

## Apocalypse 322

### Chapter 322 Achievement Shop 2

As Kisha retrieved the Gachapon Draw coupon from her inventory, the system promptly prompted her with a notification.

[Do you want to use the Gachapon Draw Coupon?]

Options appeared on the screen:

[Yes] or [No]

Without hesitation, Kisha pressed 'Yes', while Duke watched silently beside her. The instant she made her selection, a large screen materialized in front of them, displaying an array of random items arranged like cards.

The screen was vibrant with various colors and effects: some items glowed with a golden brilliance, others shone in a striking scarlet red with swirling red and gold lights, while additional items were highlighted in shades of purple, blue, green, and a muted white.

Each item seemed to radiate its own unique aura, adding an element of anticipation to the draw.

Based on her previous experiences with items obtained through the system's mall points, Kisha quickly deduced the significance of the colors displayed.

The muted white items were categorized as ordinary, while green items represented common quality.

Blue indicated uncommon items, and purple denoted rare ones. Gold was reserved for legendary items, and the scarlet red items, with their striking red and gold lighting effects, were of the mythic grade.

This color-coding system helped her gauge the potential rarity and value of the items she might draw.

Below the large display of items, two options appeared:

[Draw x1] or [Draw x10]

Kisha had ten Gachapon Draw Coupons and, recalling how games often offered better rewards with multiple draws, she felt tempted to select the [Draw x10] option.

However, wanting to share the experience with Duke, she turned to him and asked for his opinion before proceeding.

Kisha turned to Duke with a mix of excitement and apprehension. "What do you think we should do? Should we draw one at a time, or should we go all in and use all ten draws at once?" She glanced at him nervously, her usual confidence wavering.

Although she believed that using all ten draws might increase their chances of getting a better reward, she wasn't entirely sure.

Kisha felt that Duke's opinion was crucial—his perspective might either confirm her thoughts or offer a different approach.

The weight of her uncertainty made her anxious, and she hoped that Duke's input would help guide her decision.

Duke took a moment to consider Kisha's question, his gaze fixed on the array of items displayed on the screen.

He meticulously examined the assortment before him. Out of the hundreds of items spread across the screen, he noted that approximately 40% were of normal quality, 30% were common, and 18% were uncommon. Rare quality items made up about 8%, while legendary items constituted just 3% of the total.

The mythic grade items were even rarer, making up only 1% of the display. Duke could barely spot five mythic items among the myriad of options, indicating just how scarce and valuable they were.

Duke evaluated the probabilities and concluded that with ten draws, they would likely end up with around five normal items, two uncommon, and possibly two rare items, with a chance of getting one legendary item if they were lucky.

Given these odds, he agreed with Kisha's initial intuition. Drawing all ten at once not only promised to save time but also increased their chances of obtaining better rewards by maximizing their chances of landing higher-quality items in a single go.

Duke nodded at Kisha and said, "I think we'd have a better chance if we draw all at once." He was already starting to piece together what kind of unique ability Kisha might possess.

Seeing the Gachapon Draw only reinforced his belief that her ability was incredibly powerful. He suspected that the advanced blueprint she had just shown him was likely a product of this ability.

This realization also reminded him of Kisha's earlier explanation about irregular ability users when they first met. He now firmly believed that she was one of them and that the tasks she had mentioned recently that she needed to complete were probably linked to her special abilities.

Based on these clues, Duke deduced that Kisha's irregular ability functioned like a game system, allowing her to undertake missions and earn rewards upon completing them.

He realized that the otherworldly items she had been using might have originated from this very system.

If his speculation was correct, Duke believed it was wise for Kisha to keep such an ability undisclosed.

Given its potentially game-breaking and overpowered nature, revealing it could attract unwanted attention and increase her risk of danger.

Despite his suspicions, he chose to feign ignorance and support her in keeping her secret, believing it was in her best interest to protect herself from potential threats.

"I think so too," Kisha agreed with Duke, their thoughts aligning perfectly. Without hesitation, she pressed the "Draw x10" button.

Instantly, the items in the system interface transformed into cards, revealing only their backs. A rainbow-like indicator flashed and circled around the cards, creating an air of anticipation.

After a moment, ten random items were selected, with the unchosen cards vanishing from view.

The ten selected cards glowed brightly and were arranged in a single line, each one now prominently displayed.

As the cards lined up, they began to flip open one by one, causing Duke and Kisha's hearts to race with anticipation.

Without realizing it, they were holding their breath. The first three cards revealed normal-quality items, which caused a brief moment of tension. But then, the fourth card turned purple, signaling a rare item.

Both Duke and Kisha let out cheers of excitement. Kisha instinctively grabbed Duke's arm, while he reassured her with a supportive pat on the hand. The cards continued to unfold, adding to their growing anticipation.

The fifth card revealed an uncommon item, followed by a common one, then a rare, and finally, a legendary item.

At the sight of the legendary card, Kisha leaped to her feet with a joyous cheer, jumping up and down in excitement.

She barely noticed Duke's reaction at first, but soon saw his eyes widen and his jaw drop comically as he stared at the screen in stunned silence.

Kisha assumed he was just as thrilled and surprised as she was, especially with the golden card flashing brightly before them.

However, Kisha hadn't yet seen what kind of legendary item they had drawn. As she turned her gaze back to the screen, she was struck silent by a scarlet red card, adorned with swirling red and gold lights.

It was flanked by two golden items, and the sight left her staring in disbelief, unable to process the extraordinary luck she had.

If they followed the expected algorithm, drawing a mythic-grade item would typically require a substantial number of attempts.

To have a 1% chance of obtaining such an item, Kisha would need to make at least a hundred draws, likely encountering numerous normal and a few legendary-quality items before finally securing a mythic-grade reward.