggs to be possible. The current global GDP is around 80 trillion dollars, which means that, to get that much, you’d have to personally control the entire global output to put that much money towards the CRI in a year. Now, with the unlimited demand for more eggs and the lower unlock levels, it is possible for the global economy to expand (and thus for your slice of it to expand) before the tier pricing hits current global limits.

Changelog

Version 1.0 - Created
Version 1.1 - Added Break Your Shell scenario / reward item.
Version 1.2 - Explicitly outlined that reward powers are part of your Body Mod.