

The Boss Behind The Game Chapter 547

It was mid-seventh month of the lunar calendar, the Zhongyuan Festival.

It was a traditional festival in the Dragon Kingdom, also known as the ghost Festival.

When the day arrived, the players discovered that the decorations of hell had changed greatly.

The buildings in the city were lit up with dancing green ghostly fire, and yellow nether paper was falling from the sky. The dark clouds in the sky were low, and the cold wind whistled. From time to time, resentful sighs and murmurs could be heard. The atmosphere became extremely strange and terrifying.

Of course, other than a few timid players, most of the players were already completely immune to this.

After all, their courage had been completely tempered in the war. They were all iron-blooded Warriors who had experienced war.

From the players' point of view, even if a real ghost appeared, it would be able to empty its health bar.

At this moment, the players were most looking forward to what kind of event the official developers would launch on this day. Would they be crazy and come up with a wave of super welfare activities, such as giving away ten thousand soul coins ...

Lu Wu had already made plans for the Zhongyuan Festival.

The announcement of the event was released in the early hours of the morning.

[Zhongyuan Festival (Ghost Festival) event notice]:

[Zhongyuan festival activity 1: night walk of a hundred ghosts (12 pm to 5 pm)]:

[Event details: in the middle of July, the gates of hell will open. At the start of the event, ghost mother will lead her subordinates, 100 ghosts, and 100000 ghost soldiers, to attack the Beiqi region.] During this period, the players had to avoid the attacks of the ghost mother (BOSS) and her subordinates. If the ghost mother or her subordinates touched the player's body, the player would be eliminated. If the

ghost soldiers touched the player twice, the player would also be eliminated! [Ghost mother and her subordinates are all invincible monsters. They ignore all damage and control!]

[Event requirement: survive until the end of the event!]

[Event hint: each time a ghostly soldier kills a player, it will enter a temporary state of being unable to move. Other than ghostmother and the century ghost, it will not be able to kill players continuously!]

[Event Hint 2: the ghost mother will appear in the last hour of the event!]

Event message: "half of July. The gates of hell open. Go home at midnight!"

[Zhongyuan festival activity 2: Zhong Kui subduing the devil (7 pm to 11 pm)]:

[Event details: after the start of this event, all players of Beiqi will be randomly assigned to two major camps, and the camp competition mode will be activated:

[Faction 1: zombie]

Abilities mastered:

[Disguise (essential): looks no different from a normal person, no changes can be seen on the outside.]

[Bloodlust (must-have): use it on the target player within one meter of the target player. If the target player is a celestial master from the Zhong Kui camp, the target will die. Cooldown time: 10 minutes.]

[Blood Eye (must-have): after use, the world will turn black and white. Players on your side will be gray in the screen, and players in the Zhong Kui camp will be red. No cooldown.]

Random ability (one option):

[Invisibility (random): enter a state of invisibility for 120 seconds. Cooldown time: 10 minutes.]

[Blood claw (random): can be used on targets within 15 meters. If the target is a celestial master from Zhong Kui's camp, it will be killed in one hit. Cooldown time is 20 minutes.]

[Flying (random): use this ability to gain the ability to fly. Lasts for 5 minutes. Cooldown time: 20 minutes.]

[Zombie body (random): gain extra life. After the first death, you will be randomly resurrected in the Beiqi region (only one time).]

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[Camp 2: heavenly master]

Abilities mastered:

[Evil extermination (must-have): uses it on a target player. If the target player is from the zombie camp, the target player will die. Cooldown time: 7 minutes.]

[Exorcism (must-have): after activation, zombies will not be able to get close to you for 20 seconds.]

Random ability (can only have one):

[Yin Yang eyes (random): identify the target player as a zombie. Cooldown time: 7 minutes.]

[Thunder palm (random): after use, it will deal AoE damage to a range of 5 x 5. All zombie camp players who are injured will die. Cooldown Time: 1 hour.]

[Dao protection (random): negates 2 zombie attacks]

[Event notification: players from both factions will also receive special evolution abilities in the event.]

[Heavenly master: kill 10 zombie camp players and evolve into Zhong Kui. Demon subduing Cooldown reduced to 1 minute. Additional ability: Yin-yang eye (1-minute cooldown)(if you have obtained the ability to move the yin-yang eye, it will be changed to a protective spell)

[Zombie: kill 10 celestial master Camp players to evolve into generals. Bloodlust's Cooldown reduced to 1 minute. Additional ability: [Zombie body (3 resurrections)(if this skill has been randomly obtained, it will be changed to blood claw)]

[Event requirement: after the event officially begins, players from both camps can attack each other. After the event ends, the camp with the most players will be the winner of the event.]

[Event message: heavenly master subduing demons, punishment of good and evil!]

[Zhongyuan festival activity 3: thoughts of the dim lights (11 pm to 12 pm)]:

[Event details: after the start of this event, the yellow spring Sea area will undergo great changes. At that time, all online players will receive the task items [dark lamp (River lamp)] and [letter paper].]

[Dark light: a vessel of longing for deceased loved ones, drifting far away in the yellow spring sea. Helps lonely souls along the way, and obtains good karma.]

[Letter paper: write the thoughts of the deceased loved ones, place them in the dim light, and send them far away.]

[Activity requirement: after placing the dark lamp in the yellow spring sea, let it float freely. The dark lamp can store spiritual materials, soul coins, and other Tributes. If you encounter a lonely spirit along the way, you can obtain a special hidden attribute: Yin de

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After the Zhongyuan Festival event announcement was released, the faces of the Beiqi players were instantly filled with smiles.

