

Imitator 205

Chapter 205: Fool's Game

"Beep—"

A sharp buzzing sound rang out, and Lin Sizhi realized he had arrived in a rest room.

This rest room's layout was somewhat similar to 'Blind Date Game', with basic furnishings like sofas, coffee tables, a large screen, and a bathroom.

Just that the decorative style was slightly different.

Worth noting was that a red square wooden box was neatly placed on the coffee table.

The box was locked, with a 60-minute countdown on top. The bright red numbers hadn't started moving yet.

This rest room's style was clearly quite similar to some casinos, and very likely due to sufficient oxygen content, it made people feel somewhat mentally excited.

Similar to 'Blind Date Game', there were also two machines in the corner of this room, just with different designs. Their specific purposes were still unclear.

Besides this, the room also had a very large wardrobe and a full-length dressing mirror.

Several different animal masks hung in the wardrobe, along with several different styles of costume dresses, all men's attire.

This should be determined based on the player's gender.

No other players were visible. Obviously, each player would initially arrive in such a rest room, waiting for the official game to start.

Just unclear whether the official game would proceed in one-on-one format like 'Blind Date Game', or in other forms.

The large screen began displaying the game's rule introduction.

[Good morning, players! Welcome to 'Fool's Game'.]

[As stated in the game invitation:]

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

[First, please look at the wardrobe, players.]

[Inside are 'oxygen masks' and 'costume dresses'.]

[Players can freely select their preferred 'oxygen mask' and 'costume dress', but please note that once selected, they cannot be changed later.]

[After the game officially starts, all game venues including rest areas will maintain an oxygen-deprived state throughout. Players must wear oxygen masks at all times to play, and need to spend chips to replenish oxygen.]

[The oxygen mask will automatically detect brain activity. The more frequent and deeper the thinking, the faster the oxygen consumption speed.]

[The oxygen mask and dress will have certain appearance disguise functions.]

[At the same time, revealing your real name or community number during the game is strictly prohibited. Violators will suffer instant death penalty.]

[Next, please look at the two machines in the rest room, players.]

[They are the 'Chip Exchange Machine' and 'Service Counter' respectively.]

[After the game officially starts, each player can receive 10,000 points in chips from the 'Chip Exchange Machine' as 'startup capital', but will simultaneously bear 30,000 points in chip debt.]

[Players can also exchange their visa time for chips at a 1:1 ratio through the 'Chip Exchange Machine', but can exchange at most 20,000 points in chips per hour.]

[Please note: If players still have debt when the game ends, visa time will be deducted at double the debt amount in chips.]

[If remaining visa time is insufficient, players will suffer instant death penalty.]

[The 'Service Counter' has two different functions:]

[Function 1: Purchase Oxygen]

[Players can spend 2,000 points in chips to fully replenish current oxygen, unlimited purchases.]

[Function 2: Query Other Players' Consumption Records]

[Players can spend 1,000 points in chips to query the specific consumption records of players wearing certain animal avatars.]

[This record will include all function usage records of the 'Chip Exchange Machine' and 'Service Counter'.]

These could be seen as the game's basic rules, summarized in three points:

First, throughout the game, players needed to maintain a disguised state and couldn't directly reveal their identity but since the game rules had no additional restrictions, they should be able to indirectly confirm identities through 'secret code' methods.

Second, players needed to spend visa time to purchase chips for the game, and needed to spend chips to replenish oxygen.

Third, if they could win chips from the game, after repaying debt, remaining chips could be exchanged for visa time to bring back to the community.

These rules were all quite easy to understand.

Lin Sizhi looked at these animal-shaped oxygen masks. Their structure was very simple, not requiring oxygen storage devices like real oxygen masks would. Obviously, they were some kind of Gallery custom props that could exert special effects.

Moreover, after the God's Imitator who designed this game adopted his suggestion, they had already changed the oxygen mask's 'actual oxygen consumption' to 'adjust oxygen consumption based on thinking frequency and intensity'.

Additionally, as Lin Sizhi had seen in the planning document before:

[The oxygen mask will display current oxygen remaining and the number of oxygen replenishments.]

On the side of the oxygen mask, around the right ear position, there was a small screen with an oxygen gauge and a number.

By default, the oxygen gauge was at full value, and the number was 1.

The number meant this was the first oxygen canister, currently in a full state. If used up, it would need to be replenished with chips.

And each oxygen replenishment would change the number.

On the large screen, the rules continued to appear.

[Next, detailed rules during game battles will be introduced:]

['Fool's Game' originates from the simple game everyone knows: Rock Paper Scissors.]

[In the game, players may receive two different card sets, respectively 'Fool Deck' and 'Sage Deck'.]

[Fool Deck composition: 3 'Fool Cards', 1 Sage Card, 1 Thief Card.]

[Sage Deck composition: 1 Fool Card, 3 'Sage Cards', 1 Thief Card.]

[There is a cyclical restraint relationship between the three card types: Sage Card > Fool Card > Thief Card > Sage Card.]

[You can understand 'Fool Card' as 'Rock', 'Sage Card' as 'Paper', 'Thief Card' as 'Scissors'.]

[If you are a sage, you can formulate different strategies based on your own and your opponent's deck.]

[If you are a fool, try to adopt stable strategies applicable in most situations.]

[This game's total duration is 3 hours.]

[The first 1 hour will serve as 'practice period', conducted in 'two-player battle' format, with one battle every 5 minutes, rest for 5 minutes after three battles, totaling 9 battles.]

[The following 2 hours are 'official game period', where all players will enter the same game hall to play, with additional rules updated.]

Accompanying the introduction, specific images of the three card types also appeared on the large screen.

The images of these three card types were indeed simple and easy to understand, allowing people to remember them at a glance with a deep impression.