

## The Boss Behind The Game Chapter 398

It had been more than a year since the start of the war, and players were extremely sensitive to the date.

This was because every Festival meant that they could earn a wave of extra event earnings in the game. They might even get special rewards in the event, such as hidden classes and special items. Therefore, players were always full of anticipation for the festival events.

It was Children's Day, June 1st. Many players had already started to "slam the table" on the forum, urging the official game company to start the June 1st event as soon as possible.

For this, Lu Wu was naturally prepared for it.

At 8 O' clock in the morning, Lu Wu officially started the June 1st event.

[Server announcement, the children's day event has begun!]

[Activity: spring radiance inch grass]

[Event details: this event will officially start at 8:00 a.m. On June 1st. After the event starts, all players can receive the special mission item "child" from the event panel and start the happy trip of the June 1st holiday.]

[Activity requirements: the special item "child" is a conscious four-year-old child. When receiving it, there is a 50% chance of both gender being randomly selected. After receiving it, the player can take care of it and increase its happiness points (happiness points can be increased by eating, playing, and telling stories). After the end of this activity, the player will be rewarded according to the happiness points of the child received.]

Mission reward:

[1st place: special item "child" retained]

Second to fifth place: one chance to draw a special item.

Ranks 6 – 10: receive an [epic weapon forging qualification letter](pay for the materials, tradable)

[Rank 11 – 50: receive a level 100 purple equipment for your class (random)]

[Rank 51 – 100: receive a random level 100 class purple equipment]

[Rank 101-rank 1000: one level 110 blue equipment (random)]

1001 – 10000:[You have received one level 100 blue equipment (random)]

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[Special reward: in this event, players 'interaction with children will have a chance to obtain special items. For more details, please explore it yourself in the event!]

[Event hint: this event will be held at the same time in all four servers. Each server's ranking will be independent and will not interfere with each other 's.]

[Event tip 2: if the child's happiness is negative after the event ends, the player will be punished (random negative BUFF, duration is random for 1-30 days. Please do not bully or abuse the child!)]

[Official hint: please take good care of the adopted child and bring him or her to have fun!]

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After the event details were officially released, the players were in an uproar, both on the official forum and in the game.

Even though they knew that every event in war online was different, this event had really shocked them.

The June 1st event was actually a nanny!

Are we celebrating June 1st or are we celebrating June 1st for the children? The players were stunned.

However, in the face of the alluring event rewards, the players had no resistance and joined in decisively.

In the beginning, many players were a little reluctant. After all, raising children and so on felt very tiring.

However, when they came into contact with the 'children' that Bei Li had personally created, the players 'behavior could only be described as' fragrant '.

An hour after the event started, children were running around in every server, and the event chat channel in every server was noisy.

"Wow, I got the little cutie in a dudou. I'm going to be a father, hahaha!"

"Damn, why did my son bite me the moment he came out? but he's really cute!"

"Before I draw the 'baby', I'll make a wish in the regional channel. Please bless my baby to be particularly good-looking. Draw for me!"

"Come out, my baby. I've decided to choose you, SSR!"

"欸? Why is my kid naked when he comes out? why do you all have clothes ..."

"What should I do, what should I do? my baby is hungry, and his happiness points have dropped. Who knows what to eat for my baby? I'll go to the auction house to buy it. I don't have any F \* cking experience in raising a baby. I'm dying, I'm dying!"

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At this moment, all the players in the server had turned into healers and healers, and they were chasing after their children everywhere.

In Beili's settings, these children were all very cute. Many players who were prepared to skip the mission couldn't help but show "motherly love" to them. They took care of them very carefully, afraid that their children would be unhappy.

In order to increase the children's happiness, the forums of the four servers were filled with posts asking how to take care of children.

This was especially true for the event voice channel. Every time a player's "baby" happiness dropped, they would scream for help in the voice channel. The scene was even more intense than a war.

Under such circumstances, the "raising a baby" strategy released by the enthusiastic players became the life-saving straw for many noob players.

In just half a day, the players from the four servers had listed 374 ways to make their children happy, 2145 foods that could increase their happiness points, and 1334 actions that they didn't like.

There were even players who posted the entire collection of fairy tales on the forum.

At this moment, the style of the official battle website changed. Visitors who did not understand the situation would definitely be shocked when they entered. They would definitely think that they had come to the "child-raising parent communication network" and not the very famous battle online game.

On this day, the originally cruel fourth calamity players became very "kind". They put all the fighting and killing aside and just wanted to make their children happy.

At around eight o'clock in the evening, the players even played some tricks on the June 1st event. There was a large-scale show of dolls, and the scene was out of control.

