

Imitator 217

Chapter 217: First Round Results

After returning to the community from 'Conglomerate Nation,' Han Mengying forcibly passed a motion within the community. She made other players who successfully brought back large amounts of visa time from 'Conglomerate Nation' forcibly share a portion, which became the community's public fund.

Then she took a portion from this fund as an interest-free loan transferred to Luo Wei, forcibly preserving her.

In Community 4, which emphasized survival of the fittest and elitism, passing such a motion was not easy. Han Mengying also went through considerable trouble before finally persuading the other players.

After 'Conglomerate Nation' came a judgment game. Community 4 experienced one casualty, and Luo Wei, considering the danger of judgment games, didn't participate, so she also wasn't able to earn visa time.

This elimination-type game was Luo Wei's last chance to earn visa time.

However, the current situation was still relatively optimistic. Although Luo Wei's initial visa time was very limited, she had successfully won quite a few chips in the first stage and successfully obtained the 'Sage Player' identity.

This also relieved Han Mengying considerably.

Besides these people, there were another 3 'Sage Players' in the venue. Han Mengying hadn't found exactly where they were.

Perhaps they had already gone to the battle platforms to battle and fish for easy wins against other 'Fool Players' but Han Mengying didn't plan to look for them anymore, because this small group was already enough for her.

Eight players gathered together and began discussing subsequent countermeasures.

The female player wearing the 'Sheep' mask was somewhat unhappy, "You're gathering all the 'Sage Players' together right now. Are you afraid the 'Fool Players' won't be able to distinguish us easily?"

This female player wearing the 'Sheep' mask had also obtained the Sage identity, but she wasn't a player from Community 4.

All 'Sage Players' were targets for Han Mengying to recruit, so Han Mengying still pulled her into the team.

The reason 'Sheep' was somewhat angry was that her oxygen consumption wasn't as much as 'Rabbit' Han Mengying's. 'Fool Players' couldn't directly judge her danger level through oxygen consumption.

Therefore, 'Sheep' could still choose to blend into the 'Fool Player' group and use the initial time to win as many chips as possible.

'Rabbit' Han Mengying's behavior to some extent affected her earnings.

Han Mengying didn't mind this. She explained, "I understand your thinking, but obviously in the second stage of the game, 'banding together' is more important.

"After the first stage of the game, the players who are still easily deceived are basically all paupers. You can't swindle many chips from them. Truly smart people don't need to spend energy on such matters.

"Finding a way to obtain that final prize pool is our goal.

"As long as the 'Sage Players' band together and organize early, this prize pool will be in our pocket.

"Because according to the game rules, only 'Sage Players' can create 'Contract Vouchers.'"

Players who could obtain "Sage identity" wouldn't be too stupid, so after thinking it over seriously, 'Sheep' also understood the logic behind this.

"That's true.

"So what specific strategy do you have?"

'Rabbit' Han Mengying said, "My strategy revolves around 'Contract Vouchers,' but before announcing the strategy, I need to confirm your capabilities.

"See whether you obtained 'Sage identity' by your own ability or by luck.

"I hope you can take turns expressing your views on the 'Guess the Number' game. I'll make simple judgments.

"Of course, since the rules are still unclear, we don't know the exact answer.

"So just briefly state your thinking. It doesn't matter if the thinking is wrong."

'Sheep' thought for a moment and spoke first, "Then let me briefly share my thoughts.

"The first impression this game format gives me is one of the most basic concepts in game theory: multiple-level logical gaming.

"The original question is for everyone to choose any number from 0 to 100, then take the average of everyone's answers and multiply it by a coefficient like 0.6 or 0.8, which becomes the final 'correct answer.'

"This game also has us choose numbers between 0 and 100, and the rules say 'this number may decrease due to human factors.' These all quite match the characteristics of 'multiple-level logical gaming.'"

'Rabbit' Han Mengying interrupted her, "Mm, not bad. Just stop there."

She signaled the next 'Sage Player,' the male player wearing the 'Dalmatian' mask, to continue.

'Dalmatian' considered for a moment, "A very important characteristic of multiple-level logical gaming is that as the number of game levels increases, the number becomes smaller and smaller.

"If all players choose 100, and the coefficient is 0.6, then the final result would be 60.

"If players can think to this level, they won't choose numbers greater than 60.

"But if all players choose 60, the final result will become 36.

"Just like this, the more levels players think through, the lower this number becomes, gradually approaching zero."

'Rabbit' Han Mengying nodded again and signaled the people behind to continue.

'Hummingbird' Luo Wei said after thinking, "The rules say 'this number may decrease due to human factors.' This should refer to the phenomenon where, in the process of multiple-level logical gaming, as the number of thinking levels increases, the final number becomes smaller and smaller.

"But in actual operation, it's definitely impossible to directly fill in 0, because we need to estimate which specific level most players can think to.

"There are many 'Fool Players' in this game. I believe the first round's number guessing result won't be too low."

Other players also spoke one after another.

"The game rules didn't give a specific coefficient. Currently, we can only confirm this coefficient definitely won't be greater than 1. Otherwise, it would be completely unplayable."

"Without a coefficient, guessing how many rounds of gaming is meaningless. Just guess 50 directly. After that, we'll need to adjust based on the first round's results."

"We all have many chips. Even if we guess wrong early on, we don't need to worry about being eliminated."

Soon, these players had all completed their statements.

That 'Fool Player' from Community 4, 'Turtle' didn't speak, but since he was the burden Han Mengying specifically brought along, it didn't matter.

Han Mengying was basically satisfied with everyone's statements. She finally made her summary statement.

"I actually think this may not be a multiple-level logical gaming problem, even though it really looks like one.

"There's a key doubtful point here: the official rules didn't give a specific coefficient.

"If it really is multiple-level logical gaming, not giving a coefficient would cause too many uncertain factors in this problem, thereby causing strategy to decrease significantly and luck's proportion to increase significantly.

"From the game rules level, this isn't very reasonable."

'Sheep' thought for a moment, "Mm, that makes sense too. But this game is after all a 'game dedicated to fools.' The final grand prize, like a 'lottery,' using more luck components for screening also makes sense, right?"

After everyone discussed for a while, they finally decided to enter the number "45."

"50" was the middle number, not too far from either extreme value, making it a relatively safe choice.

But since most people thought this was "multiple-level logical gaming," they had to consider the point in the rules about "the number may decrease due to human factors" and make appropriate downward adjustments.

This number might be completely wrong, but that didn't mean everyone's discussion was futile.

Through such discussion, Han Mengying at least confirmed this small group's average intelligence level, established her core position, and built a relatively good cooperative foundation.

How to implement subsequent strategies would depend first on the results of the first round of "Guess the Number."

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Soon, the first round of the 'Guess the Number' activity ended.

A broadcast sounded in the hall.

[The correct answer for the first round of 'Guess the Number' game is: "68."]

[Among the 50% of players with large deviations from the standard answer, the 5 with the lowest chips are eliminated.]

[Everyone can check the specific list of eliminated players through the voting machine beside the lounge.]

[Please submit chips promptly to repay debts. Otherwise, double the visa time will be forcibly deducted at the end of the game.]

[For players eliminated in the next round of 'Guess the Number' activity, the debt will increase to 35,000 points.]