Limits 311

Chapter 311

Luna touched her slightly heated cheeks, finally daring to speak now that the troublemakers had long fled.

"Those jerks had better hope I never run into them again, or I'll make them regret it."

Jack glanced at Luna through the rearview mirror and casually reminded her, "It's best not to linger in places like that too late at night. It's not safe."

Luna raised an alluring eyebrow and teased, "Jack, were you secretly waiting around for us to get into trouble just so you could play the hero? Are you secretly enjoying the gratitude of two beautiful women right now?"

"No, I was just passing by," Jack replied flatly, feeling like he was talking to a brick wall.

He knew Luna was the social queen of Alnewgo University-Bella had mentioned her before.

Since she was a social queen, she wouldn't be easily restrained, nor would a single dangerous encounter change her lifestyle.

Jack had already given his warning. Whether Luna listened or not was up to her.

Luna's eyes flickered as if she had read his thoughts. "You're thinking you're wasting your breath, aren't you?"

Jack remained silent, making Luna smile.

"Thanks for the reminder. I'll try not to go out alone at night anymore. Just thinking about those bastards makes me sick."

"That's good," Jack replied.

Luna shifted her gaze to him again. "But you know, if I had a handsome guy like you by my side, I wouldn't be scared at all. I wouldn't even mind taking a few more late-night walks," she added playfully.

Her words carried a subtle undertone, filling the car with a different kind of atmosphere.

Remy frowned slightly, but she was used to Luna's personality.

Jack chuckled. "Don't flatter me. There are plenty of guys in your circle who are way better than me."

Luna let out a soft laugh and said teasingly, "Smart answer. I was actually testing you for Bella. If you had slipped up, I would've gone straight to her to report you.

"But you were right about one thing-there really are a lot of outstanding guys in my circle. Just recently, a senior has been pursuing me.

"I heard his dad is the CEO of a major corporation, and he himself opened a chain

of hotels in his junior year. His net worth is already in the tens of millions."

As she spoke about this guy, a hint of pride appeared on her face.

Luna was always admired by others, like a proud swan. In their class, she only considered Bella her equal and secretly compared herself to her.

Now that Bella had such an exceptional boyfriend, Luna naturally wanted a suitor who could match up.

Jack had no interest in her boasting and didn't bother to continue the conversation.

When they arrived at the campus, he dropped the two young women off and then took a quieter route to park the car. After covering the Bentley, he returned to his dorm.

Even though night had fallen, Jack still had work to do.

He continued designing character models and expanding the world of Legend of the West, the large-scale game he was developing.

His goal was to ensure the game aligned with Western aesthetics and values, making it more appealing to foreign players.

In essence, Legend of the East was tailor-made for the domestic market, while Legend of the West was specifically crafted for international players.

However, Jack's ultimate plan was to merge both games into a single, unified world.

Chapter 312

While his dorm mates were deep in sleep, Jack stayed up writing his novel.

All his efforts were finally paying off. Thanks to his highly developed mind, which granted him boundless energy and imagination, Legend of the West became a massive success on foreign websites.

He posted the content on popular forums such as Facebook, Twitter, and TikTok, and the response far exceeded his expectations.

The book was even more popular internationally than "Legend of the East" was domestically.

Readers flooded various apps and messaging platforms with comments.

"This book is incredible! I'm losing my mind reading it!"

"Mom, I promise I won't go out to play anymore—just let me finish this novel!"

"Oh my God, if this book gets made into a movie, it would be perfect!"

"Dear Almighty, where is the ending? What? It's not out yet? Get out of my way- I'm sending the author razor blades!"

Legend of the West blended classic Western elements with Western values while incorporating the sophisticated storytelling style of web novels in the country, making it utterly addictive to readers.

It even far surpassed the likes of Harry Potter and The Lord of the Rings, reaching an entirely new level of success.

However, Jack also faced some challenges. He had to translate and post updates across numerous domestic and international websites and forums, a time- consuming and exhausting task.

Due to inconsistent updates, he often received complaints from sleep-deprived readers in different time zones.

These messages left him both gratified and frustrated gratified that so many people loved his work, but frustrated that the tedious process of posting updates drained so much of his time and energy.

So, Jack made a decisive move-he would create a dedicated website for his novel and promote it widely so that readers could find all the updates in one place.

The website could also serve as a hub for news about his game's development, allowing him to test reader reactions to new updates.

