

## The Boss Behind The Game Chapter 390

Out of the four major servers in punitive expedition, the Asian server was very special.

To the players from the central, European, and hell servers, the Asian server had nothing good other than the huge advantage in the number of players. The sense of superiority in strength was common in the other three servers.

Although it was publicly acknowledged that the mid-tier server was the strongest among the major servers, the hell server and the European server had their own pride.

For example, the hell server. To them, the region they were in was the most difficult to survive in. To be able to gain a foothold in such a map was enough to prove their strength. In addition to the rapid growth of technology in the early stages, and the addition of Aiur, they felt that the cross-server war would be the world of the hell server's players in the later stages.

In the eyes of the players from the European server, the top players in their server were only second to the mid-tier players. Their potential for development in the future was also extremely great. Moreover, they were the only faction that had ghost emperor-level NPCs. If the evil king was added, the other servers would not be a match for them.

Every server had its own pride and ambition, but only the Asia server had nothing special other than the advantage in numbers.

Furthermore, there were constant internal Wars in the early stages of the Asia server, and the friction between the two factions continued to escalate. The advantage in numbers could not be shown at all. Moreover, the Asia server was the server with the shortest opening time, so the overall development was also the slowest, and there was no advantage compared to other servers.

Therefore, in the eyes of the players from the other three servers, if the cross-server war was going to start soon, the Asia server would be a dead end. There was no chance of winning at all. The champion would still be from the Chinese server, the European server, and the hell server.

However, on this day, the Asia server forum was very lively because someone had posted a video.

In the eyes of many sub-server players, this video symbolized their rise, and also represented that they had finally welcomed the first top player among the top players, which was also known as "super-player" in other servers.

[Moonlight is recruiting skilled players. Although the Guild doesn't have many members, they are all elites. Watch the video for more details.]

[Op: Miss Atom]

(Video attached)

The video was of one blade Northstar single-handedly defeating the entire team of Hindustani. One blade Northstar's superb skills in battle had caused a huge sensation in the Asia server forum.

The video was quickly pinned to the official website's homepage and caused a heated discussion among players on other servers.

[Jin Hengyi (ya): so strong. Look at his appearance. He must be a Korea player.]

Park Haotian (Asia): "hehe. In the future, our brothers in the Asia server will be more righteous. This means that the Asia server has started to rise. He will not be the last person." Happy

Chen Zhong (ya): "actually, he might also be on our Singapore side. Yeah, I'm just guessing. I'm not sure."

Shimada Hanzo: "he's too strong. He looks like a Japan Kendo player, but he doesn't look like one. Since he's an Asian server player, he's one of us. He should contribute to the future cross-server battle."

[This ... This is level 0???) I seriously suspect that he's cheating. Otherwise, how can he level up by killing players? this is too fake, right?

[The strongest Xue Li: his skills are unparalleled, but the only thing I'm curious about is how he can level up in the middle of a battle.]

Cosmic stars (hell): "that's right. Can someone explain? how can you level up by killing players?" A special skill from the Asia server? (Heretic King's dumbfounded face)

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While the players were discussing, the original poster, atom Inoue, edited his post again and added a picture of a weapon.

(Bellflower.jpg)

This time, the spectating players couldn't remain calm.

Crayon Shin-chan: "a level 0 legendary weapon. It can grow. Are you kidding me? I'm reporting you with my real name!"

A big wolfdog replied Crayon Shinchan: I'm begging you, just give me your real name once. I'm waiting for your real name to come out. Don't say such harsh words every time.

Crayon Shinchan replied to a big Wolfhound: Smiling dog head (smoking calmly.jpg)

Immortal Daoist: "actually, you're all focusing on the wrong point. This legendary weapon is only one of the reasons. What's really amazing about it is its own ability. I can feel its powerful sword intent through the screen. Other than its own level, its realm is definitely not inferior to ao Jian's (smile)."

Mechanical T-Rex (Europe) replied to immortal cultivator: That can't be, the proud sword boss of the central server should be one of the strongest in my heart, how can he compare? (Puzzled)

Daoist immortal replied to the Tyrannosaurus, 'I don't know much about sword intent, but in my opinion, his sword intent seems to be stronger than ao Jian's. The only flaw is that it's not as pure as ao Jian's. It seems to have a lot of complicated things.'

