Limits 22

Chapter 22

The conversation was filled with sarcasm.

Jack glanced coldly at them but didn't say anything.

In the evening, a burly man from Tronda named Isaac arrived at the dorm. He greeted everyone in the dorm warmly.

Although Jack resented Joshua and Ronnie, he still greeted Isaac politely.

Isaac then suggested having a gathering. Since it was their first gathering, no one objected to the idea even though they didn't get along.

The five of them chose a small, elegant restaurant for their gathering. Isaac generously offered to pay and ordered several boxes of beer and bottles of liquor. They planned to drink heartily and not stop until they were drunk.

Isaac's personality was straightforward, and he didn't notice the subtle tension between Jack and the others. After a few rounds of drinks, the conversation turned to beautiful women, and the atmosphere became lively.

Isaac proudly shared that their class had an equal number of girls and boys, with a total of 18 people, which excited everyone. Samuel enthusiastically mentioned that he had seen a remarkably graceful girl when he first arrived at university, and she seemed to be studying broadcasting.

Ronnie disdainfully glanced at Samuel, then exaggeratedly described a beautiful girl he had met-Phoebe.

He claimed that Phoebe was a new student from the School of Finance and incredibly beautiful. Her appearance at the university entrance caused a stir, with many boys rushing to help her carry her luggage, nearly causing a conflict.

Ronnie tried to make his description more vivid, hoping the others would feel the charm of Phoebe.

Joshua expressed doubt, wondering where such a beautiful girl could possibly exist.

Ronnie became anxious and swore he was telling the truth, even mentioning that the senior Michael had also heard about it.

Seeing Ronnie was so certain, Joshua and Isaac grew curious and started asking questions. Even Samuel leaned in to listen.

Jack did not say anything, but his heart was in turmoil.

Phoebe had told Jack that she would apply to Alnewgo University.

Could it be that they had really met at the same university?

Phoebe's delicate and graceful face flashed in his mind, and an overpowering, indescribable feeling surged within him.

Jack suddenly felt like contacting Phoebe.

However, he clearly realized that Phoebe was now the object of admiration for all the boys in the university, including many outstanding young men. Although he had saved her once, that was in the past, and he no longer had much to offer that would catch her attention.

He needed to wait for the right moment to appear before her dazzlingly and impress each other once again.

The last roommate, Luca from Austin, arrived at the dorm the next morning.

Luca was handsome with a gentle appearance, carrying a guitar and dressed like a musical talent.

His arrival made the atmosphere in the dorm even livelier.

Although Luca didn't speak much, he would quietly play his guitar in the dorm, showing off his cool demeanor. His guitar skills and voice were both impressive. They were magnetic and slightly hoarse, leaving a strong impression.

Luca had always dreamed of a music career, and playing music occupied all his time aside from his studies.

With the last roommate now settled in and the school year officially starting, university life had truly begun.

Apart from a few essential briefings and reminders from the counselor, the next event was military training.

During this time, Patrick approached Jack, hoping he would join his game plug-in studio.

Patrick's invitation intrigued Jack, but he didn't agree immediately. Instead, he decided to visit his office first before making a decision.

The studio was located in a residential building outside the campus. The environment was simple but filled with an entrepreneurial vibe. Besides Patrick, there were three other staff members, all working together toward the same goal.

As Jack stepped into Patrick's studio for the first time, he noticed that although Patrick had developed several popular game plug-ins, these plug-ins lacked originality and faced fierce competition, making them marginal players in the industry.

Jack asked curiously, "Why don't you focus on newly released popular games and develop plug-ins for them?"