Building the site wasn't difficult for Jack, but he planned to hire a professional team for the task. He wanted to personally manage it to maintain full control and oversight.

Although Drakengard Games was currently performing well on Pentime Group's gaming platform, Jack still felt a deep sense of unease.

From Wendy's domineering attitude toward Drakengard Games, he could sense the humiliation of being at someone else's mercy.

Jack worried that if Drakengard Games ever stopped being profitable, Pentime Group might discard them and sell them off to Sandalwood Group.

To prevent this from happening, Jack knew he had to work even harder to ensure his projects succeeded.

Even if Pentime Group ultimately tore up their agreement, he had nothing to fear.

In fact, he was already considering having a serious discussion with Patrick to take "Legend of the East" out of Drakengard Games and establish a new independent company.

This would not only free them from Pentime Group's exploitation but also help them evade Sandalwood Group's suppression.

Moreover, with the immense success of both his novels, Jack had complete confidence in "Legend of the East" as a game.

Unlike other games that were hastily adapted from novels, "Legend of the East" was originally designed as a game, with the novel created afterward to enrich its world.

Its stunning character designs, intricate story background, expansive and immersive world, and epic settings made it highly anticipated.

Early the next morning, Jack drove back to Drakengard Games-partly to return the overly flashy Bentley and partly to discuss his plan with Patrick to make "Legend of the East" an independent project.

If everything went smoothly, he was even considering separating "Legend of the West" as well.

Chapter 313

After arriving at the company, Jack went straight to Patrick, who was busy on a phone call.

Seeing Jack, Patrick quickly wrapped up his conversation and gestured for him to join him in his office for a private discussion.

Inside the office, Patrick handed Jack a contract and got straight to the point. "Ms. Trader has approached us with a proposal to invest in Drakengard Games. Here are the contract and financial details-take a look."

As Jack carefully read through the contract, his expression darkened.

Based on previous revenue projections, Drakengard Games had a net annual profit of nearly 100 million dollars. As a rising company, its market valuation should be at least three to four billion dollars.

Yet, Wendy's investment proposal offered only 300 million dollars for 30% of the shares, implying that Pentime Group valued Drakengard Games at just one billion dollars?

This was nothing short of daylight robbery.

Moreover, Drakengard Games was currently developing Legend of the East, a massive game that had already received excellent market feedback. Once officially launched, its revenue potential would skyrocket.

"This valuation is completely unreasonable!" Jack said coldly.

Patrick let out a bitter chuckle. "I think so too. I even questioned Ms. Trader about it. But..."

He handed Jack a cigarette and continued, "But Drakengard Games is in a difficult position right now."

Jack understood what he meant and frowned. "Can we make a spin-off for Legend of the East as a separate project?"

There was no way he could let Wendy take it.

But Patrick shook his head. "Ms. Trader already knows about Legend of the East. It's precisely because she sees its potential that she's willing to invest 300 million dollars.

"Otherwise, in Pentime Group's eyes, Drakengard Games-already severely undervalued-wouldn't even be worth that much."

Jack's expression grew even darker.

If Wendy was aware of Legend of the East, then separating it from the company was out of the question. If he attempted to force it, Pentime Group and Sandalwood Group would both crush them.

Faced with the overwhelming power of these corporate giants, Jack felt a deep sense of powerlessness for the first time.

After discussing the matter further without reaching any solution, Jack took his leave.

Watching Jack's retreating figure, Patrick furrowed his brows, a flicker of thought flashing in his eyes.

Just then, his phone rang.

Seeing the caller ID, Patrick sighed lightly before heading into the meeting room.

Inside sat an exquisitely dressed woman with an air of elegance and unmatched beauty-Wendy.

At that moment, she was gazing out the window in a daze, her eyes tinged with a hint of frost.

"Mr. Hamilton, how did your talk with your partner go? Did he accept our terms?" Patrick spread his hands. "No deal."

Wendy had anticipated this outcome. A hint of disdain instantly curled on her lips. "What? Does he actually think Drakengard Games can fetch a better price?"

Patrick nodded, his expression serious. "You should know that the games developed by Drakengard Games do have significant market value."

Wendy's face was full of contempt.

Chapter 314

"Only by working with Pentime Group can Drakengard Games become truly valuable. Otherwise, you'll be doomed!" Wendy said with contempt.

Seeing that Patrick remained silent, Wendy suddenly asked, "I've always been curious-who exactly developed these games?"

