

WOW! THE ITEM-DROPPING RATE IS REALLY HIGH!

Chapter 13: 013 Release task

Bai E's gaze meticulously swept over the explanation written on the panel that abruptly popped up before him.

It seemed... like a win-win situation.

No matter the task, it appeared that players would absorb some of the personal ability they enhanced during its completion.

As long as a task was issued and players completed it, it would be mutually beneficial.

The only thing one needed to give was... resources?

The rewards for the task?

This was reasonable.

Bai E blinked gently, coming back to reality.

He continued in a soft tone, as if he had only paused to consider his wording.

"But first, I need you to complete some minor errands for me, such as... chopping some timber under the watch of those wolf packs in the Black Forest that can be used to construct buildings."

Having reviewed the military camp map, Bai E was crystal clear about the nearby terrains and the primary threats within them.

As for the tasks, setting aside composite ones, there were three types.

He didn't have authority to issue construction tasks yet, meaning Bai E could only release two types of tasks at present.

Combat and resource gathering.

Of course, Bai E wanted all of them.

According to the task feedback mechanism, the more challenging the task for the players, the more it would guide them to surpass their limits, allowing him to gain from the task rewards their experience in growing their abilities.

The underlying mechanism of this world was trial with rewards.

Therefore, he had to keep them as busy as possible.

Make the players grind!

The harder they grind, the stronger he gets!

[Generating task description automatically...]

[Side task - Repair Supplies Needed (Combat, Resource Compound Task):
The flames of battle have destroyed certain facilities within the camp, and the Logistics Department is currently short-staffed. With the war looming, some soldiers are privately hoping you can bring enough lumber to repair the facilities. But be careful – those wild wolves patrol their territory relentlessly!]

Task requirements: Submit lumber *0/10~20 (adjustable), Eliminate wild wolves 0/3~5 (adjustable).

Task Rewards: Experience Points 1~100 (adjustable), Technology Points *0~1 (adjustable), Item Rewards (undetermined).] (Rewards are scaled to the character's current moral reputation)

(Note: The task requires a physical submission, cannot be "automatically completed," and must be "verified upon completion"; after confirming task issuance, "permissions" and "expenses" will be deducted and locked.)

[Would you like to issue this task now?]

As for the task description itself, Bai E just glanced over it, believing players wouldn't bother to look closely either.

He didn't pay much attention to the adjustable options, only showing some concern at the final note.

"Verification upon completion" required?

Did it mean he had to meet the player personally after they completed the task in order for them to receive their reward?

Is that how it's gonna be?

Currently stationed in the military camp, and with opportunities to take a walk like tonight being uncertain in the future,

thinking about the other party coming to him with a pile of lumber and loudly demanding to submit their task...

The whole scene just called for a reset.

Bai E stroked his chin, slightly worried.

"Bro?"

Kuang Xin looked at the burly soldier who seemed to have fallen into deep thought, feeling somewhat hesitant.

Will you issue the task or not, just give me a clear answer...

It's hard for me to do things for you if you only want help and don't issue tasks.

"..."

Bai E concluded that it was the fault of the resource-gathering task.

The combat task only required kills, no physical submission, and allowed for automatic completion.

So tasks had to be issued separately after all...

"With your current ability, it's challenging to complete these two tasks at the same time... How about this, those wild wolves have already caused some interference with the lives of nearby humans. Go and eliminate some to intimidate them."

Bai E changed his approach.

[Generating task description automatically...]

[Side task - Driving Out the Wolf Pack (Combat Task): The packs of wild wolves in the Black Forest have greatly impacted the lives of nearby humans, causing widespread fear. Soldiers are busy preparing for war and can't spare their efforts, so they hope you can eliminate the threat.

Task requirements: Eliminate wild wolves 0/3~5 (adjustable).

Task Rewards: Experience Points 50~100 (adjustable), Item Rewards (undetermined).]

(Note: "Automatic completion" is permitted; after confirming task issuance, "permissions" and "expenses" will be deducted and locked.)

[Would you like to issue this task now?]

Confirm!

[Task requirements and rewards undetermined.]

Auuuu~

Eliminate wild wolves 3~5?

5!

Reward with experience points?

