

## World 1011

### Chapter 1011: Promoting and Discharging

"I can promote anyone I wish, correct?" Jack asked.

"Yes, as long as the officer can fulfill the restrictions of the ranks. But please remember that the higher one's rank, the higher the officer's monthly wages are. These wages are automatically charged into the monthly kingdom expense. They are separate from the pay function Your Majesty mentioned before."

"Oh?" Jack went back to Emris' info again. He saw it now at the bottom. His wage was listed there. 500 gold coins. Jack was amazed. 500 gold coins were much more than the monthly profit from his restaurant and bakery. But considering lord marshal was the highest rank in the military section, such a wage was natural.

Seeing the wage amount, Jack wasn't too worried. He was only planning to promote two people. He didn't believe that would burden the kingdom coffer much. He went to the knight captain's section. After browsing around, he found the portrait he was looking for.

It was the portrait of Captain Salem. He clicked the promotion function and had Salem promoted to a knight commander, replacing Quintus' previous spot. Captain Salem's level and grade were good enough for the Knight Commander rank.

Then he went to the knight lieutenant section and promoted Bailey to knight captain.

Before he promoted the two, Both of their loyalties were close to 90. He didn't find this strange since the two had a good relationship with him. After he promoted them, their loyalties went past 90.

As for the other's loyalties. He made several random checks and was dispirited to find most were below 70. Some were even below 60 which Peniel remarked as ones they should be wary about. Jack couldn't say that he was surprised by this. It was already a good sign that these natives didn't directly rebel when he was announced as their new king.

Jack then moved to the court section. When he opened it, the top row only had one box, and it was empty. It was the rank of royal advisor, Mason's previous rank. Below them were advisors, magistrates, head ministers, and ministers.

There were five spots for advisor rank. Both Thaergood and Duchess Isabelle were in these ranks. Magistrates had fifteen spots. Head ministers had thirty. Ministers had two hundred.

After a quick browse through the list, Jack turned to Duke Alfredo and said, "I don't see you anywhere here."

"I'm not officially working for the court," Alfredo answered. "I'm just a noble who helps the kingdom and my wife in her duty, on occasion."

"I see," Jack said. He was pondering about giving the royal advisor rank to the duke. When he was about to ask if the duke was willing, John beat him first.

"Can an outworlder be appointed to this rank?" John asked.

"Yes," Thaergood answered.

"Outworlders won't get any benefit from this rank though," Peniel said. "This rank system is meant for natives. Each native that is put into this slot received a benefit to their stats. Outworlders don't get that. Plus, outworlders also won't receive any of the monthly coin wages that natives received based on their ranks. Even if the king used the Pay function to increase loyalty, outworlders won't be able to receive it. Their loyalties won't even be displayed."

Jack could understand why it was so. A human's heart was unpredictable. The system won't be able to predict players' loyalty. As for the Pay function not being available to players, this might be a restriction so players didn't abuse this function to steal the coins inside the kingdom coffer for personal use. If it was not so, he could just elect one outworlder and then pay him coins as many as possible with the condition that a portion of the coins is given back to him.

"If outworlders are elected, can they see these screen panels that Jack is seeing now?" John asked again. He had been bothering Jack often since they started this monarch system. Insisting Jack describe the screens he saw in detail. "Oh, his real name is Jack, by the way."

"They can," Peniel answered. "If the rank is royal advisor, this elected outworlder can even operate these screen panels to an extent."

"Hehe," John grinned and said to Jack, "You know what to do then."

"Dude. Didn't you hear that these spots give benefits to natives? I will waste the benefits to one native if I give you this spot."

"So, are you saying you don't need my help? Do you want to govern this kingdom by yourself?" John asked.

"Sigh. What the hell. Fine!" Jack uttered and interfaced with the royal advisor's portrait. He was also annoyed by John's constant buggering for him to describe the screens.

He was required to choose from a bottomless list of natives who worked for the kingdom, or by entering a name. Jack put in John's name. The system warned him that the name belonged to an outworlder, asking him if he was sure. Jack clicked sure. John's portrait soon filled the empty royal advisor box.

"Whoa!" John exclaimed when he could finally see the screens. He had the same reaction as Jack.

"This is utterly interesting," John said. His hand started to flip the screens around.

"Hey! I'm not done here. This is not your plaything!" Jack smacked John's hand away.

"There are a lot of sections. Can you please hurry it up? We will spend the whole day like this if you continue at this pace," John complained.

"Hold your horses. There are a few more things I want to do in this Officers section," Jack said and swiped the screen to show the magistrate ranks.

"Hehe, time for a payback," Jack said. Warren's portrait was in front of him. Warren was the magistrate who used to be under Prince Therribus. He had been at odds with Jack in the past due to the incident with Warren's son, Walter, who tried to harm Jack during Jack's initiation into the kingdom faction.

Jack clicked on the discharge option. A message box appeared asking him if he had any reason to this magistrate for the discharge.

Jack typed, "You know why, right? Don't let me see you again or you will regret it."

Jack was already merciful for letting Warren go with just a simple discharge. The guy had sent an assassin on him, after all. But he didn't have the time to deal with this small character. He was not wasting his precious time on petty revenge. He had bigger matters to deal with.

## **Chapter 1012: City Overview**

"There are 43 empty spots in these officer ranks. Do you have suggestions for someone to fill them with?" Jack asked the three natives.

He was not keen on checking the expansive list of candidates and reading their data one by one. He also wasn't worried that filling up these empty spots would add to the kingdom's expense too much. From the country overview screen, there was still a healthy margin between income and expense. He preferred having a full roster of officers so they could help him in ensuring this kingdom operated as intended.

Duchess Isabelle and Thaergood gave their suggestions. They were the ones who had interacted with officers more, so they should have a better insight into who could be trusted and who was a better employee. Jack followed their suggestions and appointed those officers to the empty spots.

Jack asked if Duke Alfredo wanted a spot. The duke politely declined. "I prefer my freedom," the duke answered.

'So am I,' Jack lamented internally.

After Jack was done, he asked Peniel, "Where is the mass pay function?"

"Go out to the main screen," Peniel informed.

Jack did so. He saw it then. There was a mass pay button under the Officer Overview main screen. Jack clicked on it and there were four options 50 gold coins, 100 gold coins, 200 gold coins, and 300 gold coins.

After pondering, Jack chose the 200 gold coins. He didn't want to be seen as too royal by choosing the highest amount, but he also didn't want to appear stingy by choosing the lowest one. The sum in the kingdom coffer was still more than enough for this.

