

## Imitator 178

### Chapter 178: Death Rules

Outside was a game venue that wasn't particularly spacious, roughly several dozen square meters, and she could see the exit door at the other end. This meant this game very likely had multiple different venues.

The initial venue had a large screen, which was natural, as it needed to introduce the corresponding game rules.

Besides that, the room also had two completely different mechanisms that looked somewhat like torture devices.

The first torture device was in a standing position, with many locks for securing different body parts. Heavy objects were suspended above, and the mechanism had many holes. These holes would most likely extend various deadly weapons, somewhat similar to the device the farmers walked on in 'King's Judgment.'

The second torture device was in a lying position, also with locks for securing different body parts, but without holes. It only had what appeared to be electrodes for connecting to different body parts.

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Soon, the other three players also emerged from their respective doors.

These doors immediately closed automatically and locked.

Yang Yuting was among them. The judgment badge on her chest had a different design from Jiang He's badge and was noticeably smaller, because her identity was 'juror.'

The other two 'juror' players were one man and one woman.

The male player looked somewhat fierce in expression. Jiang He instinctively didn't have a good impression of him.

The female player looked somewhat timid, slightly lowering her head, always staying half a step behind this male player.

Yang Yuting's mood was somewhat low. She still hadn't quite accepted the fact that she had been forcibly dragged into a judgment game but things had come to this point. She could only step forward and greet the other two players.

"Hello, we're players from Community 17. My name is Yang Yuting, and she's Jiang He."

The male player nodded, "Community 17? I've heard of it."

"We're players from Community 13. My name is Li Jiang, and she's Chen Yumei."

Yang Yuting was somewhat surprised, "Community 13? We don't seem to have encountered you in games."

"Which one of you two was forced into the game?"

Li Jiang spread his hands, "Isn't this kind of thing obvious enough?"

The two sides didn't say much more, just maintained a rather polite distance, then each looked toward the large screen, waiting for the announcement of the official game rules.

Although Communities 13 and 17 had never directly encountered each other in games before, they might have indirectly heard some rumors.

For example, Community 13 might have heard about Community 17 from other communities in certain judgment games in their own community.

But this wasn't a big problem. Even if Community 13 could hear some news about Lin Sizhi or other players, they couldn't possibly have a particularly deep understanding of Community 17's overall environment and ecology.

Of course, protecting one's information as much as possible was still necessary.

Judging from the initial personnel composition, among the two players from Community 13, similarly one person was forced into the game while the other was the selected assistant.

Just like how Jiang He selected Yang Yuting as her assistant.

After waiting a bit, the game rule introduction appeared on the large screen.

[Hello, players.]

[Welcome to 'Childbirth Judgment.']

[You have obtained your identities within the game: one 'Chief Judge' and three 'jurors.']

[The four of you together constitute the 'judgment panel' in this game and will work together to complete multiple judgments.]

[Before introducing the specific game rules, we will first introduce the 'death penalty mechanism' in this game. Please be sure to remember it.]

[The background of this game is: your country is facing a 'declining birth rate crisis,' and the barbarian tribes from neighboring countries are eyeing you covetously.]

[The total game duration is 1 hour. You must create at least 10 'childbirth badges' within the time limit, otherwise the barbarian tribes' 'population invasion' will be triggered. This is the only death penalty mechanism targeting judgment panel members in this game, aside from violations.]

[The specific method of creating 'childbirth badges' will be introduced later.]

[Barbarian Invasion:]

[If you create fewer than 10 'childbirth badges' within the game time limit, the barbarian tribes' 'population invasion' will be triggered.]

[At this time, all judgment panel members' answers to the initial 5 questions will be announced, and a judgment vote targeting all inner field players will be initiated. (Audience members are not included.)]

[The vote has only two options: 'Life' and 'Death.']

[When more than half the players vote for death, the player being voted on will suffer instant death penalty.]

[After 'Barbarian Invasion' is triggered, all judged players must trigger instant death penalty through voting at least once, with a maximum of deaths until 2 people remain.]

[If no instant death penalty is triggered through voting, all judged players will suffer instant death penalty.]

[Additionally, during the game, any violent behavior or other violations against the four judgment panel members are strictly prohibited, otherwise they will similarly suffer instant death penalty.]

[Once again, the above is the complete death penalty mechanism targeting judgment panel members in this game.]

The repeated emphasis on the death penalty mechanism in the game rules made Jiang He feel somewhat surprised.

In 'King's Judgment,' Ding Wenqiang's death was precisely because the God's Imitator who designed the game deliberately hid the rule that 'when fairness reaches zero, death judgment is triggered.'

Hidden death rules were like the sword of Damocles hanging over all players' heads in judgment games, forcing them to endure moral interrogation when making any decision.

But this game was different. Since the rules had already explicitly stated it, one could be 100% certain this game had no other death penalties. This was the Gallery's most fundamental rule that no God's Imitator could violate.

Judging from the game rules, as long as they could smoothly create 10 'childbirth badges' without triggering 'Barbarian Invasion,' while also not committing any violent or violation behaviors, they would definitely survive the game.

So now the only question was the difficulty of creating childbirth badges.

[Please players look at the two 'childbirth torture devices' in the room. They are mechanisms used to create 'childbirth badges.']

[For usage fees and detailed data of the torture devices, please refer to the rule notice boards beside the devices.]

[In this game, besides these two childbirth torture devices in the initial venue, each judgment room will also have childbirth torture devices.]

[After players enter a judgment room, they cannot turn back and can only pass through all judgment rooms in one direction before returning to the current initial venue again.]

[Only the childbirth torture devices in the initial venue have unlimited uses.]

[Using mechanism 1 has a certain probability of obtaining a 'male badge.']

[Using mechanism 2 has a certain probability of obtaining a 'female badge.']

[After simultaneously collecting a 'male badge' and a 'female badge,' they will automatically merge into one 'childbirth badge.']

[You can confirm the current 'childbirth fund' and specific quantities of the three types of badges through the data notice boards visible everywhere.]