

DUNGEON OF PRIDE, LAPLACE

Chapter 11:- Main Menu

Main Menu up until now, he had been ignoring this skill because the Status failed to provide any information as everything was covered in question marks. Even the Status did not know what this skill that Simon inherited was. And now it had appeared in his dungeon window.

A voice that came from within him beckoned him to open the [Main Menu]. Listening to the voice he pressed on the skill, and the moment he did, his body froze up in shock. He was so shaken that he felt like a lightning from the nine heavens had struck him. This new window that just appeared in front of him looked very familiar. It was the very same screen of the game that he spent three years like a lunatic to develop.

LAPLACE, the game that he expended all his life and energy into creating was again in front of him. The window that he couldn't be any familiar with appeared in this new world along with him. Indescribable emotions flashed past his eyes. He spent countless sleepless nights, relinquishing everything, being ostracised by his team members. Everything he had done was for this game, at some point it had become his life.

"It's good to see you again." He said while touching the screen.

The new screen gave a dark aura, a dragon coiled around the edges of the screen. There were ten options displayed.

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[Main Menu]:-

Character

Party

Inventory

Armory

Shortcuts

Settings

Shop

Gacha

Heroes Altar

“Let’s call this one [Main Menu] and the other one [Dungeon Menu].”

The menu was the same as he remembered. There were many options that were the same and at the same time different from the dungeon’s menu.

For instance [character] which was similar to the Status, but had a few more features such as [Promote] and [Constellation] in it.

[Party] displays all the members currently on his team. [Inventory] is used for storing things, [Armory] for enhancing and leveling up weapons and artifacts. [Settings] and [Shortcuts] are currently blurred and unusable may be due to him reincarnating in a different world, some of the functions became inaccessible.

[Shop] option similar to the dungeon’s menu lists a wide variety of items that can be obtained by using dungeon points. Maybe due to transmigrating with him, the currency needed to exchange items from the shop has changed to dungeon points and gold coins.

Other than the 10,000 dungeon points, he was dirt poor.

“There it is the Food & Beverage section. Hehe putting this section was a good choice if I say so myself” he put the food section in the shop to allow the players to quickly restore their stamina during the exploration.

He immediately exchanged dungeon points for the food of his preference and a bottle of cola.

[850 DP has been exchanged]

Though there was no change in his stats, his hunger was satiated from the food.

With that, the remaining DP he had was 9,150 points.

While munching on his food, he looked up at the other items listed in the [Shop]. After a while, he finally found the item he was searching for, Elixir of Sacred Sanctum. When used, it permanently increases any one attribute by +1, can only be bought once per day.

This was one of the prized items along with few others listed in the main menu’s [Shop], costing 100,000 DP each.

“Hmm damn it, I thought I could use the elixirs to increase my stats in one go but it seems it was too far-fetched. Until I have a stable income of dungeon points I can't use it on these luxury items.”

Next option is [Gacha]. As the name suggests, it randomly spawns things out of it. The rarity of spawning decent and unique items depends on chance and the user's luck.

[Heroes Altar] is Laplace's variation of summoning subordinates. When he was developing the game, he listed 12 powerful heroes of extreme rarity for players to summon. He hurriedly opened the altar and sighed in relief, when he found all the familiar characters listed there.

After going through all this, Simon learned one crucial thing. That is he was severely lacking in DP. Currently, he had a negligible amount of DP, and he must find a way to increase them.

“Now then, how do I increase the dungeon points.”