[Ao family's sword technique-Beichen strike?] I'll remember it. I'm looking forward to fighting you, really looking forward to it. I'm sure you won't let me down. Your talent in the Tao of the sword reminds me of a former opponent, or rather, your sword intent is stronger than his!

Replying to the AO family sword technique in 'moving bricks to become stronger': Big Boss proud sword, can you add me as a friend? can you help me level up? I also like to use swords!

Crayon Shin-chan: "the battle for the sword God is so terrifying. Why don't we take this opportunity to suppress the Asian server and let them know that the central server is the boss?"(funny)

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The entire forum became extremely lively after the video of Northstar one blade's battle was released.

In the beginning, everyone was discussing the fact that this level 0 player actually had a legendary weapon. They felt that it was unbelievable. After all, the number of players with legendary weapons in all the servers added up to only a single digit. However, the Asia server, which had just opened, had a growth-grade legendary weapon, and it was even in the hands of a level 0 player. This made the other players very surprised.

However, with the appearance of seven, proud sword, and the other top players, the entire Forum's direction of discussion changed. They began to discuss the personal skills that one blade Northstar had displayed in the battle.

Many players might not be able to understand the technique, but ao Jian and the others gave a very good explanation.

Although Northstar one blade's level was too low and he didn't have any fancy skills, his swordsmanship was extremely strong in the eyes of those who knew the game. This made a group of high-level players exclaim in admiration.

Seeing that the top players all acknowledged this player, the onlookers immediately started to repeatedly watch the video of Northstar's battle with a learning attitude. Although they were still very confused, they all had the same thought at this moment.

If so many high-level players said it was powerful, then it must be very powerful, regardless of whether they could understand it or not!

Furthermore, due to the video of Northstar one blade's battle, it had created a wave of swordsmanship craze in the Asia server. Many players in the Asia server were fighting to imitate it.

After all, the Asia server had no restrictions on the use of weapons.

This was different from the Chinese server, European server, and hell server. Basically, players of each class in these three servers had their own class weapon.

It wasn't that he couldn't use other weapons, but other types of weapons simply couldn't match his class, so he naturally couldn't get the bonus from his equipment.

This was similar to the runic strongmen in the central server. They could also use greatswords and giant axes, but their combat skills were all fist techniques. Using greatswords would limit the use of their own abilities.

It was the same for the European and hell servers. Letting the Knight use a staff and the beam saber mech use a sniper rifle was obviously not a good idea.

However, the Asian server was different. The unique feature of the Asian server was evolution. They focused on themselves and their equipment was secondary. Moreover, they did not have any ability to specialize in weapons, which caused all kinds of weapons to bloom in the Asian server.

Even the unpopular shield-type weapon had become popular in the Asia server. Many of the Asia server's apocalypse players basically had one shield in each hand in the early stages.

However, due to the appearance of Northstar one blade, many players in the Asia server began to favor the use of swords. This even led to the booming business of many offline Kendo gyms.

The influence of war online had once again risen to another level with the opening of the Asia server.

All aspects of the game could indeed affect reality.

This was proven in many ways.

For example, the official announcement that the individual competition would start had caused many offline dojos and combat halls to recruit a large number of new students from the recruitment game.

Another example was when the new information on the sea was released. At that time, many players knew that real sea knowledge could be applied to the game. Many players who wanted to focus on sea development began to study the sea in real life. As a result, several offline sea knowledge training classes appeared, and the number of applicants was not low.

Also, when The Alchemist lifestyle class was first launched, many players heard that the pharmaceutical knowledge in real life could be applied to the game. During that period of time, not only did many

medical knowledge books sold well well, but the number of new students recruited by the medical school also increased compared to previous years.

Wait ...

As the popularity of punitive expedition online continued to rise, its impact on the real world was also increasing. It even played a certain role in the development of science and Technology.

The biggest impact of this was the change in education.

Due to the rapid development of modern technology, the internet had reached the point of complete popularization. Many students would come into contact with the world of the internet, which was full of information.

In the eyes of parents, a large number of fun and time-killing games were harmful to their children's learning progress. However, in the eyes of many students, they were irresistible temptations. They were also topics of conversation between them and their classmates, and even a kind of comparison.

