

The Boss Behind The Game Chapter 350

After the battle at the crater, the May Day event had set off a frenzy among the players, and today was the fourth day.

For the first three days, other than killing the nine glory Army soldiers to earn event medals and answering questions at 10 O' clock every night, the watering event was a daily task that the players had to do.

The players were full of anticipation as to what the sapling of luck would produce.

Under normal circumstances, the watering can could only produce one pot of "spirit spring water" every hour, and the sapling had to be watered ten times in order to mature and bear fruit.

This was undoubtedly a long process for the players. They had to wait for ten hours before they could get anything, and this was only the beginning of the growth of the luck sapling. They would have to wait for a long time before they could cultivate it again.

As a result, how to obtain more spirit spring water became a problem.

The players knew very well that the amount of spiritual spring water they had would not increase, and they would only use it for a fixed amount of production. So, it seemed that the only way to obtain more spiritual spring water was to steal from others.

At first, everyone in the forum was talking about how they would never do anything immoral like stealing other people's spirit spring water, and how harmony was the most important.

It could be said that it was a happy and harmonious scene, and they all guaranteed each other's safety.

However, there was no absolute in this kind of thing, although most players thought so at the beginning.

However, there was a group of players who liked to play with excitement. They felt that it was too troublesome to collect and cultivate it bit by bit. It was better to take shortcuts, so they thought of ways to steal other people's spirit spring water. It would be fine if the theft was unsuccessful, but if the theft was successful, it would cause a chain problem.

The players who had their spiritual spring water stolen would face the danger of the sapling withering. In this case, they were undoubtedly unwilling to accept it.

As a result, some of these players also had the idea of stealing other people's spirit spring water, and some of them put it into action. This situation spread like a virus.

In the end, the promise they made on the forum was a joke to the players, and most of them began to steal the spring water.

In addition, the players who had successfully stolen the Super lucky fruit kept growing the Super lucky fruit, which made many players who were slowly growing the saplings jealous.

Later on, a powerful assassin player stole more than 100 bottles of spiritual spring water and cultivated a sapling that bore two super lucky Fruits. One of the Super lucky Fruits even yielded a level 100 epic weapon, which made the players go crazy.

Under the temptation of huge benefits, countless players went against the promises they made on the forum and embarked on the path of stealing the spirit spring water, with no way of turning back.

In fact, this was exactly what Lu Wu wanted to see.

The reward for cultivating the saplings this time could be said to be one for each person. Although he could lower the probability of producing good things, the cost of soul coins was still huge.

The competition would inevitably lead to the withering of countless small saplings, which would imperceptibly reduce Lu Wu's expenditure of soul coins. At the same time, the competition would also drive the players' desire to enhance their strength.

All of these were problems that Lu Wu had considered before he designed this "morning farming and evening sleep" event.

As more and more things were planned in the game, Lu Wu gradually gained more experience and realized that he was the big boss behind the scenes. Now, he could bring benefits to the players while reducing his own expenses.

From the players' point of view, they wouldn't blame their losses on the expedition team.

In the past three days, the players experienced a torturous wait every day. In order to ensure that their saplings were not stolen, they could only stay by the saplings' side, browsing the forums, watching live broadcasts, and listening to music as they waited for the saplings to grow.

This kind of waiting was undoubtedly boring, but the moment the sapling matured and bore fruit, all the suffering became worth it. The sense of harvest was a joy that most players in modern society could not experience.

On the fourth day, there were very few players who had the lucky sapling in their hands. Other than those who saw the intense competition and decided to hold back, the lucky sapling in the players' hands had either withered or ripened.

Today was the last day of the May Day event, and also the day the ultimate event began.

In the first three days, the players had all guessed what the ultimate event would be, and the players from the three major regions had even jointly organized a poll to discuss and guess what it would be.

More than 49% of the players thought that today's event would be the first cross-server war in the conquest online.

There was excitement and worry. Before the event started, all the players had mixed feelings.

Especially the players from the European server.

On the first day of the May Day event, they had fought with the players from the central server in the Tiangkeng in the northern divergent's underworld. The final result had made them feel very indignant. They always wanted to win back, so at this moment, they were the server that most wanted to start a cross-server war.

At Seven o' clock in the evening, a full-service announcement sounded:

[Server announcement: the May 1st ultimate event, the "devouring battle", will begin in an hour. Players can click on the event panel to register. At 8 O' clock, all participating players will be teleported to the event location!]

[Devouring chaotic battle (May 1st ultimate event)]:

[Event details: this ultimate event will be participated by players from three major servers at the same time. The event locations will be randomly selected from the Beiqi region, the blue Void region, and the hell region.] After the event officially begins, players must first choose the form they want to transform into. After choosing, they will enter the regional battlefield and start the devouring evolution journey!

[Event notification: after the event begins, all players in the mimicry form will be at level 0. You can devour other mimicry players to level up. The more you devour, the stronger you will be. After the event ends, your level will be ranked by points.]

