Limits 110

Chapter 110

These conjectures rapidly sparked a heated debate online. Luca's seeming

embodiment of Soul and whether he had a relationship with Soul became the top five searches on Google's search list.

This undoubtedly increased the attention and discussions on Luca's future in the

music industry.

However, Luca and the lecturers at the School of Music chose to remain silent, allowing the online discussions to continue. They knew that the more elaborate the discussions were, the more beneficial it would be for Luca's future.

Although they were clueless about Soul's true identity, given his irrefutable reputation in the music industry, being able to leverage on his influence for publicity was undoubtedly a rare opportunity for them.

At the same time, while discussions about the Youth Vocal Showcase had yet to subside, Jack's "Panzer Saga" had displayed shockingly tremendous results under TaterGames' recommendation.

In just three days, "Panzer Saga" had successfully reached the fourth place on the New Games Chart, and the gap with the third place game was minimal.

Jack was very surprised and pleased with the results. He never expected an unassuming recommendation slot to give "Panzer Saga" such a huge breakthrough.

Most importantly, the game's subsequent performance was even more outstanding. Compared to other games, "Panzer Saga" had a greater player retainability, with less players leaving.

Besides that, the game also incorporated social elements, encouraging players to invite their friends and family to join, creating a solid social network within the game.

Through word of mouth and the formation of the community, "Panzer Saga" surpassed the third-place-game in just a few days, successfully securing its spot in the top three games on the New Games Chart.

As time passed, "Panzer Saga" rose through the ranks, and eventually, it surpassed the game in the first place and secured its spot as the top game.

This undoubtedly proved the game quality of "Panzer Saga".

It didn't matter if it was the TaterGames charts or charts from other mobile networks. "Panzer Saga" had displayed strong competitiveness and appeal. This was definitely a trendy and phenomenal game.

In just a few weeks, "Panzer Saga" had risen rapidly like an upcoming star.

What was even more astonishing was that the number of users had rapidly expanded from merely a handful of people to millions, and it still continued to grow at an explosive rate. This speed left everyone dumbfounded.

For the first time, Drakengard Games, a company that was previously not on the radar, made its presence in the industry known, causing a massive stir.

Back in the dormitory, Ronnie was obsessed with the game, and he even tried to convince Joshua to play it. "Joshua, have you started playing 'Panzer Saga?' This game is currently trending."

Joshua took his phone out from his pocket and opened the game, saying, "Of course. Even my parents are playing this game."

Unexpectedly, Isaac jumped out of bed and asked, "Is this game really that fun? A

few girls from the shared dorms are playing it too."

Nowadays, when students met each other, they often asked, "Hey, are you building your Panzer?"

This had become the most popular greeting.

Some were excited to share about their journey as the ruler of their town in the game, while others boasted about the precious treasures they had found during their scavenger hunts.

The internet was filled with endless gaming strategies for "Panzer Saga".