Even she had to admit that whoever created these mini-games and Legend of the East was a genius.

"Our company's engineers," Patrick replied, deliberately leaving out Jack's name.

Wendy pressed on, "I also find it odd-why does Jack, a student, own half the company's shares?"

Patrick explained, "He co-founded the company with me. And when we started, he invested more capital than I did."

Wendy understood immediately. So Jack only had a large share because he was a co-founder—it had nothing to do with the actual development of the games.

With this in mind, Wendy made up her mind. Her voice suddenly softened as she said, "I've never liked people who just take money without contributing.

"I prefer people like you those who actually do the work. If you agree to our terms, we can give you an additional 5% of our shares from our portion."

This move would essentially cut into Jack's stake without affecting Patrick's interests.

Patrick's expression grew complicated. "This... this doesn't feel right."

Sensing his hesitation, Wendy continued, "People who don't work shouldn't get as much. And from what I know, the controlling stake is in your hands. If we work together, the control shifts to us. You have the team and the skills-we have the platform.

"It's a strong alliance. Why do you need a useless person?"

Patrick was deeply conflicted. Morally, he knew this was wrong. But at the same time, after making it into the business world, ambition had begun to take root. He also resented the fact that Jack owned more shares than he did.

He worked tirelessly at the company every day, while Jack reaped the benefits.

Why?

Wendy smiled knowingly. "Think it over."

Then she picked up her bag and left the meeting room.

After she left, Patrick clenched his fists tightly. Finally, almost involuntarily, he dialed Jack's number.

"Jack, come to my office. We need to talk."

Inside the office, the two sat across from each other, both smoking in silence.

At last, Patrick broke the tension. "Jack, I'm planning to accept Pentime Group's terms."

Jack flicked his cigarette into the ashtray, then firmly responded, "I can't accept handing it over to them for nearly nothing."

Patrick's expression turned serious. "But have you thought about this? Without Pentime Group, Drakengard Games would go bankrupt. Yes, they're squeezing us, but at least we can survive."

Jack shook his head. "The moment they changed the profit-sharing ratio to 90-10, we stopped owing them anything. It's purely a matter of mutual benefit now."

Patrick asked, "So, what are you suggesting?"

"If it really comes down to it, we pull all our games from Pentime Group's platform and end our partnership." Jack's tone was firm.

This wasn't just reckless defiance he had absolute confidence in Legend of the East.

Yes, removing their games from the platform would deal a massive blow to the mini-games. But if Legend of the East could gain traction in the market, its profits would be ten, even a hundred times greater.

At that point, Jack could find a proxy company to list Legend of the East under a different name.

Sandalwood Group, unaware of the situation, would have no reason to interfere. Even Pentime Group could be completely deceived.

Chapter 315

Patrick shook his head and said coldly, "I don't agree. We can't just give up

everything we've worked so hard to build. And we definitely can't leave our future to the unknown."

Jack tried to convince him again. "Patrick, trust me. Legend of the East will definitely succeed."

But Patrick remained firm.

"Jack, please allow me to be selfish this once. I'm not like you—I don't have your degree or a guaranteed future. I have to take responsibility for our employees. Their livelihoods and futures depend on this company."

Jack understood Patrick's concerns, but he still held his ground. "We can follow standard procedures and compensate the employees accordingly. And once Legend of the East goes public, we can bring them back."

Patrick let out a cold laugh and replied righteously, "Compensation? That's nothing. What they need is a job, a stable income. We can't take away their right to make a living."

Just as the argument reached a standstill, the door suddenly swung open. Without any warning, an elegant figure strode inside.

It was the last person Jack wanted to see-Wendy.

She sat down, glanced at Jack with disdain, then looked at him with an air of superiority.

"Do you think you have the right to refuse a partnership with Pentime Group? Do you even know your place?"

It was clear that she had been eavesdropping on their conversation.

Jack's expression darkened. In an instant, he realized that Wendy and Patrick

must have already reached some kind of private agreement.

Ignoring her, Jack turned to Patrick. "You made a deal with her?"

Patrick didn't even try to deny it.

"Yes. I hope you can understand. I'm no longer a student. I have to take responsibility—not just for myself, but for my employees, my family, and my future. I have too many concerns."

Jack took a deep breath. "Patrick, give me a reason for your betrayal."

Wendy sneered from the side. "Betrayal? Do you really think you're that important? You, a pathetic nobody, don't deserve to be betrayed by someone with real ambition. You're overestimating yourself."

