

Imitator 203

Chapter 203: New Invitation

That evening, Lin Sizhi returned to his room and, as usual, checked the newly appeared games and the ratings of previous games.

The rating for 'Coward's Judgment' was B, and 'Childbirth Judgment' was A. This basically matched Lin Sizhi's initial expectations.

It could be confirmed that there were two relatively clear standards regarding ratings:

If a God's Imitator mixed in relatively many subjective factors in a judgment game and showed favoritism toward certain players, the rating would decrease.

For the same mode, only the first relatively original design had hope of obtaining a high rating, while designs imitating this mode afterward would similarly see their ratings decrease.

At 8 o'clock, a new game invitation indeed appeared on the computer.

[Hello, Lin Sizhi.]

[In three days, the Gallery will open several different 'screening games'.]

[Two days ago, the Gallery already sent design invitations for this 'screening game' to some God's Imitators, and they have already completed the game designs.]

[As an excellent God's Imitator, you can assist the Gallery in judging whether these God's Imitators have the qualifications to continue surviving in the New World.]

[The Gallery will show you the 'partial rules' of a certain 'screening game'.]

[If you approve of this God's Imitator's design, you don't need to do anything, nor do you need to participate in this game.]

[If you don't approve of this God's Imitator's design, or believe there is still room for improvement, the Gallery will allow you to add up to 5 rules in the game.]

[Please note: These rules will be submitted to the God's Imitator who designed the game for review. Only with their approval will these rules be written into the game's design proposal.]

[You can submit suggestions in two ways:]

[1. If submitted in the form of 'Gallery Suggestion', you and this God's Imitator can choose not to enter the game.]

[2. If submitted in the form of 'God's Imitator Suggestion', then after the game starts, whether voluntary or forced, you and this God's Imitator must both enter the game.]

[You are free to make your decision, but please remember:]

[Just as players can slowly change communities, God's Imitators will also slowly change the Gallery.]

Lin Sizhi carefully read the Gallery's notification, while comparing it with the notification from 'Blind Date Game', and discovered there were actually some differences between the two notifications.

The main difference was:

This time Lin Sizhi could choose two ways to submit suggestions: 'Gallery Suggestion' and 'God's Imitator Suggestion'.

The so-called 'Gallery Suggestion' could be seen as anonymous mode, meaning the other party would think this was the Gallery's suggestion, not a specific God's Imitator's suggestion but if using this anonymous mode, neither party would be forced to enter the game.

If choosing 'God's Imitator Suggestion', it would be similar to the previous 'Blind Date Game' situation, roughly equivalent to two God's Imitators directly facing off in the game.

The reason for this difference was actually hinted at in the broadcast because God's Imitators and game ratings were different.

Last time, the God's Imitators designing 'screening games' were some less qualified God's Imitators with clear malicious intent, so the Gallery encouraged other God's Imitators to complete screening on them.

That is, to clear out incompetent God's Imitators but after the last purge, most of the remaining God's Imitators should already be in a relatively 'competent' state.

So the Gallery's malice toward them had also clearly lessened.

If Lin Sizhi completely disagreed with this God's Imitator's design philosophy and believed they must die, then he could also enter the game and eliminate them like in 'Blind Date Game'.

Of course, doing so would also bring certain risks to himself.

But if Lin Sizhi approved of this God's Imitator's design philosophy and merely thought some details could be more refined, then he could also submit suggestions anonymously through 'Gallery Suggestion' to help this God's Imitator improve the design, without necessarily having to enter the game for a confrontation.

Lin Sizhi pulled open the drawer and took out the planning document.

Like last time, this was still a severely incomplete planning document with only partial rules.

The game was called 'Fool's Game'.

Lin Sizhi first looked at the 'Estimated Mortality Rate' column, which was a mandatory field for all screening-type games.

[This game's estimated player mortality rate: 0~20%].

This mortality rate was normal, even on the low side.

After all, the mortality rate was at most 20%, and at minimum could even reach 0. This indicated there weren't too many harsh death rules.

Looking at the number of participants again, like the previous 'Blind Date Game', it was also 40 people.

This meant at most 8 deaths would appear in the game, possibly even fewer.

Lin Sizhi quickly browsed through this planning document and confirmed some key information.

'Fool's Game' would similarly select 40 players from 6 communities to participate, but didn't limit gender.

Each community was limited to a total of 3-8 people, not fewer than 3, otherwise random selection would occur.

If the total number wasn't enough for 40 people, it would continue randomly selecting from the 6 communities.

However, before the game started, there would be a hint during the broadcast segment.

[This game is dedicated to fools, and only welcomes 'wise fools' and 'true sages'.]

The total game duration was 3 hours.

The game's basic battle format was clearly derived from 'Rock Paper Scissors', just transforming these three gestures into different cards.

'Rock' became 'Fool Card', 'Paper' became 'Sage Card', 'Scissors' became 'Thief Card'.

The three types of cards still continued the restraint relationship of rock-paper-scissors, but players could only get 5 cards per round. Depending on the deck, the specific quantity distribution among the 5 cards varied.

The game was divided into two stages. The first stage totaled 1 hour as a practice stage with two-player matched battles. The second stage totaled 2 hours, with all players coming to the game hall for free battles.

Additionally, players would wear 'oxygen masks' and 'costume dresses' throughout the game, and couldn't reveal their real names or community information to other players.

There was only one death penalty for ordinary players in the game:

If at game's end, the chips on a player were negative, their visa time would be deducted double. And if visa time was insufficient, they would suffer instant death penalty.

In other words, as long as a player's chips weren't negative, they definitely wouldn't die but the game certainly wouldn't only have 'losing cards' as the one rule for deducting visa time. It was just that without seeing the complete planning proposal, there was no way to confirm.

Lin Sizhi fell into thought.

The first thing to confirm now was: since this game was a 'screening-type game', what type of people was the God's Imitator specifically trying to screen out?

Screen out gambling addicts?

Didn't seem like it.

Because to screen out gambling addicts, they would inevitably need to arrange 'low probability, high return' game formats, using illusory probabilities to induce gambling addicts to continuously invest large amounts of resources and ultimately lose everything.

But this game's format was essentially a simple card game transformed from 'rock-paper-scissors', and didn't seem to have 'low probability, high return' characteristics.

The real intent seemed hidden in that hint.

[This game is dedicated to fools, and only welcomes 'wise fools' and 'true sages'.]