Jack had filled up the spots for all 569 officers. But since John couldn't receive pay, there were only 568 officers who could. 200 gold coins for each officer totaled 113,600 gold coins. This number was automatically deducted from the kingdom coffer and the coins were magically transferred to the officers.

Jack clicked on the portraits randomly. The officers' loyalties had increased, even if not by much. Emris' loyalty went up by 3 points to 79.

Jack noticed the mass pay button was greyed now.

"You can only do mass pay once a week," Peniel caught his attention.

"Okay," Jack said. The next time he would just go for the 300 gold coins option. That, of course, if the coins inside the kingdom coffer were still sufficient. He had a feeling that before this day ended, the coffer would see a huge decrease.

He moved to the next screen then, which prompted John to whistle.

When Jack looked at him, he said, "This is my favorite kind of game. I'm glad I can see these screens."

"What is it?" Jeanny asked. She was now the only one in the room who couldn't see the screens. She felt left out. But unlike John, she didn't fuss about it.

This next screen was City Overview. It listed all the settlements in Themisphere, a total of 57 settlements. Eleven main cities with the metropolis level were at the top of that list. The capital, Thereath, was of course the number one.

Jack clicked on Thereath. A large overview map appeared, allowing them to see the 3D projection of the whole city.

"Cool," Jack remarked.

Jeanny kept her urge for asking what was cool. Jack still explained anyway. "It's the map of the capital," he said to her.

"This is the list of its facilities," John pointed. Beside the map was a list of building names. There were lots of them. Among them were temples, schools, markets, farms, mines, lumberyards, granaries, libraries, barracks, courthouses, and so on. These buildings had numbers on them. These were the number of those specific buildings that had been built inside the capital.

There were also buildings without a number. Peniel explained those were buildings where only one could be built in each city. Some of these were the adventurers association, the hunters association, the League of Champions, the Order of Magi, the palace, the city wall, and many others.

There were also statistics on the city. These statistics were divided into three groups.

The first group was resources. Consisted of population, food, mineral, lumber, mana, and specialties. Thereath's population was eight million, a combined population between natives and outworlders. The capital was just short of two million from becoming a megalopolis.

Food determined the growth of the population. If it wasn't enough, the population might decrease. The current number on the food was in green. Peniel indicated the color green meant it was enough for the current population to have healthy growth. Food came from farms and the number of food that could be stocked depended on granaries. If food was in red, these two structures would be the ones that needed building.

Mineral and lumber were the two primary resources needed to construct a building. Some special buildings needed mana as well. Mineral came from mines, of which they were in abundance due to the existence of Mount Thenias behind the capital. Lumberyards were fewer but were still enough due to nearby woods. Mana came from special buildings like mana shrines. Temples also produced a little mana when people came to pray.

Specialties were not represented by a number. They were special products that were unique to the city due to the terrain. Thereath had three specialties. Orichalcum ore, Magicite ore, and Deep Earth Weed

"This city has Orichalcum ore?!" Peniel exclaimed after reading.

"Is it great?" Jack asked.

"Great? That is one of the two legendary-grade ores for smithing," Peniel said.

"Legendary? Awesome!" Jack also exclaimed after hearing Peniel. He remembered that his Transformation Prism could only fuse materials until the unique grade. Which meant he could only get the legendary material from normal means. Now, one of these means had presented itself.

But then he thought of something and asked Thaergood, "Um... This orichalcum ore. Is it only for kingdom use? Can I take it?"

"Your Majesty may take them if you wish, but you will need to pay them using your private coins or merit points," Thaergood said. "However, the production yield of this orichalcum ore is very low. Less than five ores are mined each month. Currently, our warehouse has no more than one hundred orichalcum ores in stock."

### **Chapter 1013: City Stats and General Information**

"Great! I have not much need of merit points anyway, I will use those points to exchange," Jack said.

"Use your coins if you wish. Your merit points are even more important now that you are a king," Peniel said.

"Huh? What for?" Jack asked.

"I'll explain later. Anyway, these other two specialties are also great. Magicite ore is a unique grade smith material, while Deep Earth Weed is unique grade alchemy material."

"That will be useful if our guild found recipes using those items," Jeanny said.

Duchess Isabelle chuckled. "Unfortunately, the kingdom also needed those materials. But sure, if we have excess, we can sell them to you."

The second group of statistics was the city stats. There were four of them. Economy, productivity, security, and happiness.

Economy indicated how prosperous the city was. The higher the value, the more coins the city would produce. Productivity influenced the speed by which the city constructed new buildings or produced special goods.

Security and happiness had their values shown in percentage. 100% in security meant that the city was completely safe. No crime would happen in such a city. Happiness affected the citizen's mood. The higher its percentage, the happier the mass was. Hence, less likely to rebel.

Thereath's current security was at 62%. Its happiness was at 76%.

"I don't reckon this number is good...," Jack said.

"No, it's not," Thaergood said. "Both security and happiness also affect the city's economy and productivity. If either fall below 70%. The economy and productivity will be less than the value stated here. On the opposite, if both security and happiness are above 80%, it will boost them more than their normal value."

"This 76% happiness is already due to the boost from Goddess Serenity's blessing. Without it, I bet it will be less than 70% as well," Peniel said.

"It can't be helped," Duchess Isabelle said. "The people had just gone through two wars, lost their king, which is succeeded by someone, I am sorry to say, no one expected. They have to process a lot of stuff."

"Don't forget that many of this capital's original troops had been sent to reinforce the borders," John added. "I believe the absence of sufficient troops contributes to the lack of security, doesn't it?"

"That's right," Isabelle replied.

"So, the first order of business is to restore the security. Let's use the draft function," John said. His hand went to the screen.

Jack again, smacked his hand away. "Hey! One by one. We've not yet finished reviewing all the details on this screen."

"Sigh, I already understand the mechanic in just one glance. But fine, I will match my pace with our king's sluggishness. Hurry it up, will you?"

Thaergood had the urge to ask Jack if he probably wanted to discharge this impolite outworlder from the royal advisor rank. But Jack didn't show any sign of being offended by John's rudeness, so he didn't say anything.

Jack resumed his review. The third group of statistics was the general information. The first information showed the city's governor. For Thereath, the governor was someone named Aquinas.

Jack slightly remembered someone with this name during the swearing of fealty two days ago. He thought it should be the same Aquinas. The governor of the capital was sure to have been invited during his coronation.

Aquinas wasn't among the court or military officers, but Jack could still check his data. When he clicked the name, a portrait appeared with his info. He had rather impressive social stats. His leadership was 81, discipline 72, wit 86, and politics 98. He also had a trait called Management, which increased the city's productivity if he was the city's governor. His loyalty, however, was only 72.