But Jack ignored her. He only cared about Patrick's answer.

Patrick didn't hesitate. "Jack, ever since you clashed with Sandalwood Group, I've been dissatisfied with the way you handle things. If it weren't for your reckless decisions, Drakengard Games wouldn't be in this position.

"Meanwhile, I work hard at the company every day, while you sit back like some carefree young master and still hold the controlling stake. That doesn't seem fair to me."

Jack frowned. "So, you're saying I haven't contributed to the company?"

"You have, but not much." Patrick was blunt. "If you refuse to give up your shares, I'll take the entire team and leave. You know who they trust more between you and me."

It was true that Jack had developed most of the games. But Patrick believed that their success was just a lucky streak, a momentary stroke of genius.

Everyone ran out of inspiration eventually. And now that Legend of the East was nearly complete, they no longer needed Jack.

His existence had become irrelevant.

Wendy took the opportunity to chime in. "Listen, kid, you'd better wake up. Soon, you'll have nothing. Or, you can sell your shares to Pentime Group and walk away with a fortune-enough to live in luxury for the rest of your life."

Patrick immediately followed up by saying, "She's right, Jack! You can't just think about yourself. What about all the employees who depend on us?"

With that, he clapped his hands. The office door opened again, and the core team of Drakengard Games walked in.

Toby York, the games development's team lead, stepped forward and said, "Mr. Holland, please understand where we're coming from. We have families to feed."

Chapter 316

Drakengard's game development supervisor, Leroy Pratt, echoed, "We're all just trying to make a living."

Terrence Locke, one of the department managers, was even more blunt. "My children are waiting for me to earn money for their tuition."

After that, the Reception Department's supervisor, Frederick Sharpe, added, "Mr. Holland, my mortgage is crushing me-I can't afford to default on it."

The other employees all spoke up, voicing their concerns and demands.

They only saw Patrick's hard work and dedication, completely ignoring Jack's silent contributions behind the scenes. They focused only on immediate benefits, forgetting the company's original vision and ideals.

Faced with such a situation, Jack clenched his fists tightly.

"Fine! I'll grant your wish, Patrick. I'll sign the agreement."

Without hesitation, Jack took the contract Patrick handed him and signed his name. With his entire team and even his business partner turning against him, he had no choice but to walk away.

This was the second major setback Jack had suffered. But such was life-even those seemingly destined for greatness must endure hardship and isolation before making a comeback.

And when someone reached a certain level of success, there would always be people coveting their talent, their wealth, or even their entire life. One misstep could mean a fall into an abyss.

In just a few days, Jack signed all the necessary agreements. His shares were converted into cash and transferred to his account overnight, making him an instant billionaire.

But it also meant that Drakengard Games had nothing to do with him anymore.

There had been nights when Jack had imagined this day-imagined traitors scheming against his fortune-but he never expected it to come so soon.

From now on, they would be enemies.

Yet, Jack was confident that he could defeat Drakengard Games in the business world—perhaps even take down the more powerful Pentime Group.

Fortunately, he hadn't invested everything into Drakengard Games. His real hope for a comeback lay in the game he had poured even more effort into-Legend of the West.

Now that he had sufficient cash flow, Jack didn't sit idle. He began rebuilding his team and company.

With his substantial startup funds, he was able to recruit a top-tier team to develop Legend of the West.

At the same time, Jack registered a new company overseas called Genesis Games and launched a reading platform called Haven.

The website wasn't just in Aelish-it had Kranish, Fronch, Ressian, and even Aribic versions, attracting readers from all over the world.

Amidst the hustle and pressure, the first semester of his sophomore year flew by.

Jack's relationship with Bella remained steady and uneventful, and his radio program with Phoebe continued.

He occasionally sought help from Charlotte to improve his Kranish, and he still met up with his old classmates Feena and Wesley from time to time.

Even his childhood friend Eddie, who was studying at a medical school in another province, reunited with them during a trip to Alnewgo.

As winter break and the New Year approached, his classmates planned another gathering. But Jack was too busy to attend.

His new company had been officially registered, and Legend of the West was in full-scale development. He was swamped with writing the game's story, managing the website, and interacting with readers.

This winter break would be nothing but productive for him.

What surprised him the most was just how much influence Legend of the West, a single book, had. It single-handedly sustained Haven.