It was only during this time that players would give the official war expedition a good review on the forums.

The day of each event was also the peak of the number of online players.

As long as there wasn't anything particularly important to deal with in real life, the players would be on standby online to prepare for the event.

On this day, every region in the Beiqi region had players returning from the sea realm or other regions.

For the players, every Festival event wasn't as simple as sucking up to the officials. More importantly, it brought joy.

As such, every war Festival was a grand event for all players in the region.

After knowing that the first event was the invasion of the ghost mother, the players began to buy 'mobile potions' and other support items in the mall and made their preparations.

When it was 12 o' clock in the afternoon, the sky suddenly became very gloomy. The cold wind whistled, and dark clouds churned. Hundreds of ghost gates randomly appeared in various areas of the Beiqi region.

Huge figures emerged from the door.

Painted Skin ghost, strangle ghost, plague ghost, Mandrill, black impermanence, white impermanence, ox-head, horse-face, soul-hooking, and so on.

At this moment, a hundred ghosts arrived with a hundred thousand ghost soldiers.

At this moment, a dark blue door appeared in hell. A white ghostly claw stretched out from the door and grabbed the edge of the door. Then came a figure more than ten meters tall, completely white, holding a mourning staff, and sticking out a long tongue.

It was white impermanence!

Upon seeing this, the players in underworld were momentarily stunned. Then, they madly ran out of underworld.

As the monsters in the event were all invincible, they did not have a HP bar. Hence, they could only run. They could not fight them head-on.

The entire underworld was thrown into chaos.

Hell's main entrance became even more congested. Other than the players who had purchased flight tools, a large number of players were stuck in the area, unable to leave for a short period of time.

At this moment, the players who wanted to leave the city were like zombies attacking the city, stepping on people and climbing up the city wall. The difference was that one was going in, while the other was going out.

The scene was extremely crazy.

When the White impermanence's figure completely solidified and all his ghost soldiers had walked out of the gate of hell, the game notification appeared.

[District-wide announcement: the ghost Parade has officially started. Players, please take note to avoid being hunted by the ghosts! Work hard for survival!]

As the announcement appeared, white impermanence began to move. He walked toward the player closest to him.

A cold wind blew, carrying yellow nether paper as it fell. The atmosphere became extremely eerie and terrifying. At this moment, many players 'faces turned pale.

"Run! The xxx in front, don't block the road. F * ck your Grandpa, can you hurry up!"

"Quickly go to the West Gate. This road is blocked, don't get caught!"

"He's here, white impermanence is here. Can the idiot in front of you hurry up? you're so slow just to go out. I'll squeeze your Grandpa!"

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In the event set by Bei Li, the players quickly took on their identities and began to run for their lives.

In this event, all players could only hide and not resist.

This was because this was an escape operation with completely unequal strength, not a confrontation.

Even if the players ran out of underworld, they were not safe, because there were hundreds of ghosts and ghost soldiers in every area of Beiqi. The consequence of being caught was instant death.

As a result, all kinds of fancy operations appeared.

After all, there were not many ghosts, so they were not a big threat to the players. Instead, it was the 100000 ghost soldiers that gave the players a headache.

However, there was a special characteristic of the ghost soldiers. After killing a player, they would enter a state of being unable to move for about one minute.

As a result, a large number of players 'cleverly' chose to sell out their teammates.

The friends who had originally agreed to escape together were forced to the point where they had no way to retreat. They decisively pushed their teammates toward the ghost soldiers and let them be killed, then they ran away.

This was what this group of players said. After all, it was an event, and it was all good as long as they were happy!

Therefore, betraying teammates became one of the means to escape.

As long as there was no way to escape, throwing out a teammate was like throwing out a skill that would "stop the ghost soldiers from moving", allowing the party to continue running.

The trust between players was completely lost. Not only did the players have to face the pursuit of the ghosts and ghost soldiers, but they also had to prevent their unscrupulous teammates from selling them out and using them as skills.

One second you're my brother, the next you're my substitute puppet, die heroically!

As some players put this 'insane' way of survival on the event chat channel, such 'vile behavior' instantly became the hot strategy for this event.

Those who used it all said it was good!

During this period of time, there were also some players who had a weird brain and buried themselves underground the moment the event started, thinking that they could avoid the ghosts 'pursuit.

However, the event set up by Lu Wu and Bei Li would not be so easy to break through.

Now that Lu Wu didn't have many soul coins in his inventory, it was naturally a good thing to have one less player to receive the reward.

That was why the hundred ghosts that he and Bei Li had designed had different abilities. Some had a keen sense of smell, some had clairvoyance, some had short-distance teleportation, and so on ... In short, in front of the hundred ghosts, it was completely impossible to find a place to hide until the event ended.

The players could only constantly change their hiding positions and be on guard for possible danger at all times. This was the only way they could survive to the end.

This intense and exciting pursuit and escape became even more intense after the appearance of the BOSS, the ghost mother.

At this moment, the Army of the fourth calamity grade players, who had once shouted that they wanted to conquer this world, were being chased by the ghosts and monsters. They were crying and howling in an extremely miserable manner.

The feeling of being surrounded by ferocious-looking ghosts and monsters without being able to resist almost made a few timid players cry.

It was too F * cking scary!

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The behavior of the players during the event naturally attracted the attention of many neutral forces in Beiqi.

However, they were already used to this.

From their point of view, these players would go crazy in the northern divergent land every once in a while. They didn't know what they were doing.

They were either shouting at the air, looking at the open space with fear, or running back and forth in Beiqi, etc.

They didn't look very smart anyway ...