'Hm... Can't have the governor of the capital has such low loyalty,' Jack thought. He saw similar functions of pay and gift by the side. He clicked the gift button.

A list of goods appeared. They were mostly luxurious jewelry, furniture, rare books, ceremonial weapons, and such. Peniel explained these goods gave no effect on outworlders. So, they were mostly ornament goods.

"These are luxurious goods collected by the kingdom," Thaergood explained.

"Can gifting increase loyalty higher than paying coins?" Jack asked.

"If the gift is an item the recipient covets, then yes," Peniel answered.

"Anyone here knows this Aquinas fellow?" Jack looked at the three natives in the room.

"I am quite familiar with him," Thaergood said. Being an advisor of the palace, it was only natural for him to know the governor of the city he lived in. "He is a complex person, but he likes to read. If you want to present him with a gift, books will be a good choice."

"Thank you," Jack appreciated the tip. He looked at the series of rare books on the list. With Thaergood's help, they picked one that contained poems and literature.

After sending the gift, Aquinas' loyalty went up by eight points to 80.

Jack nodded with satisfaction, but doing this personal gifting was too troublesome if he had to do it to everyone. He would only do this for special individuals.

Below the governor was the info about city troops. 18,000 was the number listed there, it indicated the number of troops stationed in the city.

"Before the invasion and civil war, we have 50,000 troops stationed in the capital," Thaergood explained. "That's why our security value had fallen, we are lacking sufficient soldiers to patrol the streets."

"Thank you for repeating my point," John said. His tone caused Thaergood to glare at him, but John acted as if he wasn't aware.

Jack ignored the two. He was still studying the screen. Below the city troops were coin income and expense. Thereath coin income was 200,000 gold coins, while the expense was 80,000 gold coins. Giving a net income of 120,000 gold coins monthly.

Isabelle explained that Thereath and Theneward were two cities with the highest economic value in Themisphere. Hence, the high coin income. Most of the total kingdom coin income was generated by the eleven main cities. Smaller towns generated just enough to cover their expenses. As for villages, most of the time they needed assistance to help with their expenses.

Below the coin income was mana income and mana expense. Thereath had 50,000 mana income and 20,000 mana expenses.

Isabelle explained that mana was mostly only produced and needed from the city level and above. Town normally had no output of mana nor any building that required mana upkeep. Villages were even more so.

## **Chapter 1014: City Functions**

Those covered all the information about a city. Below those data was the function section. This section had four buttons. Build, Draft, Train, and Transport.

Jack clicked the build button first. A series of buildable buildings were listed. It was a long list. Common buildings were markets, farms, mines, schools, residential houses, and the like.

Peniel informed him that special buildings should be at the bottom of the list.

"You should go to the very bottom of the list. There should be one building that is normally unable to be built but is available now due to Goddess Serenity's blessing."

"Really?" With that prompt, Jack scrolled down at light speed, no longer reading the available buildings in the list, which annoyed John.

Arriving at the bottom of the list, they saw one name colored in green, World Peace Garden.

"That is... That is a Wonder building!" Isabelle exclaimed.

"Wonder building?" Jack turned to Peniel.

"It meant only one can exist in the world," Peniel explained. "High prerequisite is usually needed before one can build a Wonder building. For the case of this World Peace Garden, it requires Goddess Serenity's blessing."

Jack hovered over this building to see its details.

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World Peace Garden (Wonder building)

Generates mana: 10,000/month.

Increases the overall Happiness in the country.

Increases the overall Productivity in the country.

Increases the chance of exceptional individuals emerging during drafting.

Construction cost: 50,000 gold coins, 50,000 mana, 3,000 lumbers, 1,000 minerals.

Construction time: 30 days.

Upkeep: 5,000 gold/month

Requirement: Goddess Serenity's Blessing, the country is not at war.

\*

"Exceptional individuals?" Jack asked.

"It means it was possible for the people who are drafted to manifest high grades," Peniel explained.

"Drafting is taking the commoners from the population and transforming them into soldiers.

Commoners are level 1 and without a grade. When they are drafted, they transformed into a level 10.

Their grades, however, differ. If one is lucky, one might be an elite or maybe even a rare elite. This World Peace Garden improves the odds of that happening when we draft."

"Then we should build this building first!" Jack said. "Wait, you said drafting is taking from the population? That means the population of the city will decrease if we draft?"

"That's correct," Peniel confirmed.



Thereath was only short two million from becoming a megalopolis. This meant drafting would delay that from happening. But Jack guessed that couldn't be helped. Improving the city's security and increasing the kingdom's military power took priority.

He clicked the option for the World Peace Garden to be built. The timer started counting. "Too bad it took one whole month to build," Jack sighed.

"This is already considered fast," Peniel said. "Thereath's productivity value was considered high. If it was any other city, it might take two months or even more. However, there is a way to hasten the building time."

"Really? How?" Jack asked.

"Later. Select the other buildings you want to build first."

"Other buildings?"

"There are four building slots there, genius," John mocked.

"Yes. A metropolis can build four buildings at a time. A city can do three. A town is two. As for a village, it can only build one building at a time. If this capital becomes a megalopolis, it will be able to build five buildings simultaneously."

Jack felt weird at first. Couldn't they just hire more workers to build more buildings on empty lots? Then, they can build as many buildings as they want as long as they had the coins. Then, he remembered this was a game world. Everything worked differently here from the real world, including its building construction process.

"What should we build?" Jack asked. At the same time, he scrolled up to where the special buildings were listed. They were the colosseum, war academy, intelligence agency, zoo, magic laboratory, and grand cathedral.

"Other special buildings will become available when the city level up to megalopolis," Peniel informed.

"Or if you found a city blueprint. City blueprints are unlike the structure blueprints for guild headquarters, they can only be used by a country."

"We should focus on ones that can help improve our military," John offered his opinion. "We need to get back in shape from the loss we suffered from the wars."

"In that case, the war academy and colosseum should be your choices from the special building list," Peniel said. "As for the regular building, you should build more barracks, fighting schools, or magic schools."

Jack checked the info about the war academy and colosseum. "Hey, I can't build the colosseum yet. It says here, needs at least five barracks, five fighting schools or magic schools, and an approval letter from the league of champions. We have twelve barracks and ten training schools and ten magic schools, so that is not a problem, but the approval letter part is greyed out. I guess that's what we are missing."

"Yes, you will need to visit the league of champions for that. Let's leave it for later. You should have no problem with the war academy."

