

Imitator 219

Chapter 219: The Curse of Knowledge

At the same time, on 'Rabbit' Han Mengying and 'Sheep's' side, the 'Sage Players' also immediately changed to this round's cards, returned from the lounges to the hall, and began discussion.

Still leading the conversation were 'Rabbit' Han Mengying, 'Sheep,' 'Hummingbird' Luo Wei, and "Dalmatian."

In the previous round of the game, they guessed "45" and had the chip advantage, which was sufficient to ensure they wouldn't be eliminated but the final result was "68." This also meant they actually hadn't mastered the true rules of the 'Guess the Number' gameplay.

'Dalmatian' lightly tapped his oxygen mask, falling into thought, "Strange, this number is way too high. How could it be 68? If it's multiple-level gaming, doesn't that mean most players in this game hall are idiots? They can't even think to the second level of gaming?"

Very obviously, even among 'Sage Players', there were differences in capability.

Even seeing the result, 'Dalmatian' still hadn't realized where the problem was.

After all, the way this game screened "Sages" was through playing cards. It inevitably mixed in some luck factors.

'Sheep' and 'Rabbit' Han Mengying were obviously the two relatively intelligent people in the current 'Sage Player' small group.

'Sheep' had already realized the answer. She sighed, "I understand. This isn't multiple-level logical gaming at all, but rather the remaining quantity of a certain thing before the end of each round of the game."

'Rabbit' Han Mengying nodded, "Mm, it's the remaining quantity of 'Fool Cards'."

"In the previous round of the game, we all didn't think of this point. This is the 'curse of knowledge.'"

The other 'Sage' players also suddenly understood.

At the same time, they felt somewhat speechless.

Thinking about it now, this game was called "Fool's Game," and 'Guess the Number' didn't have so many mysteries at all. 100 referred to the quantity of 'Fool Cards' in the venue.

Currently in the game, there were 10 players holding "Sage Card decks" and 30 players holding "Fool Card decks."

The former each had 1 "Fool Card," while the latter each had 3 "Fool Cards," adding up to exactly 100 "Fool Cards."

Even an elementary school student could easily calculate this and the rules said this number might continuously decrease due to players.

The true meaning of this clause was that the quantity of 'Fool Cards' would be consumed due to player battles, so what should be guessed was the remaining number after consumption.

Because even knowing it was guessing the number of "Fool Cards," players couldn't be certain whether to guess "the remaining number" or guess "the consumed number."

These two numbers were opposite.

This hint in the rules clarified that it was guessing "the remaining number."

The reason these 'Sage Players' mistakenly thought it was "multiple-level logical gaming" was actually the "curse of knowledge."

Because "multiple-level logical gaming" was quite basic knowledge in game theory, and because it was too classic, the format of "guess a number from 0 to 100" was simply taken for granted as common sense by these players. ~~AN~~ΘBES

They would naturally fall into a misunderstanding.

Especially the number 100 made it easier for people to misunderstand.

If it were a number with both zeroes and whole numbers like 112, these 'Sage Players' might have realized this wasn't "multiple-level logical gaming," but would think it was related to some specific value within the game.

If 'Sage Players' really treated it as "multiple-level logical gaming," considered many levels, and filled in a very low number, they might instead be eliminated very early.

Perhaps among the 5 people eliminated in the first round, there were such players.

Instead, 'Fool Players' were more likely to guess this possibility. After all, they might not even know what "multiple-level logical gaming" was, so they wouldn't fall into the "curse of knowledge."

Dalmatian' thought for a moment, "But even thinking of this point, the number from the previous round was still on the high side, right?"

"When 'Fool Players' battle, don't they like using 'Fool Cards'?"

"If they continue this card-playing strategy, next time we should still guess numbers around 60 to 70, right?"

Rabbit' Han Mengying shook her head, "Wrong, completely wrong.

"If in the next round we still completely rely on guessing, then we're definitely going to lose.

"Because the quantity of 'Fool Cards' can be controlled, and judging from the results of the previous round, someone is already doing this."

Dalmatian' looked at the players in the hall with some surprise. These players weren't deliberately banding together at this moment, but were still walking around randomly throughout the hall, only gathering together at specific times.

Originally, 'Dalmatian' thought these 'Fool Players' were still a scattered mess. Now it seemed they had long ago already formed certain small groups.

Dalmatian' said, "Then should we also hurry to organize some 'Fool Players' and gather 'Fool Cards'?"

Sheep' looked at the crowd in the hall, "Too late. When we were organizing the 'Sage Players' small group, there were also players organizing 'Fool Players' small groups.

"Once small groups take shape, trying to poach people becomes difficult.

"Moreover, just as 'Sage Players' naturally gravitate toward each other, 'Fool Players' will also naturally gravitate toward each other.

"Now we can only negotiate with the 'leaders' of the small groups."

Saying this, 'Sheep' sighed, "We were a step too slow.

"No, we should say they were too fast."

Although these small groups would also disperse and deliberately disguise themselves, they still had to gather together to discuss strategies. So for players with strong observational skills, seeing this point wasn't difficult.

But even realizing this now, they were already a step too slow. This step was crucial.

If the 'Sage Players' had recognized the unique value of 'Fool Players' at the first moment of entering the second stage and used their "Sage identity," chip advantage, or even directly used "Contract Vouchers" to win over 'Fool Players', then they could also have controlled at least ten 'Fool Players'.

That would mean directly controlling thirty 'Fool Cards' at very low cost.

But having missed this window period, with 'Fool Players' snatched away by others, once small groups formed, trying to poach people became difficult.

They could only negotiate in group form.

The first round of the 'Guess the Number' game was not only screening players but also screening different small groups.

Rabbit' Han Mengying looked toward 'Sheep,' "How many people do you think are hoarding 'Fool Cards'? Who are the leaders?"

Sheep' was silent for a moment and pointed out two possible players, "'Sika Deer' and 'Owl.'

"They should have each gathered about ten 'Fool Players', which also means they control at least 60 'Fool Cards'.

"We must find a way to dismantle or buy off the small groups these two people have established. Otherwise, in subsequent games, we'll have no chance of winning at all."

Dalmatian' was startled, "Absolutely no chance of winning at all?"

Rabbit' Han Mengying nodded, "Yes."