100 points!

Item rewards? Not less than 20 Blackwater coins?

Bai E glanced at the bulging items around Kuang Xin's waist...

Then it'll be "20 Refined Brass Bullets (Handgun)"!

This stuff must cost at least 1 dollar each, right?

[The current value of the item is extremely high, approximately equivalent to 100 Blackwater coins. Are you sure you want to make the payment?]

Hmm... how about a discount?

Bai E did indeed want to give players more bullets so they could train their abilities, but he couldn't set expectations too high right from the start.

The minimum requirement is 20 Blackwater coins, giving bullets worth 50 Blackwater coins should be quite generous, right?

10 finely crafted brass bullets!

[Confirm release!]

...

[A side quest—Drive Away the Wolves—has been triggered.]

Upon seeing the shiny reward of "10 finely crafted brass bullets (pistol rounds)," Kuang Xin's tears streamed down his face in an instant.

Finally, an NPC is giving me bullets!

Wuu wuu wuu~

...

Bai E didn't know if other NPCs could issue quests to players, and of course... even if they could, they would likely unconsciously follow a set of uniform conditions.

In other words, everyone was actually in competition.

If you published the same quest, whoever could provide players with more rewards would be able to get their help.

There wasn't much description about the quest system of "Galaxy Online" on the official website; it seemed the choice might be more in the hands of the players.

So the rewards that could be given should be as much as possible.

And the difficulty... for the sake of improving one's strength, it had to be as hard as possible.

Strive on, my players!

The harder you work, the luckier you'll get!

"Additionally, I might need your help with the matter of wood..."

Bai E continued to add.

There was a daily limit on what could be given away, so not to send out the quest seemed wasteful. Although Bai E hadn't figured out the place and time for inspection, it didn't hinder him from issuing the quest first.

Chopping wood was also manual labor, and manual labor meant "physical" training.

[Automatic quest description generation in progress...]

[Side quest—Necessary Repairs (Resource-based Commission): After driving away the threat of the wolves, don't forget the original intent, bring back more wood for the soldiers in the barracks!]

Quest requirements: Submit wood*0/10~20 (adjustable).

Quest reward: Technology point*1, item reward (undetermined).]

(Note: There is a real-world submission step involved; the current commission cannot be "automatically completed," it requires "inspection completion"; once the commission is confirmed for release, "permissions" and "expenditure" will be deducted and locked.)

Wood requirement, 20!

Item reward...

Proportionally increasing, 25 bullets!

[Would you like to release the current commission?]

Confirm!

[Publishing failed, "inspection location" not confirmed.]

Annoying!

Inspection location...

Bai E pondered in silence, and the next moment, he noticed the terrain nearby appeared before his eyes like a semi-transparent three-dimensional map.

Around him, labels such as [Clearing (developable)], [Barracks (allied territory)], [Settlement (no sovereignty)], [City (allied territory)], and more marked clearly differentiated areas outlined by green lines.

As Bai E's awareness explored, this three-dimensional map which seemed centered around his current location could even zoom out to display larger areas, although... regions farther away appeared covered in a thicker layer of white fog on the map due to a lack of relevant information input.

It even comes with a system map to look at?

Bai E casually selected a clearing as far away from human settlements and barracks as possible.

[Confirm release!]

...

[A side quest—Necessary Repairs—has been triggered.]

"Damn it!"

There's another quest?

And the bullet reward is even larger!

It seems Hans didn't lie for once, these soldiers are indeed loaded!

Overjoyed, Kuang Xin found direction in his efforts for the upcoming time with these quests upon him.

"Also... I need a large quantity of supplies."

Bai E wasn't about to let this rare encounter with a player slip by. Who knew when he'd run across a wild player again?

I'll give you all the authority ratio I have on me!

[The current target player has accepted one combat-type commission and one resource-type commission from you, no more commission acceptance authority available.]

"..."

Ch'ih.

So he immediately changed his pitch, "If you have any companions, you can call them over to help."

"No problem!"

Kuang Xin agreed instantly, then promptly forgot about it.

This was intelligence I bought for 100 Blackwater coins, can I share it easily?

In your dreams!

I'll keep this goldmine to myself and mine it until the end of time!