"I don't," Jack said and checked the war academy's details.

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War Academy (Special building)

Training space: 5,000 units

Increases unit's training growth rate within the city.

Increases unit's skill/spell learning probability within the city.

Construction cost: 10,000 gold coins, 1,000 mana, 500 lumbers, 1,000 minerals.

Construction time: 20 days.

Upkeep: 1,000 gold/month

Requirement: Has at least 10 barracks and 10 fighting schools or 10 magic schools in the city, the country has experienced war against foreign forces within the last two years.

\*

The War Academy soon filled the second building slot.

"What does the barrack do?" John asked Peniel.

"Each barrack has training space for 1,000 units. This meant it can train 1,000 soldiers at the same time. You know that natives are unlike you, outworlders. They level up very slowly. By training inside the barracks, they gain the same leveling speed as outworlders."

"We have twelve barracks. Adding this War Academy, we will be able to level up 17,000 soldiers," Jack said.

"Training priority will always be given to soldiers with the lowest levels first," Peniel said. "So, if you perform draft, those recruits will be the ones who are prioritized to be trained."

"That makes sense. Otherwise, those level 10 recruits will just be useless in a war," John remarked. "But still, 17,000 is too few."

"That's why our leveling progress will never be able to catch up with outworlders," Alfredo remarked.

"We need a whole ton of barracks for that, which is unrealistic."

## **Chapter 1015: Ruling Power**

"What about the fighting school and magic school?" John asked Peniel again.

"Fighting schools teach soldiers to learn skills. Magic schools teach spells," Peniel answered. "Similar to you, outworlders, natives received new skills or new spells when they level up. But what skills or spells they receive differ from one native to another. You can look at them as their hidden talents. Aside from these natural skills and spells, they can also learn ones from outside sources. However, unlike outworlders, natives don't learn these non-standard skills and spells instantly by simply interacting with

technique books. They need practice and guidance. Thus, it takes a long time for them to learn a single skill or spell."

"Hm... How long do they usually take to learn a skill or spell?" John asked.

"Depending on their affinities and the skill or spell's difficulty," Peniel answered. "All skills or spells that have been researched by the kingdom will be available for them to learn in those schools. What the soldiers choose to learn is up to them. Priority is given to soldiers who have the least number of non-standard skills or spells. So, in this case, it will usually be the recruits who get prioritized again. Usually, the more non-standard skills one has, the more difficult for one to learn an additional skill. Recruits normally will be able to learn one skill in one session, which is one month. But for veterans who already have more than two non-standard skills, they might not get any result even after learning for one month."

"How many soldiers can each school teach?" John asked.

"Same as barracks, 1,000 soldiers," Peniel answered.

"What do you think?" Jack asked.

"Let's just fill up the two remaining building slots with barracks," John said. "Learning skills and spells might be important, but the success probability is too unstable. We should just let them focus on their basics first, which is their level. They will gain their natural skills and spells anyway if they level up."

"You should also think about building residential houses," Peniel informed. "Building one will provide a living complex for 10,000 population. You should prepare them since the Goddess' blessing boost your population growth. If there is not enough place to live, the population will remain stagnant even if you have enough food."

"I think you don't need to worry about that," Thaergood informed. "Thereath still has enough residential space to house another one million population."

"Well, in that case," Jack followed John's advice and inputted the remaining two slots with barracks. Each cost 5,000 gold coins, no mana, and a few minerals and lumbers. The upkeep was 100 gold coins and it required ten days to build.

Now that the four building slots were occupied, he diverted his attention to the next city function, Draft.

When he pressed the button, he was provided with three options. Casual draft, regular draft, and heavy draft. Each cost gold coins. A casual draft cost 2000 gold coins. A regular draft was 5000 gold coins. While a heavy draft cost 10,000 gold coins.

"Casual draft will convert 2,000 commoners into a fighting force," Peniel explained. "A regular draft produced 5,000 soldiers. Heavy draft resulted in 10,000 soldiers."

"So, each soldier cost 1 gold coin," John remarked.

"Please note that these three options are only available to metropolises," Peniel added. "Cities only have casual and regular drafts. For towns, you can only do the casual draft. You can't draft any people from villages. When you have a megalopolis, there will be another draft option available, conscription. This draft recruited 50,000 soldiers. Every drafting process will cause happiness to decrease. But since

we have Goddess Serenity's Blessing, it will not. No matter which type of draft you choose, the cooldown will be the same. One month. So, you can only make another draft a month later."

"It's a no-brainer then. We will go for the heavy draft," Jack said. But before his finger could press the button, Peniel stopped him.

"Wait! Before you do that, let me explain another feature first!"

"What feature?" Jack asked.

"Remember that the World Peace Garden increases the chance of better-grade soldiers emerging during a draft? It is better if we do our draft after completing that Wonder building."

"That building takes one month, sister. We can do another draft again when that building is completed."

Peniel smiled instead, "Hehe, that's why I said I'm going to tell you about another feature. Probably the most important feature in this entire monarch system. Remember the ruling power you received?"

"From becoming the first outworlder monarch? Yes, I have been waiting for you to explain that," Jack said.

"Go back to the main screen that displays the country overview. You have missed one detail," Peniel said.

"Oh?" Jack interacted with the screens and returned them to the one with the giant Themisphere map.

"What do I miss?" Jack asked as he looked around the screen. He spotted it then. At the top corner left were a few words.

\*

Sovereign, level: 1

Exp: 0 / 50,000 merit points

Ruling Power: 110

\*

"You have a basic of 10 ruling power when you became a sovereign," Peniel said. "That 110 were your basic 10 plus the reward from the notification. That's why I said it's a lot. When you go up a level, you will receive 10 ruling power. Additionally, every month you will receive ruling power ten times your sovereign level at the time."

"So, next month I will receive 10 ruling power?" Jack asked.

"If your sovereign level remains at level 1," Peniel nodded.

"I see now why you said my merit points are important," Jack said. "The merit points can now be used to increase my sovereign level."

"Yes. Take out your kingdom faction badge to interact with it."

Jack followed the instruction. When he took out his kingdom faction badge, it was completely different from before. It was bigger, grander, and had a brilliant golden color. The description also changed to Themisphere King Badge. It no longer displayed the total accumulated merit points from the start. It only showed the available points, which were 287,804 merit points.

An interface appeared when Jack interacted with the badge, asking if he wanted to use the available merit points to increase his sovereign level. Jack agreed to it.

