

The Boss Behind The Game Chapter 675

Kuilong Sea region, Xinmo Island.

As usual, the Sea King was patrolling the island in a long robe.

The Sea King was very satisfied with the development of the island.

With the knowledge stored in the Shadow King's inheritance, the mutt Army's strength had grown steadily. What the Sea King needed now was a stable development. He believed that if this continued, the mutt Army would soon become the top of the top ten war Chambers of Commerce and embark on the road to the central sea of the yellow spring.

Finally, he would find a way to replace the netherworld Chamber of Commerce.

At this time, looking at the craftsmen who were building new high-end warships by the sea, the sea King nodded with satisfaction.

However, just as he was about to turn around and head to the next location, his expression suddenly froze as he looked up at the sea.

In the distance, a giant golden bird was swooping down from a high altitude. Its target was Xinmo Island.

The giant bird Sea King was very familiar with it and knew that the netherworld Chamber of Commerce's mission had arrived.

The Sea King was not surprised by this. After all, it was under the name of the war Chamber of Commerce, so it was normal for missions to come.

At this time, the giant bird arrived above his head, threw down a letter, and then flapped its wings and left.

The Sea King reached out and waved at the letter that had fallen to the ground, and the letter was immediately caught in its hand.

He opened the letter with a normal heart and began to read the contents.

However, after a rough glance, the Sea King's face suddenly became very ugly.

Gather the top ten war Chambers of Commerce to annihilate the player families? Are you serious?

At this moment, the Sea King was dumbfounded.

This was a critical period for him to develop his power, and what he wanted the most was peace, but at this time, they actually told him to start a war with the player clans ... What the hell!

Looking at the contents of the letter, the Sea King cursed in its heart, and its original good mood was completely destroyed.

In fact, he knew that this moment would come sooner or later. After all, the player clans were too arrogant.

He was simply jumping around in front of the netherworld Chamber of Commerce and provoking them arrogantly. It was already incredible that the netherworld Chamber of Commerce could endure it until now.

But now that it had to face such a situation, the Sea King still felt extremely distressed.

To declare war on the player clans ... If this was two years ago, he would definitely agree to it. They should F * cking kill these Daredevil player clans and send them to the six paths of reincarnation!

But now, the Sea King felt that if they really fought, it might be the first one to be sent to the six paths of reincarnation.

He didn't know if the player clans could compete with the powerful netherworld Chamber of Commerce, but as the vanguard, he would definitely end up in an extremely miserable state and would basically be no different from cannon fodder.

The netherworld Chamber of Commerce didn't understand the player families, but how could he not?

That group of lunatics liked it when their enemies hated them to the bone, but couldn't do anything to them. The Sea King had a deep understanding of this. Fighting with them was a double blow to the body and spirit.

However, it was also difficult for him to resist the orders of the netherworld Chamber of Commerce.

At this moment, he knew that he had to make a decision. He could no longer benefit from both sides. He had to choose a side.

Looking at the letter in its hand, the Sea King turned its head to look at the blue sea in melancholy, sighing in its heart.

Didn't you say that I'll develop slowly and that my future will be bright?

'F * cking netherworld Chamber of Commerce, F * cking player clans, I'm very annoyed now. You're the only ones who have so much trouble ...'

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On the players 'side.

The increasingly crazy ambush of the demonic ape clan had reached the point where the demonic ape clan was furious.

Due to the existence of the bloodline curse, they were unable to resist the temptation of the players 'families pulling out the corpse race's corpses. Even if they already knew that it was a trap, they would still chase after them with bloodshot eyes.

However, they were greeted by the soul-gnawing beast trap set up by the players.

At the same time, after many interactions, the soul-gnawing beasts also discovered this characteristic of the player clans. These soul-gnawing beasts gradually learned to cooperate with the player clans and hide. Then, they would wait for the player clans to lure the monster apes over, and then wait for the opportunity to strike.

This was a pleasant surprise for the players.

As such, the players began to work together with the soul-gnawing beasts to benefit themselves. They worked together to trick and deceive the demonic ape clan members, and then they each took what they needed.

Such a large-scale operation naturally attracted the attention of the devil ape clan, but they were helpless against the soul-gnawing beasts in the West, so they could only pass the news to venerable devil ape.

After devil ape venerable heard this news, he started to investigate the player clans.

From the path that the players took, he quickly found out that the players had crossed the barrier of the first region.

Venerable devil ape was very familiar with the first realm, as it used to be his territory. He had lived there for a long time, and many species were created by him.

However, he had never seen a new species like the “player family.”

He didn't think that these creatures were the natural evolution of the creatures he created in the first realm, because he was very familiar with the species he created and how they evolved. He would never mistake them for something else.

So, he began to investigate deeply, and he found the problem.

These creatures had come to the First World through the space tunnel, and the direction of the space tunnel's fluctuation was in Beiqi.

After investigating this clearly, venerable devil ape's line of sight passed through the layers of space and arrived at Beiqi. He immediately discovered the huge group of creatures living here. The player clans.

This tribe was the one that was causing trouble in the Second World of the path of hell.

