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Chapter 168

As for the new game, "Soar", no one dared to guarantee that it would perform well. However, based on Drakengard Games' past success and the

acknowledgment from the majority of the gaming community, the recommendation platforms had reason to believe it would do as well as "Panzer Saga" had.

Many advertisers started discussing collaborations with Drakengard Games, hoping they could insert some advertisements in the two new games.

As expected, "Soar" and "Panzer Saga 2" swiftly took over the market upon release. The players who were already obsessed with "Panzer Saga" turned to explore "Panzer Saga 2".

Meanwhile, Soar proved to be a wholly entertaining game. It swiftly shot to the top of the newly released list, even climbing the ranks of the top ten most played games.

Drakengard Games took the opportunity to amp up the promotions for "Soar", wanting to turn it into the next biggest thing after "Panzer Saga". Their efforts didn't go to waste-"Soar""'s popularity surpassed even "Panzer Saga", becoming another legend in the mini-game industry!

Ronnie was an avid gamer and huge fan of Drakengard Games. He was one of the first to download "Soar" and "Panzer Saga 2". Even late at night, his dormmates could hear the background music specific to "Soar" on his phone. Isaac, in particular, wasn't too happy about that.

Ronnie didn't stop at playing the games. He also strongly recommended his friends to try them out. As the developer of the games, Jack naturally hoped to have more gamers like Ronnie love and support his games.

"Have you played 'Soar,' that new game?"

"Of course! Damn, it's a lot of fun! It's so much more exciting than those other parkour games with non-stop powerups. It's even connected to 'Panzer Saga'!"

"I think it's great, too. Drakengard Games is amazing!"

"I'm already following their official account. The games they've developed are seriously the best in the industry!"

For a while, the two games were the topic of avid discussion and focus among gamers. Drakengard Games took the spotlight again as their games shot to fame. They also attracted the attention of many finance and game-related media.

Alnewgo TV's finance channel even invited Patrick to come on their show to share his experience and talk about Drakengard Games' achievements thus far. To Drakengard Games, this was undoubtedly an honor and recognition of their capabilities and success.

At the same time, a technology summit forum was about to be held in Alnewgo. Drakengard Games had the honor of getting two invitations to the forum. Patrick and Jack would be attending together in hopes of obtaining more opportunities for collaborations with other companies.

With the success of several games, Drakengard Games' capital steadily grew, and the company continued to expand. It would soon be graduation season, and the company would be recruiting new people to join the team.

As a rising star among tech firms, Drakengard Games was an attractive choice for the graduating class of many prestigious universities, Alnewgo University included.

The company was invited to participate in the university's graduation job fair, which was yet another recognition of its abilities.

Patrick had mixed feelings as he looked at the invitation from Alnewgo University, which had been placed on his desk. He remembered the devastation he'd felt when being expelled last year.

In only half a year, he'd turned the situation around and was about to return to his former homeground to recruit new talents for Drakengard Games, the company of which he was now CEO. The vast disparity was unbelievable.

At the same time, he had plans to purchase a few company cars to keep up with the rate of expansion at which the company was growing. It was intended to improve the conditions in which the employees and managerial staff traveled.

This wouldn't just make business trips and meetings easier. It would also help maintain the company's image and reputation.