A stream of light flowed from the badge and entered him. As it did, Jack saw the exp bar below his sovereign level increasing. Once it hit 50,000 points, he received a notification that his sovereign level had increased to level 2, receiving 10 points of Ruling Power.

### **Chapter 1016: Using the Ruling Power**

Jack didn't stop the transfer. The merit points continued to flow from his kingdom badge. The exp indicated that he needed another 100,000 points for the next level. His badge had enough merit points.

In the end, he depleted the entire merit points in his badge. His sovereign was now level 3. He needed 150,000 merit points to reach level 4, he needed just a tiny 12,196 merit points for that.

If he knew this, he wouldn't have spent any of his merit points in the kingdom exchange list in the past. But then again, how could he bloody know he would be the king of this country?

With the two times level up, he now had a total of 130 ruling power.

"So, what can this ruling power do?" Jack asked.

"Multiple things. Try clicking your sovereign status," Peniel said.

Jack followed the instruction and the screen changed to display several options.

\*

Hasten construction

Complete 10 days' worth of construction.

Cost: 1 ruling power

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Hasten research

Complete 10 days' worth of research.

Cost: 1 ruling power

\*

Increase population

Summon 100,000 population into a selected settlement.

Not applicable to villages or towns.

Cost: 10 ruling power

Cooldown: 1 week

\*

Call to arms

Draft troops from all the settlements in the country. Draft 50,000 troops from megalopolises. 10,000 troops from metropolises. 5,000 troops from cities. 2,000 troops from towns.

All drafted troops start from level 30.

Cost: 30 ruling power

Cooldown: 1 month

\*

Mass Drill

Trains all the levels of the soldiers in the country with 50% efficiency of a barrack. Those who are trained inside barracks received a 200% growth rate.

Cost: 50 ruling power

Cooldown: 1 month

\*

War Rally

Increases all soldiers' attributes for 1 day.

Cost: 20 ruling power

Cooldown: 1 week

Requirement: Usable only during wartime

\*

War Transport

Teleport 100,000 soldiers to any settlement within Themisphere.

Cost: 30 ruling power

Cooldown: 1 week

Requirement: Usable only during wartime

\*

War March

Increase all soldiers' marching speed for 3 days

Cost: 10 ruling power

Cooldown: 1 week

Requirement: Usable only during wartime

\*

"Wow...", Jack only gave this short utterance after reading the options.

"More options will be available as you level up your sovereign level," Peniel said.

"No wonder Alonzo said that he will use this power to recover the military power," John mused.

"What is it?" Jeanny was getting anxious about being left out. Duchess Isabelle was kind enough to spare her time to explain to her.

"Next month, if my sovereign level is still level 3, I will only get 30 ruling power, correct?" Jack asked.

"That's correct," Peniel answered.

"Now I understand why you are so excited that I get that 100 points of Ruling Power. Well, in this case. I can't squander it. The call to arms and mass drill is a must. This will instantly increase our troop counts to..."

Jack was still calculating when John said, "182,000 troops. That is not yet counting the ones we manually draft from each settlement. If we do, the numbers will double. This means we will have recovered almost half of the fighting force we lost during the invasion war."

"Not to mention, that mass drill trains all troops even if only half the efficiency of a barrack. This means the stronger veterans, like Emris and Meryl, will benefit as well. As opposed to the normal barrack training which prioritizes the weaker troops," Jeanny said. She could finally join in the conversation after catching up due to Isabelle's explanation.

"Well, I know Themos had been pretending to be unwell. But if he had used this power when we are invaded, it will have truly eased our struggles," Jack complained.

"Although I agree with you, there is one thing that you need to be aware of," Isabelle said. "The sovereign power that Themos used to have, is slightly different."

"How so?" Jack asked.

"His sovereign power doesn't have a level," It was Peniel, who answered. "A native monarch receives only 10 ruling power every month. That's it. They have to make do with that small quantity. If they want to use the power that requires more ruling power, they will need to save their points through several months."

"Oh? I thought when Alonzo said that he was going to use his ruling power to recover this country's military power, mean that he has a sufficient amount?"

"He was expecting to receive it from his father," Thaergood said. "Since King Themos hasn't ruled for a while, his ruling power should be piling up. If he was crowned king, Themos' ruling power will pass on to him."

"Well, I guess it didn't pass on to me because I have no blood relation to the king?" Jack said.

"That's right. But even so, the current ruling power you have is more than King Themos has saved up. I can't help but think that the Gods are truly unfair. Even our monarch system favored you, outworlders," Thaergood sighed.

Jack glanced at Peniel. Only she and outworlders here knew the reason why it was so. He considered telling the three natives here about the true nature of the world but decided against it. Better to not get side-tracked.

He proceeded to spend 5 ruling power to complete the construction of the World Peace Garden and the War Academy. World Peace Garden would help the probability of better grades emerging from the drafting process. War Academy would help the speed of training growth rate.

He then spent 30 ruling power to use the Call to Arms. Afterward, he used Mass drill. He spent a total of 85 ruling power, leaving only 45 points left.

"I think I will just save these remaining points," Jack said. "So, we can at least use Mass Drill again next month."

"Good choice," John agreed. "Don't forget to also manually train the troops in barracks. They will get a 200% effect in that way."

Jack nodded. He returned to the City Overview screen and zoomed back to Thereath. They performed heavy drafts on this city, so that function entered a cooldown.

He went back into the Build function to fill up the two building slots that had been freed up because World Peace Garden and the War Academy had been completed. He filled in the two slots with one fighting school and one magic school. They similarly needed ten days to be built.

He then went out and clicked the Train function.

## **Chapter 1017: Military Overview**

Inside the Train function, Jack was given the option to train using all the barracks, fighting schools, and magic schools, or only a portion of them. He chose all of them. The cost was 500 gold coins for each building.

Thereath had twelve barracks, ten fighting schools, and ten magic schools. This training cost a total of 16,000 gold coins.

Jack proceeded to do the same to the other settlements, except for village-level settlements which couldn't be drafted. In total, he spent 182,000 gold coins for drafting and 304,000 gold coins for training.

Aside from building, drafting, and training. There were two more city functions. Construct and Transport.



Construct was for making siege weapons and ships. Since in Themisphere only Thepergua had a port, only that city could produce a ship. The best ship available to construct there was Ship of The Line, costing 4,000 gold coins and required fifteen days to construct.

In the other settlements, Jack chose to construct siege weapons like catapults and arrow towers. They had lost quite a number during the civil war and invasion war. Not to mention, most of the ones destroyed during the civil war were his deed.