In modern times, students were not interested in comparing results. However, comparing levels, equipment, and achievements in the game was a hot topic among students after school.

This was a huge headache for the teachers and parents, but they could do nothing about it. If they tried to stop the students, they would make the students seem antisocial.

However, if he did not suppress it, the child would become addicted to the game, and the impact would still be great.

In the year 2319, although professional gamers had become a profession recognized by society, it was a relatively high-end and high-income profession.

However, after the regulation, it brought about a continuous increase in requirements.

In this era, it was very difficult to become a professional player because there were too many people who were better than you. Therefore, many parents did not agree to let their children take this path.

Therefore, the game could only be a pastime, not the only one.

However, this problem was finally solved as the popularity of punitive expedition online increased.

In the beginning, it was because many big names in the gaming world and live streamers started to promote 'punitive expedition online', so many students started to get in touch with it.

This spread extremely quickly, and coupled with the excellent quality of the game, Conqueror online quickly became a popular game among students. It even developed to the point that if you didn't play Conqueror online, you would have nothing in common with your classmates, and it even gave birth to a group of "Conqueror" players.

Most of these players were students or children.

These players also played a certain role in advertising 'punitive expedition online', because their daily goal was to promote the game. It was as if they looked down on other types of games. In their words, other games were trash, and if you didn't play war, you had no taste.

In the beginning, this group of players was indeed very repulsive, but after they really came into contact with them, most of the players admitted this fact.

As a result, more and more students flooded into the conquest online, and the topic of discussion during class was the contents of the conquest game.

This made the parents depressed because this kind of addiction was even worse than before, and it really affected the students' studies.

However, many students' excuse was, "our classmates are all playing. If I don't play, I'll be different and have no friends."

Some students even used the excuse of "you're all playing, why can't I?"

Most of the parents were helpless when it came to such excuses.

However, while the students were still immersed in the joy of the game, punitive expedition online launched a new function.

An “anti-addiction system” that would make most students break down mentally.

In the beginning, the students protested collectively and even formed groups to post on the top of the official forum to express their dissatisfaction.

However, the official website’s attitude had always been so willful, so this kind of protest was obviously useless.

The students had no choice but to give in and begin their daily routine of only being able to play games after finishing their questions.

The introduction of the anti-addiction system made all the parents and teachers clap their hands in joy. It could be said that a big hidden danger in their hearts was instantly resolved.

After the emergence of the anti-addiction system, the conversation between parents and children had gradually developed into this trend:

“Son, come online quickly. I’ll take you out to sea to fish later, but you have to pass anti-addiction for me first!”

“Daughter, look, it’s not that I don’t want to take you to level up, but I can’t do anything if you can’t get over it. How can this damn war online release such a thing?”

“Son, I heard that the kid from the Wang family next door played games for eight hours yesterday. Look at you, you’re not motivated at all. Can’t you just play games properly? you don’t pass the anti-addiction Test every time. If this goes on, what will your classmates think of you? how are you going to show off to your classmates in the future?”

“Son, I’ve made a new weapon for you today. Take it and try it out. But you have to pass anti-addiction first, or you won’t be able to bring it out. Good luck.”

Because of the appearance of the anti-addiction system, the parents’ attitude changed instantly.

Not only that, but even the students’ attitude had also changed.



In the past, the students had bragged about their levels, equipment, achievements, and so on. But now, there was an additional “game time”!

The Daily Show-off was as follows:

“Hahaha, I played battle online for 12 hours on Sunday (proud face)”

“I’m telling you, I passed all three anti-addiction tests yesterday (proud face)”

“Haha, xxxxx, why haven’t you crossed the anti-addiction level? I can pass it three times a day. I’m not bragging, the game is really fun, but you just can’t play it.

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With the emergence of the anti-addiction system, the results of students across the country had generally improved, and even the teachers’ views on the online war had changed.

Because this kind of improvement was voluntary and not forced, it was extremely efficient.

Many schools were now considering whether to use the test score and the number of times a student passed to judge a student’s grades.

Lu Wu was also preparing to promote the anti-addiction system in this game to all servers, not just the mid-server.

The primary school students’ “boundless ocean of learning” information film was about to arrive.