Comparing whose children could run faster, whose children could eat more, whose children could dress cutely, and so on.

The special item "children" for these missions became the strongest "weapon" for the players to slap each other in the face.

Today, no one was showing off their equipment, levels, or opportunities. They were only focused on the game.

How to make their own children overpower the other players' children had become a problem that many players had been thinking about.

On this day, while the players were busy, they were in an unusually happy mood.

Under the players' training, the children's personalities were different. Some were obedient and sensible, some were rebellious, some were clingy, and some were jealous. This wave of events made the players go crazy.

As the main theme of war conquest online, it became a game that players developed on this day.

Happiness, incomparable happiness!

The joy of raising a child was beyond the players' imagination. They had completely fallen in love with their own children.

The day passed very quickly to the players. In the blink of an eye, it was 12 o'clock at night.

At this moment, a scene that made the players collapse happened.

All the children suddenly knelt on the ground and kowtowed to their parents, saying,"

"Parents' kindness is worth ten thousand gold, the spring sunshine is an inch of grass, pushing and sending warmth to the child is deeply in love, Goodbye Father (mother)!"

Kowtowing, he waved his hand and all the dolls turned into a white light and disappeared in front of the players.

Seeing this scene, all the players were dumbfounded. Many players could not accept this kind of farewell at all.

At this moment, all the players were in a frenzy. The entire forum was in an uproar. All the players were hoping that the official war campaign would extend the June 1st event. Some even hoped that the event would not end.

Pikachu: "wuwuwu~stupid officials, give me back my Tutu. I can't live without her. I promised to make her a beautiful floral dress. Please give it back to me!"

The strongest Xue Li: "Oh my God, my baby is gone. Gone ... I really want to send a blade to the battle team now. Kill!" Kill! Kill! (Bloody knife)

Crayon Shinchan: My little Xin flew away after kowtowing to me. The officials have one minute to return it, or I'm going to start scolding!

[Shooting star: I'm under pressure that I shouldn't be at this age. I'm 15 years old and I'm raising a baby. But I still treat him like a little brother. He's so cute. I'm strongly requesting my mother to have another child, but you have to return my little brother to me first (bloody knife)]

Pulling the mountain: "I was initially very resistant to this activity, but now I just want to say, F \* cking official, hurry up and return my Xiaoshan. I promised to take him to climb the mountain. F \* cking official, don't make me go back on my word (bronze face-smacking picture)"

Master baokemeng: "I'm drunk too. The stupid official. I'm telling a story to a child. I'm only halfway through and the child left. Damn you, stupid official. Go to hell. I give you one minute to return it."

[Bamboo Moon night: my bamboo is gone ... Just like that?] I felt as if my young soul had been severely injured. I only had one child in my life, and I was about to go crazy. If you don't return the child to me, I'll ... I'll ... In any case, hurry up and return it to me (bronze face-slapping picture).

Milk candy: "as the mother of a child, this event has filled me with motherly love. I've even raised my Xiao Guo as my second child, but she's gone just like that. I feel a sharp pain in my heart. I'm going to fall sick. The kind of illness that won't be cured until the government returns my child."

Son of the ocean: "I was just fishing with my baby. I just caught a big fish. My baby was holding it and laughing happily. I was going to take a photo as a memento, but my baby suddenly disappeared. At this moment, I want to say, the stupid officials really died a terrible death!"

A big wolfdog: "I've been letting my child ride me all day. Although it's very tiring, I'm also very happy. Damn official dog, return my baby (bare teeth)"

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At this moment, the official forum was in a frenzy. All the players 'nostalgia for this event was beyond normal.

Although it was only a day, the children's character had been developed after the adoption. Many players were sincere about it. Although they knew that the event was over, they couldn't accept the sudden disappearance of the children.

The protests became more and more intense, and all the players gathered together to strongly resist the inhumane actions of the officials.

In the face of the players' protests, Lu Wu was also very helpless.

The June 1st event was originally a fun time for the players after the battle, but they never expected that the players would develop feelings for their children.

What a headache!

After thinking for a while, Lu Wu finally decided to find Bei Li to discuss countermeasures.

After some discussion, Lu Wuxin made a decision and posted a post on the official forum.

[Official announcement: follow-up notice of the June 1st event]:

Content:

First of all, I would like to thank the players for their support for the June 1st event.

Secondly, the official team attached great importance to the feedback and suggestions given by the players during the June 1st event. After some discussion, the battle campaign planning team finally decided that the data of all the children in this event would not be deleted. At the same time, in view of the players' love for children, the official game company was seriously considering the launch of child-raising functions!

Please stay tuned, players!

Official planning team