

Imitator 191

Chapter 191: Mechanism Usage Limits

The next second, Yang Yuting realized she had already returned to the community hall.

She could no longer hold on, feeling all strength leave her body as she collapsed to the ground.

Xu Tong quickly helped her to a sofa nearby to sit down.

Zheng Jie had already prepared the medical kit and immediately began bandaging Yang Yuting's two wounds.

The large screen also displayed the final results of this game.

[Now announcing Community 17's final visa time gains in 'Childbirth Judgment'.]

[No. 2 Jiang He: Deported]

[No. 11 Yang Yuting: 40,000]

[According to community rules, when players gain visa time exceeding 20,000 minutes, 5% is placed into the community security fund. The remaining visa time will be credited to each player's visa.]

The 5 players who participated as audience members had no gains, so they weren't displayed on the settlement list.

This time no one asked "where did Jiang He go," because everyone had seen clearly the judgment scene when 'Barbarian Invasion' was finally triggered but obviously, regarding the question of "why wasn't the death immunity ticket used," Li Renshu still needed to provide an explanation.

After all, aside from the involved party Yang Yuting and the 5 audience members, the other players hadn't seen the earlier game process.

And even having seen the game process, regarding Li Renshu's decision, quite a few people would likely still have questions and disputes.

Li Renshu looked at Xu Tong, "Help Yang Yuting back to her room to rest first. During this afternoon's review, I'll provide a detailed explanation.

"If after I finish explaining, everyone still feels the use of the death immunity ticket was inappropriate, everyone can vote again to replace the person holding the death immunity ticket."

Everyone said nothing more, just rested individually, waiting for the later review.

...

In the afternoon, everyone sat around the long table. The large screen also displayed the relevant rules of 'Childbirth Judgment.'

As an audience member, Li Renshu was very clear about the game's causes and consequences, and knew the audience-side rules very early, so she would complete the review of all game segments.

Combined with all the information now clearly revealed, the most important hidden mechanism in the game naturally surfaced.

[The initial probability of 'childbirth torture devices' creating 'male badges' and 'female badges' is: '99%.']

[When judgment panel members return to the initial venue again, the probability of 'childbirth torture devices' creating 'male badges' and 'female badges' will be adjusted downward based on the results of 'consistency voting'.]

[When male criminals receive heavier punishment: mechanism 1's creation probability decreases.]

[When female criminals receive heavier punishment: mechanism 2's creation probability decreases.]

[For each 'x' appearing in 'consistency voting,' the creation probability will decrease by '1.5%.']

Yang Yuting was very shocked by such a hidden mechanism.

"So how many 'x's were there in the end?"

Li Renshu thought about it, "The first time was 10, the second time was 6, the third time was 10. A total of 26, which means mechanism 1's probability of creating 'male badges' decreased by about 39%."

Hearing this result, Yang Yuting fell completely silent.

Originally she had been thinking whether missing the last two male badges was due to bad luck but now it seemed this was the normal probability.

With mechanism 1's success rate having dropped to only 60% remaining, they initially used 7 chances to create 4 'male badges,' which completely matched the probability.

Including the last two times, 9 chances creating 5 male badges, although the probability was indeed slightly lower than expected, it wasn't a very large deviation.

No matter how you calculated it, this childbirth fund still wasn't enough to create 10 childbirth badges.

Zheng Jie sighed, "Another hidden mechanism..."

Cai Zhiyuan nodded, "Yes, another hidden mechanism, but actually this hidden mechanism wasn't buried very deeply, and the metaphorical meaning was relatively strong. Normally, one should be able to make the connection.

"The rules said from the beginning that childbirth torture devices creating badges had probability. This probability is actually the 'childbirth willingness' of males and females.

"This game is called 'Childbirth Judgment,' and the questions asked are all content related to childbirth, but why is the main game process displayed in the form of 'case judgment'?

"Because these cases are all cases related to marriage, childbirth, and gender. The judgment results for these cases will directly affect 'childbirth willingness.'

"From the game mechanism perspective, whether the judgment standards are too harsh or too lenient won't cause major problems.

"Only when judgments show too large a consistency difference targeting gender will one side's childbirth willingness severely decrease.

"This is also consistent with real-world situations:

"Even in feudal societies with severe punishment principles that might have some cases of killing innocents, it wouldn't have too great an impact on people's childbirth willingness.

"Only when 'consistency' has problems might one side's childbirth willingness experience a cliff-like drop.

"From the in-game mechanism perspective, if it were reversed, a male player serving as Chief Judge and excessively favoring male criminals, it would similarly cause mechanism 2's creation success rate to drastically decrease, also making it difficult to clear."

Yang Yuting felt somewhat regretful, "Thinking about it now, it indeed has some rationality, but without understanding the hidden mechanism, it's truly not easy to think of this connection."

Xu Tong said somewhat curiously, "Put this way, this game is still quite different from 'King's Judgment.'

"In 'King's Judgment,' the king could be consistently unjust throughout and favor their own people to pass.

"But in 'Childbirth Judgment,' there's only one winning method: 'ensuring consistency doesn't drop too low.'"

Cai Zhiyuan was silent for a moment, "Not necessarily.

"This game also has a way to clear without considering 'consistency,' just using completely different thinking from 'King's Judgment.'"

Yang Yuting was stunned and looked at Lin Sizhi, "Huh? Is there?"

Lin Sizhi nodded, "There is."

Obviously, for a player like Lin Sizhi, even without seeing the specific rules, he had most likely already realized it during the game process.

Cai Zhiyuan pointed to an inconspicuous position at the very bottom of the game rules, where some small text formed supplementary clauses.

"The childbirth mechanisms in the first judgment room are each limited to 3 uses; the childbirth mechanisms in the second judgment room are each limited to 2 uses; the childbirth mechanisms in the third judgment room are each limited to 1 use."

Yang Yuting was stunned.

She had always thought that during the game process, only 1 chance to use the mechanisms was wasted, that is, using mechanism 1 one less time in the first judgment room but now it seemed, they actually used 8 fewer times.

Strictly speaking, this rule was also a text trap.

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

In other words, the childbirth torture devices in each judgment room had usage limits. This was correct, but the rules also never said they were limited to only once.

The cunning part of this God's Imitator was deliberately placing multiple mechanisms in the judgment rooms, and the number of mechanisms gradually decreased.

The first judgment room had 2 each of mechanism 1 and mechanism 2, totaling 4 devices.

The second judgment room had 1 mechanism 1 and 2 mechanism 2 devices, totaling 3 devices.

The third judgment room had 1 each of mechanism 1 and mechanism 2, totaling 2 devices.

This arrangement of 'multiple and gradually decreasing' made players subconsciously assume each mechanism could only be used once but actually, if they tried the same mechanism two more times, they would discover it could actually be used more than once.