Fans of the novel came from all corners of the world-Gallium Valley engineers, Euphorian drifters, Middleist's tycoons, and even villagers in Afrona who had just gained internet access.

And, unbelievably, among them was the king of a small country.

The country was called Paria, which, in the local language, meant "The Land Where the Sun Rises".

Though small, Paria was rich in metal ore resources, attracting many fortune seekers from Iselva.

The king of Paria, King Casper, was an avid fan of "Legend of the West". Not only did he encourage his entire nation to read the book, but he even incorporated some of its content into the country's laws.

When Jack learned about this, he was deeply moved by the king's enthusiasm and built a close friendship with him.

Chapter 317

The novel's immense popularity was due not only to its in-depth understanding of Western civilization and its clever integration of Eastern storytelling but also to one key factor-it was completely free.

As long as one had internet access, they could read it anytime, anywhere.

Readers from all over the world eagerly urged the author to update faster, actively discussing the story and sharing their thoughts on the website.

As website traffic continued to surge, Jack realized the need to expand the servers to accommodate the growing number of users.

He instructed his developers to upgrade Haven, adding new features such as novel reading, chat rooms, and mini-games based on the Legend of the West universe.

These mini-games were exquisitely designed and highly engaging, attracting a massive player base.

However, they weren't enough to satisfy the growing demand. Some readers began calling for Genesis Games to develop a full-scale game based on Legend of the West, predicting that it could surpass even the legendary World of Norcraft in popularity.

No one knew that Jack had been pouring his heart and soul into developing Legend of the West—a game that was soon to make its grand debut.

This winter break, Jack was also busy tutoring his younger sister, Joanne.

With another college entrance exam season approaching, her studies had become increasingly stressful.

During their New Year's Eve dinner, Jack's parents asked about his part-time job.

To keep things simple, Jack lied, making up a story about how he had earned a hundred thousand dollars.

Then, he handed them the cash, hoping to make them happy.

After the winter break, his second semester of sophomore year began.

Bella didn't return to school. Instead, she stayed in the capital as an exchange student at the Capitol Conservatory of Music.

Phoebe was sent to Euphoria once again for another exchange program, with the possibility of continuing her studies there.

Feena's fantasy TV series, in which she had starred, was renewed for a second season after the first season became a massive hit. Her outstanding performance helped her quickly rise to fame, making her one of the hottest young actresses. Meanwhile, Isaac and Joshua finally made it onto the university's basketball team and were preparing for the upcoming Calisota Universities Basketball Association tournament.

Luca, leveraging his musical talent, debuted as an artist. With his career taking off, he moved into his own apartment and became increasingly distant from Jack.

Ronnie, on the other hand, became completely immersed in novels and video games, isolating himself from the world.

Samuel continued working part-time to support his tuition and living expenses while also financially supporting his younger sister's education.

During this period, Jack worked tirelessly, day and night. Even with his exceptional cognitive abilities, the constant pressure was beginning to take its toll.

But hard work paid off-his novel was skyrocketing in popularity, becoming a limited-edition bestseller. At the same time, the Legend of the West game was in full development, eagerly anticipated by countless fans.

Meanwhile, Legend of the East, the game co-developed by Drakengard Games and Pentime Group, had officially launched-and, unsurprisingly, it was met with overwhelming enthusiasm from players worldwide.

This gaming phenomenon was bigger than even Drakengard Games and Pentime Group had anticipated.

Whether due to strategic compromises or behind-the-scenes negotiations, Legend of the East was not only launched on Pentime's own gaming platform but also made available on multiple major game distribution and recommendation platforms.

It quickly skyrocketed to the top of various gaming charts.

It was a massive hit.

This gaming frenzy swept through the entire industry, sending shockwaves throughout the gaming world.

Online, countless strategies, gameplay guides, and deep-dive analysis flooded

the forums. Some even began dissecting the secret behind the success of Legend of the East, ultimately concluding that whoever designed this masterpiece was an unparalleled genius-someone truly ahead of their time.

Chapter 318

Every aspect of the game's design was nearly flawless.

Although Jack's absence during the later stages of development led to a slight dip in quality, these minor flaws were not enough to tarnish the overall excellence of this meticulously crafted game.

All the glory now belonged to Drakengard Games' current CEO, Patrick.

Not only was he once again invited as a guest on Celestial Network's finance channel, but even Central Network extended an invitation to him. Patrick had undoubtedly become the new rising star in the country.

