

Imitator 136

Chapter 136: Work and Investment

Lin Sizhi's gaze swept across everyone's ID badges.

These ID badges were quite large, with information displayed on both front and back, very clearly visible.

At this moment, most people were still contemplating the game rules and had no awareness of intentionally concealing them.

Lin Sizhi walked in a slightly forward position on the side, basically getting a general overview.

The four players from Community 12 were all 'Conglomerates,' with ages of: 1 'Old Age,' 1 'Adult,' 1 'Youth,' and 1 'Childhood.'

The other two communities had ages of: 1 'Adult,' 2 'Youth,' and 1 'Childhood' respectively.

That is, the population structure of all 12 players was: 1 '60-year-old elderly,' 3 '40-year-old 'Adult's,' 5 '20-year-old youths,' and 3 '0-year-old children.'

Initial 'Wealth' was directly linked to age: Old age had 10,000 minutes visa time, 'Adult's had 5,000 minutes visa time, youths had 2,000 minutes visa time, children had 1,000 minutes visa time.

"Reaching 80 years old results in death and respawn.

"That means this game has intergenerational wealth transfer mechanisms, and the entire society's 'age structure' will also change over time.

"What purpose does specifically designing this age structure that changes every two rounds serve?"

While pondering, Lin Sizhi and everyone came to the 'Work Zone.'

The work zone had 4 different sets of machines, all with simple designs: approximately 1.2-meter-high pillars with slanted platforms on top, featuring card readers, buttons, and indicator lights.

These machines were divided into two categories, one labeled 'Work' and another labeled 'Revenue,' with slightly different functions.

The four 'Work' buttons were in one location, separated by less than a meter from each other, while 10 meters away were four 'Revenue' buttons.

[Work Zone Rules Introduction:]

[The 4 'Work' buttons and 4 'Revenue' buttons in the work zone have one-to-one correspondence, with specific correspondences identifiable by color.]

[Swiping your ID badge next to buttons allows you to 'occupy' buttons and gain usage rights for this round.]

[Players from the same community can occupy at most 2 sets of buttons simultaneously.]

[One player cannot occupy buttons from the same set, nor can they simultaneously occupy multiple 'Work' buttons or multiple 'Revenue' buttons.]

[Each round, each set of buttons can only be activated once.]

[After 'Work' button activation, the player who occupied the button holds it for 1 minute, which counts as 'work completed,' earning 1,000 minutes visa time.]

[Simultaneously, the corresponding 'Revenue' button at the other end will be activated.]

[The 'Revenue' button can be pressed twice, each earning 1,000 minutes visa time. The first time is pressed by the 'player who occupied the revenue button,' the second time by the 'player who pressed the corresponding work button.']

[Incorrect players pressing buttons will be considered invalid.]

[Conglomerate players can forcibly seize usage rights with their ID badges.]

[Starting from the 11th round, if the 4 sets of buttons are not occupied and used by 8 players, it will trigger 'wealth shrinkage' for everyone: each round indiscriminately deducting '20%' of total wealth.]

[Work Zone rules introduction complete.]

[Now, please move to the 'Notary Office.']

The notary office appeared to be two rows of ordinary small rooms, with interiors completely invisible.

Roughly counting, there were exactly 12 rooms.

This number was quite sufficient, ensuring no situations of forcible occupation would occur.

Currently, all room doors were open, and people could peer from outside to see each room contained a special machine.

[Notary Office Rules Introduction:]

[The notary office can notarize 'investments' and 'wills.']

[1. Investment]

[Each round, when both initial wealth and current wealth reach 10,000, 'investment qualification' can be obtained.]

[After obtaining qualification, one can go to the notary office to select any other player as the 'investee.']

[After both parties reach agreement, the investment is established. The 'investor' will be deducted 5,000 minutes visa time, while the 'investee' will receive 2,000 minutes visa time.]

[After 2 rounds, the investor can return to the notary office with investment vouchers to collect investment returns: 18,000 minutes visa time.]

[When investing, investors can freely choose from three options:]

[Option A: Investor receives all returns.]

[Option B: Investor and investee each receive 9,000 returns.]

[Option C: Investee receives all returns.]

[If after 2 rounds the investor doesn't go to the notary office to collect investment returns, the 'investment voucher expires,' becoming a 'recovery voucher' that can only recover 2,000 minutes visa time.]

[Each round, two players from the same community can only conduct one investment transaction, while two players from different communities can each invest in the other once.]

[Beyond these situations, simultaneous investment in multiple people or accepting investment from multiple people is allowed.]

[Each round, the total upper limit for all players' investment returns is 130,000 minutes visa time. After exceeding this limit, no more investment returns can be collected this round.]

[2. Will]

[Before death, players need to establish 'wills' at the notary office, transferring all their assets as inheritance to any designated player other than themselves upon death.]

[If no will is established, inheritance will be divided equally among current 'Management' players.]

[Notary Office rules introduction complete.]

[Now, please move to the 'Management Room.']

Lin Sizhi took another look at the investment rules.

"Investors are deducted 5,000, but investees only receive 2,000. This difference can be used to adjust wealth ratios between different players.

"If investing within the community, normally one can obtain 15,000 net profit.

"If it expires, not only do you not earn returns, but you also lose an additional 1,000. This is definitely a situation to avoid as much as possible..."

Everyone followed the guidance in the venue to the management room.

It was in the center of the venue, a completely transparent glass house where you could see four seats inside along with a special device.

[1 'Old Age' player and 3 'Adult' players will form the current round's 'Management.']

[When multiple players exist in the same age group, those with higher wealth are selected. When players in the same age group have equal wealth, Conglomerate players are prioritized, Civilian players are randomly selected. When there are insufficient people in an age group, no substitutions are made from other age groups.]

[Within management, each 'Old Age' player has 2 votes, each 'Adult' player has 1 vote.]

[Management Power 1: Change the 'Conglomerate Family' in the game to another community.]

[Management Power 2: Prohibit a certain community from occupying work buttons.]

[Management Power 3: Adjust tax rates for 4 types of taxes in this nation, with rates ranging from '0% to 100%.']

[1. Wage tax: Directly deducted from work income.]

[2. Investment tax: Directly deducted from investment returns.]

[3. Inheritance tax: Deducted when inheriting estates.]

[4. Exit tax: Deducted based on total assets when players leave the country.]

[Note: Tax rates for Civilian players and Conglomerate players can be adjusted separately.]

[Each management player can submit modification proposals. Those receiving more than half the votes are considered passed. At this time, the proposal will be broadcast to all players and take effect immediately.]

[Tax revenue will be divided equally among all management members.]

[Management Room function introduction complete.]

[Now, please move to the 'Offshore Area.']

[After deducting exit tax, when a player's 'wealth value' exceeds 100,000 minutes visa time, they can choose to 'exit,' that is, leave the current game venue for the 'Offshore Area,' no longer subject to this nation's rules.]

[During settlement, regardless of whether this nation's total wealth value meets the target, they can bring back to their community visa time equivalent to '50%' of their personal wealth value.]

[More rules can be explored within the game.]

[The first round begins in 10 minutes. Good luck!]

At the same time, a huge scoreboard next to the big screen lit up:

[Current Total Wealth: 38,000 minutes visa time]