

The Boss Behind The Game Chapter 294

The Tomb-Sweeping Day Event officially ended at midnight.

Ridiculously wild brainstorming and tactics of the players occurred during the event.

They included wailing before the tomb, adopting a godfather, becoming a disciple of a mentor, becoming sworn brothers, and many more. Lu Wu felt ashamed for the series of actions the players had done in order to acquire the recognition from the valiant spirits.

Although such tactics did not earn the players the Inheritance of Valiant Spirits, some of them loved the acts. The players attained many other types of hidden quests, such as learning a Special Skill or obtaining part of the remnant souls.

After accepting a certain valiant spirit as his godfather, there was even a player who received the coordinates of a treasure it had hidden in Beiqi when it was alive.

Subsequently, the player dug up the treasure vault on a live stream. It turned out to be a depository of spiritual material and spiritual ore supplies. Other players envied him very much.

After the event ended, the players couldn't help but envision the next event.

At the same time, Lu Wu received feedback from Number One who was in America.

The mission was accomplished successfully!

After tracking down Number Seven who held Emily hostage, Number One didn't attack right away. He trailed after him, sneaking into the branch of the Jie De Corporation's Underground Laboratory of America. With his powerful body modified by Bei Li, he demolished the entire human experiments laboratory by himself and rescued Emily from them.

The power of Number One completely shook Emily. She discovered the strength of his human flesh, but it could withstand gun bullets to the extent that one could rip an iron plate with bare hands.

Such combat power that burst out through normal flesh was wild and dominating. Other than being impressed, Emily began to adore such power.

The damsel-in-distress story plot worked well everywhere.

Despite being renowned among assassins, Emily was, after all, only a young woman who just turned 20 years old. Being rescued under desperation inevitably led to the fluttering of butterflies in her stomach.

However, Number One thought nothing of that sort. As he brought Emily toward the safe zone, he blatantly told her that he lost his manhood and asked her not to enquire questions about his name or age, as it was annoying.

Number One's words caused Emily to develop a phobia.

Could it be that men must lose their manhood in order to become stronger?

Thinking of Number Seven and then the man before her, Emily felt queasy.

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It was the day after the festival and the players resumed their normal routines.

At the moment, Lu Wu was eating spiritual fruit and sipping spiritual tea brewed from the spiritual spring water comfortably. At the same time, his eyes were glued to the official web forum, going through the daily discussions of the players.

While he was browsing, the content of a post attracted his attention.

It was about the anti-addiction setting Lu Wu had added into the game.

[Please remove the anti-addiction setting. Does a middle-aged woman not have human rights? I strongly protest! I want to play games!]

Author: Pink_Rabbity

I'm 13 years old, an eighth-grader. I'm considered half an adult and I usually love to game. I came across Battle Online and am completely obsessed with it. But what the heck is this five-hour anti-addiction setting? We're in the 21st century! Why is there still an anti-addiction setting? Don't you know that young people like us are the main players in this game? I protest! I protest!

Below the post, many underaged players agreed with her while players of age were in contempt.

Divine_Knife_Style: "I agree. I wanted to talk about this long ago. Why can't young people game for 24 hours straight? We want our human rights. (thumbs up emoji)"

Northern_Ancestor: "The author is right. Although we are underaged, our world needs to be fair! You can't discriminate against us. Five hours is too short. Please change the setting. (thumbs up emoji)"

White_Snake_Spirit: "Yes, yes! She is just like me. We are obviously old middle-aged women, but we can't even get past the anti-addiction setting. (crying emoji)"

Watermelon_Taro replied to White_Snake_Spirit: "Oh my god, are 13-year-olds starting to call themselves old middle-aged women already? What about 20-somethings? Old middle-aged men?"

Assassin_Creed: "Then those who are in their 30s like me would be old grandpas by now. (laughing emoji)"

Foot_Picking_Chap: "Then those in their 40s like me are old ancestors. (laughing emoji)"

Fisherman: "What about me past 50?"

Crayon_Shinchan replied to Fisherman: "You are a bottle of fine wine. (laughing emoji)"

Cultivating_Longevity: "I am more than a hundred years old. According to all of you, I might just be one of the Terracotta warriors..."

Invincible_Loneliness replied to Cultivating_Longevity: "Hahaha, the Terracotta Army is a good metaphor! Nice! (laughing emoji)"

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The players were divided into two groups based on their different opinions on the anti-addiction setting.

One of the groups was underaged players who hoped the officials would enhance the system or even remove it.

Another group was the players of age who hoped to enforce the system, reducing the allocated five hours to two hours. Then, the flowers of their motherland would be able to study without being addicted to the game.

After reading through their comments, Lu Wu suddenly reminisced about his youth.

He was a die-hard gamer when he was younger. He had hated the anti-addiction setting the most because it prevented him from playing to his heart's content.

However, as he grew older, he hoped that the anti-addiction setting could be improved. It was best that the setting could restrict the primary schoolers from playing the games because, at that time, he was already of age.

At that moment, what the underaged players wanted was what Lu Wu had wished for in his youth.

Lu Wu could empathize with them on this point. After careful consideration, Lu Wu decided to alter the anti-addiction setting.

Of course, an alteration was not equivalent to a removal.

After discussing with Bei Li, he decided to add a study setting into the anti-addiction system.

When the anti-addiction system was operating, the underaged players would not be forced out of the game once the five gaming hours were up. Another selection menu would appear instead.

Option One was to transport the player to the Trial Arena and revise study materials according to their grades. After a one-hour study session, the system would randomly arrange tests on the material. The players would earn another three gaming hours if they passed the test. Otherwise, they would have to study for another hour.

Option Two was to exit the game.

Lu Wu only decided to launch this proposal after careful pondering and consideration.

Besides, the artifact could inspect the souls. It could effortlessly determine the grades of underaged players and pick out related study material from the database.

After all, Lu Wu wished to form a mighty army of players. He, of course, knew that those underaged players were one of his potential developing forces in the future, a foundation that could evolve sustainably.

Lu Wu would not allow them to become completely addicted to the game. The implementation of the anti-addiction setting was not only for the underaged players' welfare but for his, too.

After all, the younger generation was the source of propulsion for sustainable development.

The launching of the new anti-addiction system garnered a great response from the players.

Firstly, for the players of age, they were all good with the system that could assist in the children's studies. After all, many of them had children who were still in school.

As for the underaged players, they seemed to be repulsive toward the new anti-addiction setting. To them, studying and gaming were complete opposites.

However, the officials of Battle Online had always been dictatorial. After a fruitless protest from the primary schoolers, most of them miserably chose to enter the Study Channel and start with their proper revision.

Nevertheless, when they returned to the game after they had passed their tests... Hmm, it felt awesome!