The three lifeforms:

Kun Peng:

“Mimicry introduction: in the North of the North, there is the Ying sea. It is a Heavenly Lake with fish. It is thousands of miles wide and its long name is ‘Yan’. It is so large that it can not be stewed in one pot ... It is an ancient divine beast that can evolve rapidly by devouring!”

[Mimicry devouring skill: devour (devouring speed +40%, can devour targets 3 levels higher than oneself)]

Tianluo hou:

[Mimicry introduction: the form of an ancient God in the endless outer realms. It looks like an octopus and has countless void suction cups and tentacles. In its largest form, it can pluck the stars and swallow the moon. It can continuously evolve by devouring things.]

[Mimicry devour skill: void absorption (able to capture all other mimicry players within 10 meters to your side. Cooldown: 60 seconds); void (able to enter a void state. Unable to be locked and devoured. Lasts for 10 seconds. Cooldown: 600 seconds)]

[Candle God]:

[Mimicry introduction: the form of an endless outer realm ancient God. Its body is formed by outer realm candlelight. As it devours and evolves, its size will rapidly expand. In its largest form, it has the size and heat of the sun.]

[Mimicry devour skill: divine fire refinement (devour experience +30%, devour speed increased by 10%)]

[Event Hint 2: all players participating in this event will have three chances to resurrect. Upon death, their levels will be reduced by 80%, and they will be randomly resurrected within the event range.]

[Event Hint 3: in addition to the individual point ranking, the server ranking will be added. The player who successfully obtains the first place on the server point ranking will be awarded the special title of “devour as King”.]

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This “devouring chaotic battle” was the final event planned by Lu Wu.

In this ultimate event, there was no difference between the strong and the weak. It could be said that everything started from scratch. There were three devouring zergs for the players to choose from. They could decide the direction of their growth.

The three devouring zergs were designed based on the template given by Bei Li after Lu Wu and Bei Li discussed it. Many bugs were removed from the design, so that players could compete with each other and it was very interesting.

On the other hand, although each devouring Zerg grew by devouring, they had a completely different skill template.

For example, the kun Peng was a devouring seed that could challenge opponents of a higher level.

The heaven Luo daggers were the first choice for skill-type players. They could capture their targets and could also turn invisible to escape if they encountered a strong enemy.

The last ability, the candlelight God, was more balanced, but it could create a great advantage in the early stages. This was because it was the fastest growing type of devouring seed among the three types, and it had a 30% experience bonus.

After the ultimate event officially kicked off, the forums of the three major servers were in an uproar.

Crayon Shinchan: "after hesitating for a while, I chose to win. I like to sing, dance, rap, and play basketball."(Funny)

[The strongest Xue Li: this assassin will definitely choose the heavenly Luo hou. Techniques are the best, okay? and I feel that the heavenly Luo hou is the safest choice!]

Lionheart (ou):"hehe, I thought it would be a cross-server battle, but I think it's fun. As a tank, I'll choose 'kun Peng'. If you're a man, you have to fight hard."(Yuan Xu's proud face).jpg)

[Cosmic stars (Europe): the candle God is not bad either. He's more versatile and can level up quickly. He can quickly widen the distance between himself and others in the early stages. Decisive candle God (evil King's faint smile. Gif)]

[Wandering sorcerer (hell): the candle God has a great advantage in the early stages. The heavenly Luo hou doesn't die easily and can slowly accumulate and grow. The kun Peng is invincible in one-on-one battles of the same level. He has a great advantage in the later stages. I'm struggling with which to choose. (Sigh)]

Space armor [flight](hell): He doesn't like to be gaudy. The kun Peng is the strongest and doesn't listen to any explanation (funny)

Prince Charming 123 (hell): [The heaven Luo banner is invincible in the universe. I choose this one. Watch me destroy the pigs and dogs in the Chinese server (funny)]

[Roasting Chang 'e while holding a Jade Rabbit: tsk tsk tsk, it seems like we won't have any suspense about getting first place in the server. I'm thinking about what kind of lines I should say after I win the championship. Does anyone have any recommendations? the kind that can especially attract hatred (rock is in deep thought.jpg)]

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The players from the three servers were discussing the event at the bottom of the official post. At the same time, they were cursing at each other, trying to show off before the event started.

However, in Lu Wu's settings, all the players would be born in random locations for this event. There was only the event chat channel, and no voice channels for guilds, legions, regions, teams, and other

channels could be used at all. This also made it difficult to organize the players' strength in their own server.

Everything was random.

In order to win, other than having a certain level of skill and intelligence, luck was also an extremely important factor.

In fact, Lu Wu had already made one point clear in the trailer.

To live was to win!

This was because if all three chances of resurrection were used up, his personal points would be completely wiped out, and he would not be able to contribute to the overall points list of his server.

Therefore, staying alive was the most important thing, followed by growth. If he didn't stay alive, everything would be "zero."