

Losing Money to Become a Tycoon: Starting with Games

Chapter 539: The Game Can Be Lost, But You Must Die Ten Times

Pei Qian handed his laptop to a waiter for safekeeping. As he sipped his coffee, he browsed the forums to see how players were reacting to the two new heroes.

"Traveler Bao Xu is so much fun! His Rage meter builds whenever he moves, so you have to keep moving if you want to deal damage. He's perfect for ADHD players who can't stop clicking. And when you're getting beaten up, you just hold S to become tankier. A hero that perfectly integrates gameplay, lore, and mechanics like this is really innovative!"

"Exactly. Other games have dual-form heroes too, but those require players to switch forms manually. Bao Xu is also basically a dual-form hero, except he switches forms naturally through movement or standing still."

"A Bao Xu who only runs and never stops is trash! A Bao Xu who only stands still and never moves is just a punching bag! Stop and go, steady as a rock. Move and pause, clearly a pro!"

"I think the hero is very well-rounded. Skilled players can build damage items and play him like an assassin using stealth to control the game's tempo. Bad players can build defensive items, stand there soaking damage, and still contribute to the team."

Then came the comments about Ruan.

"This hero is obviously the result of the designer completely letting himself go. I played all morning, and there was a Ruan in almost every match. Every single one fed. They dashed in with E and never came back."

"E-ing forward with no return?"

"I'm seriously convinced the player who designed this hero has a grudge against society."

"I had a Ruan on my team who didn't land a single ultimate the entire game. And we even had Zadkiel on our side..."

"No way. Doesn't Zadkiel have a built-in knock-up? If he still couldn't use his ultimate, wasn't he just intentionally feeding?"

"Try it yourself. The knock-up duration is really short. If you're even slightly late, the opportunity is gone before you can press the button."

"Damn it. If your hands are that bad, why are you even playing Ruan?"

"You have no idea how satisfying his E is! It's unbelievably fun! Drawing ink circles around every enemy minion is the true meaning of my life!"

A user named Release That Monkey posted:

"Every time I see this hero I get mad—especially the ones who just stand in the middle lane doing absolutely nothing. They don't farm properly, they don't roam, they either spam E on minions or stand

there motionless. Are they composing their own damn mother's epitaph?"

"That's an incredible roast."

"I've learned something today. I've already saved that as an in-game quick chat message. The devs should add a feature where every time I ping a question mark, this sentence automatically gets posted in all-chat."

...

Reading all these player reactions, Pei Qian couldn't stop smiling.

Who would've thought there'd be such an unexpected bonus?

His original goal had been very simple.

He just wanted a hero that he had copied to be implemented so he could earn some extra income from skins.

He had never imagined that Min Jingchao would completely misunderstand his intentions, package the hero around Ruan Guangjian, and even write a backstory making him Zadkiel's best friend.

But judging from the current situation...

Excellent work.

Ruan Guangjian would probably never be able to use this hero in ranked games for the rest of his life.

It would be banned 100% of the time.

And whenever he picked it in normal matches, he'd be targeted by the enemy team and flamed by his own teammates.

After enough games, he'd surely become mentally broken.

Pei Qian couldn't wait to play a match with Ruan Guangjian.

Just as he was thinking about it, someone pushed open the café door.

Pei Qian's eyes lit up.

Speak of the devil.

Ruan Guangjian had come to buy coffee again!

Got him.

Ruan Guangjian spotted Pei Qian immediately.

"Oh? President Pei, what a rare sight."

Pei Qian was speechless.

Why is it always that line?

I've been coming to Moyu Internet Café all the time lately, okay?

"Your hero has officially been released. You know that already, right?" Pei Qian asked with hidden intentions. "Want to play a game together?"

"Huh? Really?" Ruan Guangjian looked pleasantly surprised. "That fast? I've been busy drawing lately and haven't been paying attention."

Pei Qian was secretly overjoyed.

Busy drawing... hasn't paid attention?

So he hasn't played a single game with the hero yet?

Perfect.

I love playing with people who have never touched the hero before.

"Come on, let's play one."

The two of them found a pair of empty computers.

As for the coffee Ruan Guangjian had ordered, Pei Qian had a waiter deliver it across the street to Halo Studio.

While logging into the game, Pei Qian discreetly glanced over.

Ruan Guangjian's GOG account had very few games played.

He was also carefully reading through Windborne Ink Scholar · Ruan's biography and skill descriptions in the hero menu.

It really was his very first time playing the hero.

As for Pei Qian himself, he planned to play Zadkiel.

Partly because they had agreed to each play the hero based on themselves.

But more importantly...

Zadkiel was strong.

By then, Ruan Guangjian would probably be dying over and over, going 0/21, happily dashing through minions with his E, while Pei Qian put up a flawless 8/0/20 stat line and hard-carried the game.

Wouldn't that finally get rid of all this pent-up frustration?

Perfect. The plan is flawless.

"Come on, come on," Pei Qian said, already sending the party invitation.

Ruan Guangjian accepted.

"Hold on a second. I haven't even finished reading all the skill descriptions yet."