Not all settlements could construct these machines. They needed to have a special building called Siege Workshop first, or Ship Factory in terms of building ships in Thepuergua. Other settlements that had none of these buildings had their Construct function greyed out.

As for the Transport function, it was to transport settlements' resources except for population and mana. Food, minerals, and lumber that were excessive in one settlement could be transported to another settlement that needed them. Villages and towns were usually the ones that needed these resources as they were not self-sufficient enough to support their growth.

Thaergood and Duchess Isabelle helped in suggesting to Jack which settlements had excessive resources and which were lacking. So, Jack didn't spend too much time checking the settlement's statistics one by one.

The settlements that require resources the most were of course the three towns that were occupied by the orcs during the invasion war. Many buildings in those towns were destroyed during the invasion, which prompted Jack to have to rebuild the essential buildings.

Some of the other settlements also had specialties. One notable specialty was the magic pigment found near the city of Thedoonvall. This was the basic material for mana paint. Peniel informed Jack that mana paint was something that was used to draw a mobile rune diagram, such as the barrier diagram World Ruler used when they attacked Wicked Witches. Jack had heard about the battle from Jeanny.

In the end, they spent more than half a day dealing with all the settlements.

It was late afternoon already, and everyone thought that Jack would be calling it a day and continuing tomorrow. But after Jack closed the city overview screen, he immediately switched to the next screen without pause. Everyone didn't say anything. If the king didn't suggest a rest, they wouldn't either.

The next screen was Military Overview. It showed the same overall map as the starting screen, Country Overview. But instead of marking settlements' locations around the map, it showed troops positioning. Which not only showed the troops inside settlements but also the ones patrolling around the country and the ones inside defensive forts.

Besides the map was detailed information on the troops and the forts.

Only after looking at this map that he noticed that Themisphere had quite a number of forts. A total of 18 forts existed. However, only 13 were garrisoned. The remaining ones were like fort Garadhor which was empty until Prince Alonzo repaired it for use during the civil war.

The forts were divided into three categories. Small, medium, and large. Small forts were like Fort Garadhor which could only hold less than 30,000 troops. Nine of these forts were scattered all around the kingdom.

Medium forts were bigger-size forts that could hold 100,000 troops. Fort Themisphylae and Fort Slaughterer Plains, which were used during the Verremor invasion war, were medium forts. Themisphere had five of these forts, mostly situated near the borders.

Large forts could hold as many as 500,000 troops. Only three existed in Themisphere. Each of these large forts was led by a lord marshal. These forts were Emris and Meryl's bases. One of them was now leaderless since Arther quit the army.

There was an option to build a fort on the screen. The cost of building a small fort was 5,000 gold coins, a medium fort was 20,000 gold coins, and a large fort was 100,000 gold coins. The building time also differed. Twenty days for a small fort, forty-five days for a medium fort, and ninety days for a large fort. Those did not yet include the time workers and soldiers needed to travel to the selected build spot.

Jack and John decided it was not the time to build another fort. They were still lacking in manpower to man the existing forts and settlements. They would focus on increasing the soldier counts first.

As for the troops' information, Jack could see on the screen that Themisphere had a total of 2,664,000 troops. This already included the 364,000 recruits they had just drafted earlier. Thaergood informed Jack that before the invasion war, Themisphere had around 3,000,000 soldiers. 2,200,000 out of those 3,000,000 soldiers had been mobilized to repel the invasion, while the remaining soldiers stayed behind to maintain stability and protect the other borders. 780,000 soldiers were lost during the war. It would take some time before they returned to that previous number.

On the screen, he also saw the report on how many soldiers were in training. Which was all of them due to the Mass Drill he activated earlier. The numbers that were on training and learning in settlements were also displayed. He didn't need to go into each city screen to check these training soldiers.

Aside from these details, there was also a report on unit types. The kingdom units were divided into two categories, basic units and special units.

Basic units consisted of light infantry, heavy infantry, ranged, light cavalry, heavy cavalry, ranged cavalry, magic, and healers. Jack asked who decided what recruited soldiers to become which type of units, because he didn't see the option when he did the draft.

Thaergood said that it was decided one month after the recruits were drafted. The superiors in the barracks would see each recruit's proficiency and decide what's best for them. Jack didn't have to trouble himself about this thing.

All Jack needed to do, was make sure that the city the recruits were in had the necessary buildings to support the unit type. For example, cavalries needed stables. Heavy cavalries needed stables and armories. If the city didn't have these buildings, then the barracks' superiors would have no choice but to organize the recruit into different unit types, even if that recruit was more suitable as cavalry.

Thereath had all the buildings required for all basic unit types, so it was not a concern. The other smaller settlements like towns, however, were not so. Jack noted this so he would build those buildings after the current building constructions were done.

## **Chapter 1018: Special Units**

While studying the basic units, Jack noticed some of them had upgrade options.

The light infantry was pikeman units. The information said that this unit was effective against cavalry units. When Jack clicked the upgrade option, it said that the pikeman could be upgraded to halberdier. Halberdier boasted stronger offense and higher defense-piercing property. It cost 5,000 coins to upgrade and ten days to rearm the current soldier.

Jack proceeded with this upgrade, along with the other basic units that could be upgraded. Spending another round of massive gold coins.

"Why are there units that can be upgraded and some that can't?" Jack asked.

"The ones that can are because this kingdom had completed the research on the higher grades of those units," Peniel answered. "The ones that have no upgrade option either have reached their best form or the research to the upgraded form is not yet done."

"Sometimes it is also because the upgraded unit requires a specific building which is not yet built," Thaergood added.

"Research?" Jack asked.

"I believe that will be the next screen. Let's finish this one first," Peniel said.

Jack nodded. After upgrading all the basic units that could be upgraded, Jack checked the special units. Special units were more varied, similar to the guild's special units. Peniel informed Jack that while every country has similar basic units, special units differed from country to country.

Peniel gave the Republic of Palgrost as an example. That country had cannoneers, armored busters, and bike riders. Cannoneers were ranged heavy infantry that dealt AOE damage from a very long range. Armored busters were heavily armored melee infantry. Bike riders were cavalries on metallic steeds that had faster movement speed than normal cavalries but lesser maneuverability.

"I see," Jack said as he looked at Themisphere's special units. There were three of them, but Peniel said that it would not always be limited to three. The research function in the next screen could unlock more special units.

Themisphere's special units were Gunners, Arcaners, and Holy Knights. Gunners were similar to the player's class, they were ranged units using guns. Arcaners were magic users that used support magic to buff allies and debuff opponents. Holy knights were heavy infantries that could heal allies.

