

Global CM 78

Chapter 78: Special Survival Copy! (Extra Addition) _1

Upon entering the dungeon hall, Chen Mo saw a strange painting on its wall. It seemed to represent a mix of five elements. A massive array was depicted on the center of the dungeon hall's floor. As all the students stepped into it, the staff made one final reminder.

"Everyone, listen carefully. Even though you might have read up beforehand, I have to remind you again. The number plates you are wearing on your chests are not just for display; they are a crucial tool for exiting the dungeon. If you want to leave the dungeon, just tap the number plate on your chest and confirm the prompt—you'll exit the dungeon! But you can only do so if you're not in combat! You may only use this leaving function when out of combat, remember this! Don't be overly ambitious to achieve better results; some students in the past lost their lives competing to have the highest survival time against the remaining students. If you feel that you have done enough, exit immediately. Forced results are far less valuable than your lives. Alright, I hope you all pass this test and become the one who lasts the longest. Let me now activate the Dungeon Transfer Array for you."

All five test dungeons were survival dungeons. These kinds of dungeons were perfect for rankings and deciding victories. The rule was very simple: whoever survived the longest had the best grade.

The flow of time inside the dungeon was different from the outside world. Thirty days in the dungeon equated to ten days outside. The longest survival time required in all five dungeons was just thirty days, and people had survived that long in the easier dungeons. But in the five-star Five Spirits Gathering Dungeon, the longest survival time on record was only nineteen days. No one had even made it to twenty days.

If someone could set a new record, they would receive extra rewards from the Academy Alliance. The more you exceeded the previous record, the better the reward. The Academy Alliance had promised a reward of 10 Gold Coins if someone could survive for thirty days. 10 Gold Coins—it's worth a billion! An absolutely huge sum of money. But apparently, even the reward requirement of one Gold Coin for surviving twenty days had not been met by anyone yet. This billion was clearly not going to be claimed.

After the staff finished the warning, they began to murmur an incantation. Subsequently, the array lit up with a strong light. Everyone felt a flash of bright white light before their eyes and found themselves in a peculiar formation pattern. The sky was full of dazzling, multicolored lights, creating a marvelous landscape.

Before they could take in the sight, each of them heard a voice in their heads. Simultaneously, information appeared on a semi-transparent floating window in front of them.

[The Heavenly Dao's Hint: Welcome to the special survival dungeon "Five Spirits Gathering."

The rewards for this dungeon will be determined according to your survival time upon leaving the dungeon. The minimum reward requires a survival time of 60 days. Attempt to prolong your survival as much as possible.

The highest reward one can obtain is SSS-level, but only one person can obtain it. If multiple people qualify, the reward will be given to the one with the best results.

This is a dynamic-level dungeon; the difficulty will increase with survival time.

The survival difficulty on the first day is Level 10, B-Class!]

[The Heavenly Dao's Hint: The first day's survival mission is now released. Please observe carefully. At 00:00, task completion will be assessed. Those who haven't met the requirements will be forcibly ejected from the dungeon. Please be aware.]

[The Heavenly Dao's Hint: The size of the accessible area in the dungeon map will continue to open with the increase in survival days. Please do not prematurely enter subsequently opened areas, or you will be responsible for the consequences.]

[The Heavenly Dao's Hint: There are numerous hidden missions in the dungeon. Completing them will reward additional survival time. Please explore on your own!]

[The Heavenly Dao's Hint: There are numerous Special BOSSes in the dungeon; defeating them will reward additional survival time. The activity range of a Special BOSS is fixed. Its danger level is independent of the daily mission difficulty. A single Special BOSS is rated no less than 10th level S-level for danger and is extremely hazardous. Please challenge with caution!]

[The Heavenly Dao's Hint: The dungeon leaderboard has been synchronized and updated. There are four total categories: daily task leaderboard, hidden mission leaderboard, Special BOSS leaderboard, and survival time leaderboard (including bonus time).

A certain amount of bonus survival time will be awarded every day, based on the number of remaining participants and their rankings.]

With the end of the Heavenly Dao's hints, the entire dungeon space began to ripple with an eerie wave of energy. At the same time, the corresponding missions also popped up on everyone's notification panel.

[Mission Description: This place has been thrown into chaos due to the gathering of five high-ranking Element sprites, which led to an abnormal surge of Elemental Energy, resulting in the appearance of a large number of Element monsters that should not exist in this space.

Currently, the Elemental Energy chaos is still at a primary level. Please try your best to eliminate the abnormally appearing Element monsters to mitigate the dangers brought about by the sprites' gathering.

At the same time, when killing Element monsters, you can absorb their elemental power to shield you from the elemental turbulence, helping you to survive in this space. Otherwise, if the elemental turbulence energy augments, it will become difficult for you to survive.]

[Task Requirement: Within one day, kill a total of 500 Element monsters of earth, water, fire, wind, or thunder; kill 10 "Abnormal Elements" (Elites); and kill one "Furious Mixed Element" (BOSS).]

[If you can double the task completion, one additional day of survival time will be rewarded. Five times the task completion rewards three days of survival time, and ten times task completion rewards five days of survival time!]

[The first one to reach ten-fold completion each day will receive an additional "Hidden Reward."]

[Dungeon official start countdown: 29, 28...]

Everyone quickly read through all of the Heavenly Dao's hints and mission descriptions. It made the connection between survival in the dungeon and the rewards clear. The highest practical survival time within the dungeon was thirty days; once the actual days reached thirty, the dungeon would end automatically. However, there were numerous opportunities in the dungeon to earn additional survival days. With these bonus days, the survival time could be accumulated to an extremely high level. So, in these thirty days, as many survival days as possible had to be earned. This was the only criterion used to evaluate the final reward in the dungeon.

Naturally, the rewards promised by the Academy Alliance referred to one Gold Coin for twenty practical survival days and ten Gold Coins for thirty practical survival days. Because the time flow in the dungeon was fixed, the practical survival time was easily calculated. It was even unnecessary to calculate—at that moment, two synchronized times were displayed on the big screen in the hall. One represented the time in the outside world, and the other displayed the elapsed time inside the dungeon. One glance was all it took to know.

After reading the mission prompt, Chen Mo knew that this survival mission was no small challenge. Teaming up wouldn't grant each member full credit for every monster killed; in a five-person team, each member would only receive 0.2 towards their kill count per monster. That meant the team would have to kill five times the mission quota for every member to qualify.

There were over a hundred people in one dungeon. How many did everyone need to kill if they wanted to survive? How many would someone who wanted to complete the double target need to kill? Not to mention the five and ten times completion awards. The existence of these rewards would only prompt people to kill relentlessly, as everyone wanted better rewards. Once more people adopted this mindset, everyone would likely be killing monsters faster than they could respawn.

Chen Mo even began to doubt if there were enough monsters being spawned within the dungeon for everyone to kill.