Riding the wave of the success of Legend of the East, Drakengard Games finally launched its IPO on the Growth Enterprise Market.

This news immediately sent shockwaves through the investment world.

Countless investment firms scrambled to conduct in-depth analysis, unanimously optimistic about Drakengard Games' future.

Experts believed that its collaboration with Pentime Group would create a massive market effect, with some even predicting that Drakengard Games' valuation could soar to hundreds of billions or even reach the trillion-dollar level.

Meanwhile, despite her own skyrocketing career, Feena couldn't ignore the news of Drakengard Games' upcoming IPO.

She simply couldn't ignore it-after all, Jack was once the major shareholder of this company.

Feena had worked relentlessly, all in the hopes that one day she could catch up to the young man she had once underestimated.

As her fantasy TV series became a nationwide sensation, Feena's name was now known to audiences everywhere.

Just when she thought she was finally closing the gap and could muster the courage to express her feelings to Jack, she was stunned to see him once again at the helm of Drakengard Games' overwhelming success.

She was happy for him-but at the same time, a faint sense of loss crept into her heart.

Would he ever stop moving forward? Was he really destined to become a legendary figure?

With mixed emotions, Feena called Jack to congratulate him on Drakengard Games' achievements-only to be shocked by his response.

Jack had already sold all of his shares in Drakengard Games.

Feena was stunned. She couldn't understand why Jack would walk away right before Drakengard Games reached its peak.

But Jack simply replied, "Sometimes, you have to make a choice. When paths diverge, there's no point in forcing alignment."

Although she didn't fully understand the conflicts between Jack and Drakengard Games, she couldn't help but feel regretful that he had given up the chance to become the controlling shareholder of a potential supercorporation.

But this was Jack's life-one filled with ups and downs.

Just like he had walked away from his identity as Soul years ago, he had now chosen to let go of Drakengard Games as well.

Yet beneath her disappointment, Feena also felt a hint of relief.

At least in the future, when she faced Jack, she wouldn't feel inferior. Maybe life didn't have to be filled with grand, earth-shattering achievements-perhaps a simple life was the best choice after all.

Even though Drakengard Games' success stung a little, Jack never regretted his decision.

Leaving Drakengard Games meant he had no part in its current glory, but his own company, Genesis Games, was now fully established.

His core team was assembled, and although the past six months had put some strain on his finances, he was relieved to see that the game he truly poured his heart into-Legend of the West-was almost complete.

This game was bigger, more ambitious, and demanded far more investment than Legend of the East. It was Jack's ultimate passion project.

In Legend of the West, players would be immersed in a massive, open-world fantasy universe, exploring breathtaking landscapes inspired by real-world locations, from towering mountain ranges to vast, uncharted oceans.

The game also featured mystical lands, extraordinary magical creatures, and bizarre, otherworldly beasts, all born from Jack's boundless imagination.

Even though it was just a game, it would transport players into a living, breathing alternate world-so immersive that it felt real.

Chapter 319

Next, Jack set out to obtain operating licenses from various countries to officially launch Legend of the West.

Given the overwhelming success of Legend of the East, he was confident in this game, which he had poured his heart and soul into.

At the same time, as the novels continued to expand, Jack's mind was constantly brimming with grand and fantastical world-building ideas.

These ideas were eventually brought to life by a team of professionals, using 3D modeling and rendering technology, transforming Jack's imagination into a stunning digital world for players to explore.

Thanks to his meticulous planning and substantial financial backing, the development process spanned from the first semester of his sophomore year, through winter break, and into the next semester-—a total of six months.

Finally, this vast and immersive game world took shape in the hands of his new team.

At the heart of Genesis Games was its CEO, Claude Mitchells, a gaming industry elite whom Jack had specially recruited from Euphoria.

Claude had once studied at Oxfard University, but his deep passion for gaming led him to drop out before completing his degree.

However, this did not hinder his rise to legendary status in the game development industry. He had personally created several globally successful games.

Jack was able to attract a giant like Claude purely because of Legend of the West and its intricately designed game framework.

Claude himself was a devoted fan of the Legend of the West novel and would frequently urge Jack to update faster.

So, when Jack approached Claude and asked him to bring this world to life as a game, Claude agreed without hesitation—he didn't even ask about his salary.

And when Jack presented his world framework and vision, Claude was utterly amazed.

He couldn't stop praising Jack's genius ideas, believing that even the most brilliant minds would struggle to design such a perfect fantasy world.