All these three units had upgrade options. Jack proceeded to upgrade them without delay, even if the costs were much more expensive than upgrading the basic units.

Gunners cost 20,000 gold coins to upgrade. They became musketeers after being upgraded, which possessed a longer range than the gunner units.

Arcaners were upgraded to Illusionists. They gained spells that created illusions to confuse the enemies. The cost of the upgrade was 40,000 gold coins.

Holy knights became Paladins after Jack paid 30,000 gold coins. Paladins gained offensive and defensive magic that helped them better survive in a battle.

"Um... I understand that it's the barracks' superiors who decided what type of units the recruits would become. What about these special units? How does one become them?" Jack asked.

"That will depend on the soldiers themselves," Thaergood answered. "Every soldier had the chance to become these special units, but first they had to already be a basic unit. They can register to become the special unit of their preference. They will undergo a test after registering. If they pass, they will transform into that special unit."

"The slots for special units are limited though," Isabelle added. "Only 10% of the army can be allocated for special unit types. So, the tests will be closed once special unit types reach that percentage. The arrangement was done by the head minister from the army ministry."

'Army ministry? Was the head minister good?' Jack thought as he switched back to the Officers screen and looked for the head minister in question.

The name of the head minister was Helena. She had 77 for leadership, 91 for discipline, 95 for wit, and 71 for politics. Her politic was rather lacking for a court officer, but her discipline and wit made up for it. Jack thought it should be okay considering she dealt with the army.

"She is a good minister," Isabelle said.

Jack nodded. Helena also had a trait called Organized, which helped her keep everything in order.

After the special units were the siege units. The ones listed here were the total quantity that existed all over the country. There were five types. 5 Trebuchets, 11 catapults, 21 ballistae, 4 arrow towers, and 9 battering rams.

These numbers did not include the ones Jack commissioned the cities to currently construct. They also didn't include the ones that came with a fort when the fort was constructed. Those were the fort's defensive weapons. They were fixed and couldn't be moved away from the fort.

These siege machines on the list were also unlike the guild's version. These machines could be transported and moved around. They were permanent siege units that only disappeared if they were destroyed.

That was it for the Military Overview. He went to the next screen, Research Overview. This Research Overview was divided into three research trees. There was also an indication of the research level.

The research level stated on the screen was level 9. There was a progression bar underneath the level indication which was half-filled.

Peniel explained that the bar was filled with research points. Research points were generated by specific buildings inside settlements. Like schools, academies, laboratories, and other buildings that contributed to study. Each building contributed research points weekly.

If the bar was filled, then the research level would increase. The higher the research level, the faster the techs inside the research trees were learned.

The first research tree was Civil Path. It contained technologies that helped improve the stats of a settlement. Jack browsed through this tree. Some of the learned techs were irrigation, mining,

ironworking, and such. There were too many. These must all be the ones that had been researched since Themisphere Kingdom came into existence.

Jack just scrolled up to the current tech that could be researched. There were four of them. Industrialization, Philosophy, Engineering, and University.

Industrialization allowed the building of factories inside a settlement, which increased the city's productivity. Philosophy increased happiness. Engineering increased productivity. University, if built in a city, would generate research points.

There was no ongoing research at the moment because neither Themis nor Mason bothered to pick a tech for research. Starting research required coins and mana, and only one tech could be researched within one tree.

### **Chapter 1019: Researching**

After discussing with the others, Jack chose to research University. He paid 15,000 gold coins and 10,000 mana. The research itself took 25 days to complete.

Jack could use his Ruling Power to hasten the research time. one Ruling Power reduced the research time by ten days. But Jack didn't want to waste his ruling power, he wanted to save them for using Mass Drill again next month.

Jack turned to the next research tree, the Military Path. This path also branched out from a single tech and went up multiple lines along already researched techs until it ended with four available techs that could be researched.

The four were Explosives, Propaganda, Rapid Arrows, and Drilling Thrust.

"Hey, Drilling Thrust? Isn't that the name of my skill?" Jack asked.

"Yes, it is a battle skill. Once you researched this tech, all melee units with piercing weapons could choose to learn this skill in fighting schools," Peniel explained.

Jack also remembered the Rapid Arrows. This was a skill once used by Assistant Manager Ironhand, allowing him to release multiple arrows at rapid succession, much like Gunner's rapid shot but using a bow.

As for Explosives, this tech allowed cannons to be built in siege workshops.

Propaganda allowed cities to build recruitment offices. Each recruitment office increased the number of each draft process by 50 units.

"Pick explosive," John said.

"Why?" Jack asked.

"Our siege weapons were rather lacking. We have lost quite a number during the civil war."

"Yeah. Whose fault was that?" Jack asked.

"I do remember you are the one doing the hacking," John returned.

"People, focus! It's getting late already," Jeanny chided.

"It will take time for us to replenish the number of our siege weapons. If we can't make up with quantity, then might as well make do with quality," John reasoned. "These cannons should definitely be above those primitive siege machines we have."

"All right," Jack followed John's suggestion and chose the explosive tech, spending 25,000 gold coins and 2,500 mana. This tech needed 21 days to complete.

He moved on to the last research tree, the Mystic Path.

This path similarly branched out to multiple options. Jack noticed this path had gone further than the other two trees, which meant the previous kings had focused on this path more. There were six selectable techs in this path instead of four.

These techs were Healer's Abode, Mana Spring, Freezing Halo, Healing Diagram, Stone Gargoyle, and Collective Ardor.

Healer's Abode gave the country the ability to build a building of the same name. This building contributed a bit to the Happiness stat and also allowed the basic healer unit to upgrade into a high healer.

Mana Spring also granted settlements to construct a building with the same name. The building increased mana income.

Freezing Halo was a spell. After being researched, it would be available to be learned by soldiers training inside the magic schools.

Healing Diagram was a mobile rune diagram. It could be drawn on a place and anyone going inside the drawn area would receive continuous healing. However, if combat happened within the drawn area, the diagram would cease its function until the combat was over.

Stone Gargoyle wasn't a tech that allow them to build a unit. It was instead counted as a structure that can be built, either in settlements or in the forts. It was a defensive structure. The structure would stay inert under normal circumstances. But if the settlement or the fort was attacked, this structure would come to life in the form of a huge stone gargoyle. This stone gargoyle would then defend the settlement or fort like other units.

"Research this one!" It was Peniel who make a suggestion this time. She was indicating the last choice on the research tree, Collective Ardor.

"Why is that?" Jack asked as he tried to open up this tech's description.

