

Imitator 159

Chapter 159: Age Structure

Qin Yao stumbled through the entire game process.

She spoke slowly, but this happened to match the comprehension speed of the less intelligent batch of people in the community.

Among everyone, the person with the most serious expression was Wang Yongxin because many players only roughly understood the cause and effect, but didn't have particularly clear concepts about the execution difficulty of several different strategies.

Wang Yongxin was different. Precisely because he understood the intricacies better than most people, he knew that the implementation difficulty of these strategies actually varied greatly.

Take the strategy of stealing Conglomerate status in the first two rounds.

This strategy didn't sound complex at first hearing, and still required the Conglomerate community to make stupid mistakes as cooperation. So many clueless players in the community would think this had a large luck component, and if they could know this in advance, they could also implement this strategy.

But in reality, whether a strategy succeeds most likely doesn't depend on its own uniqueness, but on the details during implementation.

The biggest difficulty with the strategy of stealing Conglomerate status in the first two rounds was that the window period was very short. Within five minutes, one had to understand the game rules and specifically mislead and deceive the Conglomerate community, stealing away their thinking time.

If they were even a few minutes late and missed the optimal window period, perhaps the outcome would be completely different.

This was also normal, because once this scam succeeded, it meant the Conglomerate community changed hands. The benefits were simply too enormous, so the God's Imitator who designed this game would inevitably impose comprehensive restrictions.

Wang Yongxin didn't think that textual trap was particularly hard to discover, but after discovering this trap, being able to quickly formulate a complete strategy and smoothly implement it should only be possible for very few people.

But unexpectedly, Community 4's players had also thought of it and successfully implemented it.

Even worse, Lin Sizhi and Cai Zhiyuan had actually tacitly allowed Community 4 to use this method to seize the Conglomerate community.

They dared to do this because they had already formulated the strategy of hiding expired investment vouchers beforehand.

Moreover, Lin Sizhi and Cai Zhiyuan's plan wasn't just as simple as hiding vouchers. This plan simultaneously included supporting plans like 'examining suitable cooperation candidates from Community 12', 'establishing financial balance data', 'using Luo Wei to divert attention', etc.

These supporting plans included even more detailed strategies like negotiation techniques with the other two communities, analysis of various rules, distribution of wealth ratios, selection of financial players, etc.

Each one taken alone was a very normal strategy, but combined together, they became smoke screens for hiding investment vouchers.

If one only thought of hiding vouchers without the cover of these supporting plans, once the data showed overly obvious anomalies, there would still be a high probability of being discovered.

In that case, it would backfire.

Wang Yongxin hadn't thought of the voucher-hiding strategy.

On one hand, this was because the textual trap that 'expired investment vouchers are not bound by investment rules' was buried even deeper than the work button trap. Even people with decent textual sensitivity might not realize it.

On the other hand, expired investment vouchers would have real losses, which went against businesspeople's instinct to pursue profits.

People are loss-averse and risk-averse, and businesspeople like Wang Yongxin who were clear about profit calculations were even more so.

So most people would instinctively regard 'investment voucher expiration' as a bad thing, as the game's punishment mechanism, rather than specifically considering and attempting it as a special strategy.

Wang Yongxin tried putting himself in Han Mengying's perspective and found that even if it were him, he might not have discovered it.

Of course, he wouldn't simply admit defeat like this.

Because there were no absolutely perfect strategies in this game. Every strategy had risks and possibilities of being seen through or sabotaged.

Whether it was the strategy of hoarding investment vouchers or Wang Yongxin's strategy of "buying scabs" with investment vouchers, both still had solutions. Fighting to the end still depended on each group's organizational ability, execution ability, and the dynamic strength relationships among the three groups.

To put it bluntly, it still came down to details.

Assuming the three groups from Community 17 were put together in one game with Li Renshu's group becoming the Conglomerate, the final result might really end up being 4:3:3.

After all, defense was always easier than offense.

After thinking this through, Wang Yongxin also deeply recognized a fact.

His group had indeed brought back the most visa time, but this didn't mean he was the strongest.

He could only say his luck was relatively good. He hadn't encountered opponents who particularly countered him, like another Civilian community specializing in sabotage, nor had he encountered truly tough opponents like Lin Sizhi's group.

Community 4's Han Mengying's performance in this game might have been slightly worse than his in details, not leaving enough room for Civilian communities was improper, but it wasn't much worse.

Yet Han Mengying's final result was returning to the community empty-handed and having 50,000 minutes of visa time deducted.

One could only say she was indeed quite unlucky.

Zheng Jie was still listening in a fog. He hadn't fully understood how they stole Conglomerate status in the third round before, and now he had another question.

"Wait, even if investment vouchers can be hidden, expired vouchers also need the investor to personally collect them, meaning when hiding them, Auntie Zhou had to go personally, not you guys hiding them for her.

"How did you manage to think so early about seizing the management office in round 11 and decide on specific personnel?"

Obviously, this was the same type of question as 'why Wang Yongxin and Community 4 wanted to seize the management office in the third round'.

This had actually been covered in the review, and smart people already understood, but for less intelligent people, it still sounded foggy.

Cai Zhiyuan looked at Lin Sizhi, "Lawyer Lin, you explain."

Lin Sizhi thought about it and didn't decline, "This is precisely the most interesting part of this game: you can actually deduce the state of each subsequent round from the initial state.

"You can even calculate who specifically will be in management during a certain round and roughly how much wealth they control."

Zheng Jie was somewhat surprised, "Ah? That doesn't seem possible, right? I believe age can be calculated, but how can you calculate wealth amounts?"

Jiang He raised her hand, "Wait, please don't skip the age calculation part."

Lin Sizhi explained, "In the game, players' age structure is fixed. After changing Conglomerate families, the age structures of the two communities swap, maintaining the overall age structure unchanged.

"The initial childhood, youth, 'Adult', and 'Old Age' player populations are: 3, 5, 3, 1.

"Every two rounds of the game, the population ratio changes, successively becoming: 1, 3, 5, 3, then 3, 1, 3, 5, then changing to 5, 3, 1, 3, finally returning to 3, 5, 3, 1.

"For ease of memory, we can name these four age structures:

"3, 5, 3, 1 is the 'Stable Period';

"1, 3, 5, 3 is the 'Boom Period';

"3, 1, 3, 5 is the 'Aging Period';

"5, 3, 1, 3 is the 'Baby Boom Period'."

Many people felt their brains were already overloading and hurriedly took paper and pens to record while memorizing these specific population structures.