He was eager to bring this world to the public through his own expertise.

Once the Legend of the West was finally completed, it was first launched in Osmo.

Because the novel had already achieved massive popularity across Osmo, the moment fans heard that it was being adapted into a game, their excitement was off the charts.

"This is like a gift from the gods! A novel actually turning into a game?"

"I have to play this! No one had better try to stop me!"

"As long as the game captures the novel's world perfectly, I don't care about the mechanics—I'll gladly spend hours exploring!"

However, amidst all the hype, there were also skeptical voices.

"I just hope this isn't another cash-grab game."

"What if they only made this because the novel got popular? Rushed game adaptations never end well."

"Please, be responsible. Don't ruin such a great novel."

But in the end, all doubts were put to rest.

With his limitless imagination and massive investment, Jack infused Legend of the West with boundless life and depth.

This game was tailor-made for the novel's world-and it had been carefully crafted for years by an unstoppable, super-genius mind.

On day one of the Osmonian release, countless novel fans flooded into this

breathtaking world-and what they saw left them speechless.

"This is absolutely mind-blowing! The game has far exceeded my expectations!"

"I feel ashamed for ever doubting it."

Chapter 320

"I suspect this game existed before the novel because there's no way such a

perfect game could have been made in such a short time."

"I have to get all my friends to play this game!"

"Oh my goodness, this beauty is making me cry."

"If I die one day, please bury me in the world of Legend of the West."

As Legend of the West exploded in popularity across Osmo, fans from around the world took notice.

Upon hearing about the overwhelmingly positive reception from Osmonian players, fans from other regions flooded Haven with demands, urging Genesis Games to launch servers in their countries as soon as possible.

Players from the Middleist, South Ashia, Euphoria, and Bostalia started petitioning, voting, and even organizing protests on the website, demanding the immediate release of their regional servers.

The craze even reached King Casper of Paria.

Due to his country's poor internet infrastructure, he went so far as to allocate government funds to hire an Iselvan company to construct new network towers- just so he could play the game without interruptions.

However, due to regional conflicts in neighboring countries, the plan was temporarily put on hold, much to King Casper's frustration, leading him to frequently complain to Jack.

The unprecedented level of demand for a novel-based game shocked the world. Even global mainstream media outlets began reporting on the phenomenon.

Gaming news platforms and content creators scrambled to analyze the game's mystique—what exactly made it so irresistible to players?

Even Jack himself was stunned by the scale of the craze. But beneath his shock, a sense of pride swelled in his heart-after all, no other game in history had ever created such an uproar or made headline news on mainstream media.

The runaway success of Legend of the West brought Genesis Games under the radar of major global investors.

The company's valuation skyrocketed, with industry giants rushing to invest or acquire shares.

Financial moguls were desperate to learn more about the mysterious founder of Genesis Games. Who was this young man that had single-handedly built a gaming empire?

As the player base surged, the game's engagement levels remained exceptionally high.

Jack had no choice but to expand the servers to meet the overwhelming demand. Servers in Bostalia, the Middleist, South Ashia, and Euphoria were launched one after another, at times causing temporary server crashes due to massive traffic surges.

At the same time, the rise of cheats and exploits became a growing challenge, with players constantly searching for loopholes.

Despite these hurdles, Legend of the West continued to thrive.

Millions of players fell in love with the game and, in turn, became interested in the original novel.

Many who had never read the book before now picked it up to gain a deeper understanding of the game's lore.

On Haven, player interactions skyrocketed.

At its peak, the site had nearly 10 million active users, an astonishing milestone for an online gaming community.

Jack took this opportunity to expand Haven into a diverse online platform.

Beyond its core gaming and novel sections, he introduced new categories like World News, International Affairs, Entertainment and Gossip, and Culture and Travel.

To enrich the platform's content, Jack invited independent content creators to contribute articles, offering paid commissions for quality submissions.

Additionally, he began developing a mobile app, allowing users to receive novel updates, engage in discussions and chat with other players and readers, as well as logging in to the game quickly from their phones.

As part of his global strategy, Jack even launched a foreign version of Panzer Saga, making several gameplay adjustments to cater to international audiences.

There was no doubt the game's unprecedented success had brought immense wealth to Genesis Games.

More importantly, it had catapulted Jack into a position of power and influence he had never imagined before.

In just a short time, he had risen from the ashes, stronger than ever.