Although he had participated in designing the hero's splash art and was already familiar with the hero's overall concept, he had never seriously studied the detailed mechanics, numerical values, or optimal playstyle.

Pei Qian immediately clicked Start Matchmaking.

"It's fine. Just read while you play. You'll get used to it quickly."

They queued for a normal match rather than ranked.

The main reason was simple: he was afraid Ruan would get banned immediately in ranked, and then there'd be no point.

When champion select began, Ruan Guangjian reacted quickly and instantly locked in his own hero.

Pei Qian naturally locked in Zadkiel.

The game hadn't even started before one of their teammates typed six dots in chat.

"....."

"Another Ruan player?"

"Please, I'm begging you, stop playing this hero, okay? I just had a 0/21 Ruan on my team last game. He got his head bashed in."

"If you want to try a new hero, play Traveler Bao Xu instead. He's just as fun. Run around like crazy, build tank, and at least you'll be somewhat useful."

"Just switch."

Ruan Guangjian looked puzzled.

"Huh? Why does everyone hate my hero so much?"

Pei Qian chuckled.

"Don't worry about them. Just prove yourself with your performance."

Ruan Guangjian nodded.

"Okay."

He assumed President Pei meant:

"Show them they're wrong."

But what Pei Qian actually meant was:

"Show them they're absolutely right."

Seeing that Ruan had already been locked in with no intention of changing, the three teammates could only sigh as the match loaded.

The moment the game began, someone on the enemy team typed in all-chat.

"You're dead. We can lose this game, but you have to die ten times today."

Long ago, Pei Qian had gotten into the habit of hiding player names above champions.

Seeing usernames broke his immersion and affected his gameplay.

So he opened the scoreboard to see who had said it.

It was the enemy mid laner—the very player laning against Ruan Guangjian.

Pei Qian couldn't help grinning to himself.

Excellent.

If you kill Ruan Guangjian ten times today, I'll give you a gold star.

Then again...

The resentment was really something.

Two complete strangers met for the first time in an online game, and just because one of them picked a hero the other disliked, he was already declaring he'd kill him ten times.

What kind of blood feud was that?

Ruan Guangjian was absolutely going to get camped all game.

Completely reassured, Pei Qian headed for the top lane.

Zadkiel was actually a very versatile hero.

He could play almost any lane, though top lane suited him best.

Pei Qian figured that with Ruan Guangjian drawing all the hatred in mid, the enemy jungler and mid laner would become inseparable, endlessly camping him.

Meanwhile, Pei Qian could happily farm in top lane and then emerge during teamfights to save the day.

The script couldn't be more perfect.

His lane opponent was a Traveler Bao Xu.

Since he was one of the newly released heroes, his pick rate in normal matches was extremely high.

This guy didn't seem particularly interested in farming minions.

Instead, he kept hiding in the brush to regenerate health, then suddenly darted out to slash Zadkiel once before retreating.

Somehow, it felt oddly reminiscent of everyday life at Tengda Group.

But Pei Qian wasn't worried at all.

Traveler Bao Xu was countered by Zadkiel.

You slash me once—I smash you once.

If you hit me in the back, there's no guarantee you'll come out ahead.

Besides, this Traveler Bao Xu seemed obsessed with harassing opponents.

He would even ignore low-health minions just to run over and hit Zadkiel once.

Although GOG awarded a certain amount of gold even if you didn't last-hit minions, you earned significantly more by landing the killing blow yourself.

Pei Qian looked down on this kind of sloppy play.

"Just watch. Our CS difference is going to widen before long. A real expert pays attention to these little details. I last-hit, you don't. Bit by bit, the gold gap will grow—"

"—What the hell?!"

Pei Qian was still flirting with danger against the enemy Bao Xu, outplaying him while casually farming minions, when the enemy roamer ganked top lane at level 2.

Bao Xu immediately Flashed behind Zadkiel, used his fully charged Rage to shove him back, and combined his damage with the roamer's burst.

No matter how tanky Zadkiel was, there was no surviving that.

First Blood.

Of course, in GOG, the roles weren't officially called jungler and support.

They were called Roamer and Commander instead.

The names were different, but the responsibilities were essentially the same.

It was just that Pei Qian was used to calling it "jungling."

Pei Qian fell silent.

...Guys, this isn't how the script was supposed to go.

A level-two top gank? What kind of grudge is this?

Shouldn't you be camping that Ruan in mid?

Didn't you just say you were going to kill him ten times?

Then it occurred to him.

The one who had made that threat in all-chat was the enemy mid laner, not the roamer.

Oh... never mind, then.

Apparently, he simply hadn't been careful enough.

He hadn't played in quite a while and was a little rusty.

Fine.

I'll just build defensive items, let the minion wave push toward my tower, stay close to safety, farm steadily, and carry the team once the mid-game teamfights start.

Seeing Zadkiel retreat under his turret, Bao Xu looked increasingly impatient.

He started running around like crazy, keeping his Rage bar permanently full.

But there was nothing he could do.

Even with his roamer, they couldn't realistically dive a Zadkiel under his own tower.

Pei Qian couldn't help feeling smug.

Hmph. I'm under my tower now.

Let's see what you can do about that.