After thoroughly investigating the reason, venerable devil ape revealed a cruel smile.

Since they dared to offend him, there was no need for this race to exist anymore. They could just become food for the children ...

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The players' lives went on as usual.

However, something that surprised the players happened that day. The Sea King's subordinate, black sui, came to the colored glass Coast and told them something.

The top ten war Chambers of Commerce in the devouring Sea area were gathering and telling them to prepare for battle.

At the same time, hei sui informed the players that the Sea King wanted them to evacuate as soon as possible and hide in other regions. They would return after they were out of danger.

Although the players didn't reply to hei sui, their hearts were filled with disdain.

A bunch of experience points and soul coins were on their way, so why the hell were they running?

It was simply ... A pleasant surprise for the netherworld Chamber of Commerce to attack them!

Although they were definitely not their match, it was never a problem for the players to defeat the netherworld Chamber of Commerce. The key was whether they could kill their opponents and obtain soul coins and experience.

Therefore, it was impossible to run. They had to fight to the end!

However, the players still took this matter very seriously, so they immediately made preparations.

A post about the netherworld Chamber of Commerce's impending attack appeared on the forum. Players who sought treasure in the outer seas, earned money in Dungeons, and explored other regions began to rush to underworld.

In response to this battle, the players quickly made preparations.

The healing potions, enhancement potions, and attack-type items made by players in the auction house were quickly swept up, and the atmosphere of war gradually became more intense.

When it came to war, the players were no longer the newbies who would be scared silly by the Grand scenes when they first entered the expedition.

Most of the players had been through hundreds of battles, and they only had a desire for war because it could bring them huge benefits.

In order to maximize the benefits of the war, Lu Wu also formulated a “war honor” system.

The emergence of this war system made the players’ gains in war more standardized, and it was not as messy as before.

For example, during a war, there were 5000 people in a group, but during the war, the distribution of the benefits was a very troublesome problem, and there might even be disputes.

For example, the warrior players who charged into the enemy lines were in the most intense areas of the war, so they were likely to be the first batch of players to die, and the early death meant that the subsequent soul coins and experience gain would disappear.

In comparison, the mage players who hid behind and dealt damage, reaping the enemy’s lives, not only was the danger level much lower, but the benefits were also the greatest.

As a result, warrior players would feel very unconvinced in Wars against foreign forces. They would feel that they contributed the most but gained the least in the end, which was completely thankless and unfair.

However, the ‘war honor’ system solved this problem very well.

The “war honor” system developed by Lu Wu divided the revenue sharing into two categories: The total amount of soul coins gained after the battle, the total amount of experience gained by the whole team after the battle

These were the two main types of benefits that players gained from war.

The war honor system's function was to store all the players' earnings and not release them for the time being.

After a war ended, the players would exchange rewards from the "team benefit pool" according to their contribution to the team, including soul coins and experience.

The specific war contributions were divided into six categories by Lu Wu.

[Current battle map: individual damage output, damage received, support healing, number of enemies killed, number of bosses killed, special category]

Each category corresponded to a type of player, so the distribution problem would be easily solved.

Even if a player fought desperately and was accidentally killed, his income would not stop. This was because if the team members continued to fight, the income in the team's interest pool would still increase. When the time came, the player who died could use his own contribution to exchange for the soul coins and experience points in the interest pool.

In this way, it did not matter even if the warrior players died in the battle. As long as they had a fixed amount of contribution points, they could exchange for rewards based on their own contributions.

Apart from these six categories, there was also a death allowance that determined the contribution of players.

In other words, it would determine if the value of one's death was great and then give points. Lu Wu let the divine weapon test all these, and then the divine weapon would give the contribution points.

In other words, as long as a group of players activated the "war honor system" during the war, the rewards (soul coins, experience) obtained by the players in the group when the war began would be stored in the interest pool.

The players' contributions during the battle would be converted into honor points, and at the end of the war, the team's points would be combined to obtain a personal benefit percentage, which would then be drawn from the benefit pool.

In this case, the more they paid, the higher their contribution points would be, and the greater the benefits they would obtain at the end of the war.

Moreover, the “war honor” system that Lu Wu set was bound to the artifact. Under its detection, there would never be any problems with the calculation of contribution points.

The rewards of a battle group would become very fair, which would increase the enthusiasm of the players.

At the same time, additional wartime gains would not be included in the total interest pool.

For example, a player might accidentally pick up a precious mystical material or a high-quality weapon during a battle.

The war items obtained through luck would be classified as personal items and would not be kept in the overall profit pool.

This would also cause many variables and surprises in the war.

However, the existence of this war honor system allowed many players to have their own returns.

No one was happier than the warrior and assassin players about the system’s appearance.

As the party that paid more than the benefits, they often felt that the mages who dealt damage at the back were like the sons of the officials, who could get more benefits and not die easily.

However, with the appearance of the war glory system, they knew that their efforts would be rewarded.

Of course, all of this was free.

Whether or not to activate the war glory system would be prompted when the party had more than 5000 members, and then it was up to the players to vote.

This was the freedom that Lu Wu gave them!