

Imitator 166

Chapter 166: Controversy Over Usage

Everyone read through the immunity ticket's item description several times, hardly believing their eyes.

"They actually sell this kind of thing? Incredible!" Xu Tong exclaimed.

Jiang He was very happy, "It seems our enthusiastic donations to the public fund were absolutely the right choice! This product entry wouldn't appear unless it exceeded 300,000."

Fu Chen nodded, "That's right. Communities that believe in social Darwinism would never activate this product."

This unexpected bonus made everyone very happy.

From the item description, they could clearly understand how this thing worked specifically.

The immunity ticket had to be used before suffering an instant death penalty, it couldn't revive someone who was already dead but its usage conditions weren't too harsh either, requiring no prediction.

As long as they purchased an immunity ticket, afterward if any player from the community entered a game and was determined by the Gallery to have high death risk, real-time footage would be broadcast on the big screen in the community.

This broadcast didn't exist before, and could be considered some kind of special benefit for communities and players who bought immunity tickets.

This way they could avoid the awkward situation of "the person with the immunity ticket not being in the game."

Moreover, the immunity ticket could be used for anyone in the community. Once used, it could most likely ensure the player returned safely from the game.

After all, from the current situation, game time wouldn't exceed 24 hours, and players were unlikely to consecutively suffer two different instant death penalties in a game.

Of course, such a powerful item would have various hard and soft restrictions.

First, it had to be purchased with community public funds, and must reach 300,000 before the product entry would appear.

If a community only deducted welfare payments, it could never save up 300,000 in public funds, so this entry would never activate.

Second, 300,000 minutes of visa time wasn't a small amount, especially when it wasn't private property.

Finally, the immunity ticket only entered a 30-day cooldown countdown after being used, meaning they couldn't use one ticket then immediately buy and use another to consecutively save two people.

A one-month cooldown period was enough for at least four games. If there were large-scale deaths, this one ticket could at most save one key figure.

These were all hard restrictions, but in reality, it also had many soft restrictions.

For example, after buying this ticket, who would decide when to use it? If multiple people all needed immunity from death, who specifically should get it? If decided by vote, how many votes would be needed to pass? What if there wasn't enough time to vote?

This thing was too expensive and too scarce, so allocation and usage would become major problems.

Li Renshu's expression was somewhat grave, "It looks like we need to thoroughly discuss the specific usage of this thing."

As for whether to actually buy this thing, no one would raise other opinions.

They definitely had to buy it, there was no question about that.

In the real world, how much money could buy one immunity from death? No amount of money could.

In the New World, the community was willing to sell players an immunity ticket for only 300,000 minutes of visa time, which was already quite merciful.

Even if this thing were extremely expensive, no matter how sky-high the price, players would try every means to buy it. No matter what, it was much more worthwhile than buying luxury goods.

Fu Chen asked, "Should we create a proposal for how specifically to use the immunity ticket?"

Others also agreed.

For something so important, creating a separate proposal to regulate it wasn't excessive at all but Cai Zhiyuan shook his head, "Things aren't that simple.

"Wanting to satisfy everyone's needs regarding 'how specifically to use the immunity ticket' with one proposal is absolutely impossible.

"Let's go back to the long table and discuss this in detail."

Everyone returned to the long table and sat down.

Li Renshu spoke first, "Creating a proposal specifically for the immunity ticket to regulate the specific usage method is certainly fine.

"But as Cai Zhiyuan said, this proposal can't satisfy everyone.

"Because this kind of proposal essentially has two situations:

"First, make it very detailed and absolutely mandatory.

"For example, we could agree in the proposal that as long as conditions are met, the immunity ticket is automatically used.

"The specific conditions could be like this: any player in the community with remaining visa time greater than 200,000 minutes who faces death risk in judgment games will automatically have the immunity ticket used on them.

"I'm just giving an example, the specific limiting conditions can be changed.

"This kind of proposal could certainly ensure the immunity ticket is used exactly as we expect, but the problem is that such proposal content would be completely inflexible. Can we reach unanimous agreement on this issue?"

Everyone fell into silence.

Everyone naturally wanted the immunity ticket used on themselves.

If the person to use the immunity ticket could be filtered, then everyone would certainly hope to filter in their own favor.

For instance, the weak felt they had higher death risk in games and should be prioritized.

While the strong felt, I've already contributed so much visa time to the community, most of the money to buy the immunity ticket came from me, shouldn't I get priority usage?

Twelve people would find it very difficult to reach unanimous agreement on this issue.

Even if they barely managed to gather seven votes, the remaining five would definitely be extremely dissatisfied.

Immunity tickets were different from power division. Power could at least be reluctantly shared, but there was only one immunity ticket, completely impossible to divide.

Li Renshu continued, "The second situation would be setting no filtering conditions, stipulating through the proposal that for anyone in the community who faces death risk, we use the immunity ticket to save them.

"This might gain majority approval, but would also create new problems."

Everyone remained silent, not speaking.

Anyone slightly clever quickly understood this problem.

Whoever dies first gets it, which seemed fairest at first glance since no one would actively seek death just to deliberately use this ticket, but upon deeper thought, it was full of problems too.

For example, players had different importance levels in the community. Strong players had low death rates in games, but that didn't mean they absolutely wouldn't fail.

Strong players like Lin Sizhi and Wang Yongxin, as long as they lived, could continuously contribute visa time to the community. If they failed and died in games but couldn't be saved by the immunity ticket, that would be an immeasurable huge loss for all of Community 17.

If they saved whoever died first, they might save someone with small contributions and low importance to the community, while truly important people who failed would have no ticket available but what if they only saved the strong? That also didn't seem right.

Because the strong might not die for several consecutive months, so would this ticket just sit there?

As long as the strong could survive one month after the previous ticket was used, they could make it to the next ticket refresh.

In this situation, saving the weak would be more cost-effective, because visa time could be earned again if lost, but the death of weak players who fit the community ecology would equally affect community stability.