

Imitator 212

Chapter 212: Second Stage Rules

Through these feints, 'Owl' made the opponent most likely choose to play 'rock' or 'paper', and by playing paper first as his fixed move, he could ensure he wouldn't lose.

Afterward, 'Owl' didn't touch the two cards on his chest but continued to take out one card from the remaining two in his hand to start the next round. The opponent would subconsciously think this must be a choice between rock and scissors.

Whether it was the 'Fool Deck' that played rock first or the 'Sage Deck' that played paper first, they would still have rock in hand at this point.

So with a little thought, one would know playing rock could ensure not losing but 'Owl' predicted this point. The second card he took out was still a 'Sage Card (Paper)', directly winning two rounds and ending the game.

Of course, here 'Owl' actually also used Han Mengying's previous strategy, which was to start the next round as quickly as possible, covertly compressing the opponent's thinking time.

If other players used this strategy, Han Mengying could naturally notice but 'Owl', through the disguise of 'random card play', made Han Mengying form a preconceived misjudgment, thinking he was 'betting on luck' rather than 'betting on strategy', increasing the concealment.

Han Mengying felt a bit deflated.

If she could have confirmed earlier that 'Owl' held a 'Sage Deck', she would definitely have adopted a more conservative strategy, even running after losing one round.

But 'Owl' used the 'random card play' mode to fully disguise himself, making Han Mengying fall into traps twice consecutively in a short time, instead making the same mistake as the 'Gray Wolf' who previously lost to her.

This strategy could be said to specifically counter experts, because it required two rounds of gaming to work.

Strategy spiraled upward, returning to the original state after two rounds of gaming.

Han Mengying lost precisely because she "thought too much".

If it were pure novices who 'subconsciously imitate the opponent's last play', or players who similarly 'play cards randomly', they wouldn't lose two rounds consecutively and would most likely win.

This was typical 'robbing the rich to help the poor'.

"...What kind of demon is this 'Owl'? How could he think of such a bizarre strategy?"

Amid Han Mengying's somewhat depressed mood, the large screen displayed content again, beginning to continue introducing the supplementary game rules for the second stage.

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'Gray Wolf' He Xiaojun was also preparing to listen to the second stage rules in his rest room.

He counted his chips. Having just spent 2000 chips for the first oxygen replenishment not long ago, his chip count still reached 9000. This was good news.

Starting from the battle with the fourth player, he strictly executed the strategy of 'abandon thinking, play cards randomly'.

Each time entering the game, he would completely randomly select one card from rock, scissors, and paper to play.

If there was still one rock, scissors, and paper each in the second round, he would randomly play another round.

If there was a tie, he would look at his deck to decide. For 'Sage Deck', play one more round. For 'Fool Deck', stop.

As a result, in the process of battling the next 6 people, he actually earned 5000 chips.

This was actually normal, because this game was originally a positive-sum game. Even if wins and losses were completely equal, there would still be positive returns.

He Xiaojun even had an illusion that after playing cards randomly, his luck improved.

The increase in chips made He Xiaojun feel much more at ease as he continued to carefully listen to the new rules for the second stage.

[The second stage totals 2 hours with no rest time in between, but players can return to rest rooms at any time.]

[Based on first stage performance, players will be divided into 10 'Sages' and 30 'Fools', and every 15 minutes, rest rooms will permanently refresh one deck corresponding to identity.]

[In the game hall, players can freely battle any other players. Basic battle rules are the same as the first stage.]

[The second stage will update the following new rules:]

[1. Create Contract Vouchers.]

['Sage Players'' service counters will update a new function: create Contract Vouchers.]

[‘Sage Players’ can propose an agreement on Contract Vouchers and transfer them to other players.]

[If both parties honor the agreement, after game settlement and upon returning to the community, ‘Sage Players’ will automatically transfer ‘1%’ of their own total visa time to that player.]

[If the player who received the ‘Contract Voucher’ doesn’t honor the agreement, the ‘Contract Voucher’ automatically becomes void.]

[If the sage player who created the ‘Contract Voucher’ doesn’t honor the agreement, they will compensate each player who received a ‘Contract Voucher’ 10,000 minutes of visa time. If visa time is insufficient, they will suffer instant death penalty.]

[Each sage player can create at most 100 Contract Vouchers, and all Contract Vouchers’ agreement content must be completely identical.]

[Contract vouchers can be used as chips and deposited into the battle platform.]

[2. Guess the Number.]

[After going to the game hall, a ‘Voting Machine’ will appear beside players’ rest room doors for ‘Guess the Number’ and ‘Identify God’s Imitator’ voting.]

[After the second stage begins, 'Guess the Number' occurs every 15 minutes, totaling 7 guesses over 1 hour 45 minutes.]

[After each 'Guess the Number' begins, players must go to the 'Voting Machine' to input any number within the '0-100' range to answer.]

[Special note: This number may decrease due to human factors.]

[Timeout or wrong range will default to submitting the maximum number within range.]

[After each 'Guess the Number' ends, the standard answer will be announced, and from 'the 50% of players with larger deviation from the standard answer', the '5 people with lowest chips' will be eliminated, unable to continue participating in 'Guess the Number' activity.]

[Maximum elimination until 5 players remain.]

[For each additional round of 'Guess the Number' experienced, players will increase chip debt by 5000.]

[Players who actively repay debt will also automatically exit 'Guess the Number'.]

[After exiting 'Guess the Number' activity, players can still normally obtain decks and conduct battles.]

[All chips players use to repay debt will enter the total prize pool.]

[After 7 number guesses, the only 5 players remaining on the field will have all debt forgiven and enter the 'Final Voting Stage'.]

[All players can vote. The player with the most votes will become this game's ultimate winner and receive all chips in the total prize pool alone.]

[The 5 players entering the 'Final Voting Stage' can actively withdraw.]

[The settlement order at game end is: deduct double visa time to settle debt → settle total prize pool → settle Contract Vouchers → deduct double visa time again to settle debt → if debt still exists, suffer instant death penalty.]

[When multiple players' Contract Vouchers exist, settlement will proceed in order from 'most to least total Contract Vouchers'.]

[3. Identify God's Imitator.]

[The God's Imitator who designed this game is also in the game.]

[Any player can identify other players as this game's God's Imitator at any time through the 'Voting Machine'. The system automatically verifies.]

[If verification fails and the identified player is not the God's Imitator who designed this game, that player will be deducted 30,000 minutes of visa time and transferred to the God's Imitator.]

[If verification succeeds, the system automatically confirms this game's God's Imitator and opens voting for all players. If over 70% agree, instant death penalty can be imposed on the God's Imitator.]

[At the same time, all players will equally share the current prize pool of 'Guess the Number'.]

[The second stage game is about to begin. Please pay attention to your oxygen remaining and prepare yourselves!]