You Were Told to Lose Money By Making Games, and You Actually Did It?

Chapter 51: System 2.0

When Chen Xu woke up, before he had even gotten out of bed, the system's interface automatically appeared before his eyes.

【Loss Conversion System】

【System Fund: 100,000,000 yuan】

【Second Settlement Period: 140 days remaining *(countdown begins from the day the System Fund is first used)*】

【Current Revenue Pool: 99,088,976 yuan】

【Current Available Leverage Funds: 29,726,692.8 yuan】

【Personal Funds: 5,911,036.5 yuan】

【Update Notes: *(Click to expand)*】

Since he had failed to make a profit during the previous settlement cycle, the system had automatically replenished the funds.

What surprised Chen Xu, however, were the brand-new Revenue Pool and Leverage Funds features.

He immediately opened the update notes and read through them carefully.

The first thing he noticed was that the system had changed the rules regarding profits.

The settlement rules themselves remained the same: losses were still converted at a 1:1 ratio, while profits were still converted at 1:100.

However, the old rule that allowed profits to gradually increase the System Fund had been completely removed.

Or rather, it had been replaced by an entirely new mechanic.

Previously, every 100 yuan of profit only increased the available System Fund by 1 yuan.

Thinking about it now, Chen Xu felt that mechanic had been rather pointless.

You had to earn 100 million yuan just to increase your spending limit by 1 million yuan.

Wasn't that basically a joke?

After all, the system also prevented him from freely spending those profits.

But after upgrading to Version 2.0, the rules had become much more user-friendly.

Project revenue would now accumulate in a Revenue Pool.

A new settlement cycle would only begin once the System Fund was actually put into use.

Until then, there would be a preparation period.

During this time, employee salaries, benefits, subsidies, and other company expenses would all be paid out of the Revenue Pool until the countdown for the next settlement officially started.

Furthermore, before beginning the next settlement task, he could use the new Leverage Funds feature.

It allowed him to transfer a portion of the Revenue Pool into the System Fund.

In other words, although the second settlement cycle officially started with only 100 million yuan in System Funds, once the leverage was included, he actually had around 150 million yuan at his disposal.

And if he waited a little longer, that limit would continue to rise.

After all, Sekiro would keep generating revenue.

Especially now that its overseas popularity and reputation were climbing rapidly, it was bringing in roughly ten million yuan every day.

Of course, using leverage wasn't free.

The more Leverage Funds he used, the lower the system's loss conversion ratio became.

The current rule was that every 10 million yuan of leveraged funds reduced the loss conversion ratio by 0.05.

The ratio could be reduced to as low as 1:0.5, meaning that, at most, leverage could increase his available funds by an additional 100 million yuan beyond the original System Fund.

Of course, this was only the current version.

The system might receive future updates where the reduction threshold changed from every 10 million yuan to 20 million yuan, or perhaps even higher.

As for the profit conversion ratio, however, it remained unchanged.

"It looks like both a buff and a nerf... but overall, this seems more beneficial for me."

Chen Xu stroked his chin thoughtfully.

The nerf was obvious.

Using leverage reduced the reimbursement ratio for losses, with the lowest possible ratio being only half of the original.

That meant if he lost 10 million yuan, he would only receive 5 million yuan in personal funds.

But under Version 1.0 of the system, any profits generated afterward were basically money he could only look at—they weren't really usable.

Now, however, Version 2.0 introduced two completely new mechanics.

For the first time, he actually had a way to make use of those future earnings.

And from the looks of it, although the leverage ratio was only 30% at the moment, it might continue increasing in future updates.

With a larger total investment, it would also become easier to incur larger losses.

For example, if Sekiro had cost 1 billion yuan to develop, he could have simply sat back and collected his rewards.

That said, spending 1 billion yuan wasn't exactly easy.

The system still imposed restrictions.

If he tried to burn money recklessly, it would undoubtedly stop him.

"System... I understand what you're trying to tell me."

"I'll step up my efforts from now on."

Chen Xu sighed with emotion.

After spending more than an hour carefully studying every line of the update notes and trying to understand each new mechanic, he ultimately concluded that the entire update could be summarized in a single sentence:

"Go ahead. Burn more money. Don't hold back."

"Still... this settlement cycle is quite a bit shorter than the last one. That's putting a lot more pressure on me."

Looking at the system interface, Chen Xu muttered to himself.

The very first settlement cycle had lasted a full 160 days.

This time, however, it had been cut down by twenty days, leaving him with only 140 days.

From a time-management perspective, the pressure had indeed increased considerably.

The amount of money involved was also much larger.

‘The company can probably expand its benefits, compensation packages, and staffing levels as well,’ Chen Xu thought to himself.

Although the previous settlement cycle had ended in a loss, there was no doubt that Sekiro had been a huge success based on its continuing revenue.

Under those circumstances, expanding the company's scale and improving employee benefits was only natural.

He got out of bed and started brushing his teeth.

While washing up, Chen Xu opened the company group chat.

Even though it was the weekend, everyone was still discussing work-related matters.

The chat was filled with reposts of articles and reviews related to Sekiro, especially reviews from overseas media outlets.

"Playing Sekiro: Shadows Die Twice is a truly unique experience. It completely overturns many of the conventions of traditional action-adventure games."

"In the game, you take on the role of a shinobi whose mission is to rescue his master—a young prince of noble blood—and help him escape from the land of Ashina."

"The game's greatest strength lies in allowing players to feel their own growth, rather than merely the growth of their character."

"In most games, increases in levels, equipment, and stats simply make players feel that their character has become stronger. Sekiro is completely different."

"Moving between cautious, patience-testing stealth and intense, high-stakes combat, every victory over an enemy brings a genuine sense of satisfaction."

"For most players, this may be a game so difficult that completing it feels impossible. But for fans of hardcore action games, it is a painful yet exhilarating blessing."

Final Score: 9.5/10

Pros: Outstanding visuals and optimization, stylish combat and thrilling battles, remarkable level design, and a mysterious yet accessible story.

Cons: For some players, it may simply be too difficult.

After skimming through it, Chen Xu closed the article.

Although the media's praise was sky-high, he knew perfectly well that he was merely standing on the shoulders of giants.

Of course, that was only something *he* knew.

Everyone else didn't.

So when he saw people praising him, even though he understood that he was essentially just a copy-paster—at most making some localization and optimization changes—he still couldn't help feeling a bit of happiness.

He stopped reading the flood of glowing reviews in the group chat.

Instead, Chen Xu shifted his attention back to the balance displayed in his banking app.

Now this was more like it.

Who cared about compliments?

A seven-figure bank balance was the real source of happiness.