"This is an enchantment spell," Peniel explained. "This must be the first enchantment spell available in this mystic path. Similar to Goddess Serenity's Blessing. Once it was cast, it would affect the entire country. It won't be as powerful as the Goddess' enchantment, of course. This enchantment boosts productivity to all the settlements in the kingdom."

"You have to note that enchantment usually has high mana upkeep," Duchess Isabelle.

"After we learned this enchantment, how to cast it?" Jack asked.

"Enchantment casting function will appear in the country overview once you have access to a country enchantment spell. You can cast the enchantment this country has researched there," Peniel answered.

"I prefer that Healing Diagram," John said. "It will be useful to have it as a mobile healing station. Saving our army's supply of recovery potions during a campaign."

After some pondering, Jack decided to follow Peniel's suggestion. Following the fairy's recommendation all this time had never disappointed him yet.

"We are not in wartime. We can learn the Healing Diagram after the Collective Ardor," Jack said and selected the Collective Ardor. It cost 15,000 gold coins and 30,000 mana. It also required 33 days to complete.

"What if a country decides to invade us next month?" John asked.

"Then I use my Ruling Power to hasten the research," Jack replied.

"What if you already used up your ruling power and don't have enough for it?" John asked again.

Jack eyed him with annoyance and said, "I've already made my selection. Get over it!"

John responded with a shrug.

"Well, if it is ruling power you are concerned about, the next screen will interest you," Peniel said.

"Oh? Do you mean There are other means of getting ruling power aside from leveling up or waiting for the monthly income?" Jack asked.

"That is not wrong, but the next screen is more towards getting merit points to increase your sovereign level. Just go to the next screen first."

Jack complied. The next screen was called Affairs Overview. Inside the screen were two panels. There were even pictures on them. One was titled 'Dispute of two landlords over a plot of land in Theboldiere'. The other was 'The inheritance of Lord Edmond'.

## **Chapter 1020: Affairs**

"Only two? That's very few," Peniel remarked.

"Both King Themos and Royal Advisor Mason didn't deal with these affairs much. So, many governors no longer bothered to appeal their unsolved affairs to the royal court anymore," Thaergood explained.

Jack didn't truly understand their discussion. He was clicking one of the two panels. The one with the title of 'The Dispute of two landlords over a plot of land in Theboldiere'.

"Theboldiere was a small town near the main city of Themetus," Isabelle informed.

After opening the panel, a series of texts appeared. It was a story about a dispute.

It said, on the Southern side of town Theboldiere, two landlords were in a dispute over a plot of land. The two landlords went by the name of Olmond and Ethos. Both were nobles with the rank of viscount. Olmond was the head of an old family who had lived for generations in the town. He claimed that the plot of land was by right his, granted to his ancestors by the kingdom in the past.

However, there was no deed to prove his claim. Olmond said that the deed was lost. But since his family oversaw and owned most of the lands in that town, most agreed that the land was his.

The other noble, Ethos, was an outsider who came from Themetus. He claimed that he had bought the plot from the Office of Land Management. A kingdom's division that dealt with the legal exchanges over land. However, it turned out that the officer who processed Ethos' transaction was corrupt and the deed the minister gave to Ethos did not completely go through the legal process.

The officer had been caught and punished. However, Ethos had built a trading post in that plot of land and conducted businesses through that post for the past six months. A simple refund of the coins he used to purchase the land was not enough to cover his loss if he was to vacate the land.

Ethos refused to leave. Since Olmond didn't have an official deed, this gave Ethos a stronger reason to resist.

Olmond, however, insisted that Ethos vacated the premise within the week.

The two were stubborn and weren't willing to compromise. Hence this matter had been appealed to the royal court, asking for the king's decision.

Under the affair was a deadline. Seven days.

"That means you have seven days to make a decision," Peniel explained. "After that, this affair will no longer be available and it is considered failed."

"They will most likely resort to violence to sort out their differences after seven days," Thaergood said. "It's better that we decided for them before that happened."

"Dealing with this affair fairly will also increase public confidence in the royal court," Isabelle added. "It will help improve your reputation as their king."

"What I'm confused about, is why this Olmond fellow takes six months to start the dispute. He should have made his claim before Ethos build his trading post and run his businesses for that long," Jack commented.

"If that happens, I don't think there will be an affair for you to deal with," John said. "Maybe the system intentionally creates such a stupid situation so you have an affair to deal with."

Jack gave John an irritated glance.

"You can always find something to mock about, can't you?" Jeanny said to John.

There was a response button under the story. Jack clicked on it. Four options appeared.

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1. Support Olmond. Gives Olmond the right to the land and everything on it.



2. Support Ethos. Officiates Ethos' deed and no one is to dispute the land anymore.
3. Destroy the building and then divide the land in half. Gives both Olmond and Ethos an equal share of the land.
4. Deny both of their claims. Confiscate the land and the building to become the kingdom's property.

\*

"What is this? A multiple choice test?" Jack remarked. "How do I know the correct answer with such limited information?"

"I say just kick them both. Claim the land as the kingdom's property," John said.

"Though that will earn us an extra building that gives us coin income, that will also most likely earn us the ire from the public," Isabelle said.

"Yeah. You won't know which is the correct answer until you pick them. Merit points will be awarded based on your decision. The most perfect answer might even earn you bonus ruling points," Peniel said and then added, "John's suggestion will most likely reward you the least number of merit points."

John simply shrugged at the two's opinions.

"Hey, there is a fifth option," Jack said.

Under the four options was an empty line where he could type something.

"That is if you want to decide something outside the four given options," Peniel explained. "The perfect answer I mentioned is usually outside the four given answers. The system will judge your decision and reward you accordingly."

"Bloody hell. Like I said, how can I decide with such limited information?" Jack said.

"You can always go to the site and check the case for yourself," John suggested.

"You think I have that much free time?"

"There are only two affairs here, which are considered a few," Peniel said. "There are usually more. It is not practical if you try to involve yourself directly. When ten affairs required your decisions in the span of a few days, you won't be able to go to every site to check them out."

"Do I have to just make a lucky guess for these affairs?" Jack muttered. "I do have a high luck point. Maybe that will help?"

Peniel didn't bother to answer that question.

Suddenly, Jack thought of something. "Hey! Maybe this can be a solution!"

"How?" Jeanny asked.

Jack called John and Jeanny to approach and whispered something to them.

After hearing Jack, John said, "I'm impressed that someone like you can think of this method."

"What the hell do you mean by someone like me?" Jack asked back.

"I will go back and organize everything once we are done here," Jeanny said.

Jack nodded.