

## Imitator 220

### Chapter 220: Buying Off

'Hummingbird' Luo Wei explained, "Because each 'Fool Player' has 3 'Fool Cards' in their hand, while 'Sage Players' only have 1.

"This means even if we gather all the 'Fool Cards' in all 'Sage Players'' hands together, it's not enough to have much impact on the final number.

"But 'Fool Players' only need to gather 10 people to have 30 'Fool Cards'. This is enough to cause relatively large deviations in the result.

"They can choose to hoard these cards, or uniformly destroy them through battles at the last moment.

"The initiative is completely in their hands."

The standard answer for the previous round of the game was 68, which meant before the end of the previous game, 68 'Fool Cards' were left remaining.

This number was obviously very wrong.

Because judging from the first stage situation, players would consume at least 2 to 3 cards for battles, among which there would most likely be one "Fool Card (rock)."

When 'Fool Players' battled each other, two rocks resulting in a tie was even more likely.

Therefore, if players battled normally, with a total of 40 players, 50 or even more 'Fool Cards' should have been consumed.

In that case, it would be very close to the number "45" they guessed.

If in this game the 'Fool Players' level was relatively low and they didn't realize at first to band together and control the "Fool Cards," then the mystery of 'Guess the Number' would be maintained longer.

But now, the puzzle of 'Guess the Number' was exposed in the first round, which also meant among the 'Fool Players' in this game, very formidable figures had appeared.

They realized the true gameplay of 'Guess the Number' just after entering the second stage, organized 'Fool Players' to form small groups at the fastest speed, and to a certain extent controlled this number.

For 'Sage Players', directly guessing numbers around 70 in the second round was also absolutely not workable.

Because the initiative was in the hands of the players hoarding "Fool Cards".

Take 'Owl' for example. Although the 'Sage Players' weren't yet clear on exactly how many people were in this small group, there should be at least around 10 people.

That meant controlling 30 "Fool Cards".

In the previous round, 'Owl' chose to hoard them without using them, so the final number was 68.

But this round, if 'Owl' at the last moment chose to have the small group's players battle in pairs and consume all these 'Fool Cards' in ties, then this number would instantly become 38.

The huge difference created by a full 30 'Fool Cards' would place 'Owl's' small group in an invincible position. No matter how other players guessed, they would be at a disadvantage.

Moreover, even seeing 'Owl's' small group battling didn't mean they were consuming "Fool Cards' (Rocks)."

They might also be consuming scissors or paper.

Each person's device for inputting numbers was beside the door to the lounge.

The doors to the 'Sage Players'' lounges weren't completely adjacent, but were generally distributed on the same side.

This meant 'Sage Players' couldn't cross the entire hall to constantly watch Owl's small group, roughly guess the result, then run back to input the number. There wasn't enough time.

Moreover, there was more than one such small group. 'Sika Deer' also seemed to be doing similar things.

'Sage Players' also couldn't use the method of hoarding cards to counter, because their card deck only had one 'Fool Card.' Whether hoarding or destroying, it couldn't have much impact on the total.

'Dalmatian' was startled, "You mean to say, we have more chips and better card decks, but completely have no place to use them?"

'Hummingbird' Luo Wei spoke up first, "No, this only means the game has entered a new stage. This is unfair confrontation. Fools have fools' methods, and sages naturally also have sages' methods.

"Don't forget, this game also left 'Sage Players' with one biggest advantage: Contract Vouchers.

"This thing is left for us to buy off and break up these 'Fool Players' small groups."

Contract Vouchers were props that only 'Sage Players' could create, so this was the backdoor the game designer left for 'Sage Players'.

'Sheep' nodded thoughtfully, "Then, the focus of the next strategy is to formulate a specific plan to buy off 'Fool Players' with Contract Vouchers."

Everyone fell into thought.

"Contract Vouchers," each 'Sage Player' could create a maximum of 100, and each one represented 1% of their total visa time.

According to the game rules:

[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.]

This settlement order would directly affect 'Sage Players' game strategies.

If Contract Vouchers were settled first before the total prize pool, this matter would be very troublesome, because the total prize pool couldn't be evenly divided. Multiple groups would likely have to scheme against each other until the last moment.

Unless a certain player could prove they had as much as a million minutes of visa time, and they happened to be able to create Contract Vouchers but now, since the total prize pool was settled first before Contract Vouchers, players could cooperate more easily.

If 'Sage Players' wanted to win in the final vote and obtain the total prize pool, they had to distribute their Contract Vouchers to other players as much as possible. The more they distributed, the more people would be willing to vote.

The only problem was: Contract Vouchers would also distribute the player's original visa time.

So the more visa time a player originally had, the more disadvantageous creating Contract Vouchers would be.

Just then, a broadcast suddenly sounded in the hall.

[A player has accused 'Rabbit' of being this game's God's Imitator.]

[System verification result: Incorrect.]

[The player who made the incorrect accusation will have 30,000 minutes of visa time deducted and transferred to this game's God's Imitator.]

'Rabbit' Han Mengying's train of thought was interrupted. For a moment, she was quite speechless.

"What's the problem? Why would they think I'm the God's Imitator?"

'Dalmatian' was also speechless for a moment. After thinking, "...This is just the tallest tree catches the most wind, right? You're a 'Sage Player', and vaguely the core of all 'Sage Players', the most active in performance."

'Rabbit' Han Mengying was very helpless, "Isn't this just idle behavior? Sending money to the God's Imitator."

There were many players in the hall. It was difficult to guess specifically who made the accusation.

It didn't rule out certain gambling-addicted players who, having lost all their chips and being helpless, decided to make a desperate gamble.

After all, if the accusation was correct, visa time wouldn't be deducted. The system would automatically confirm identity and initiate voting. Killing the God's Imitator would allow even division of the God's Imitator's visa time and the current prize pool, and forcibly end the game.

Gambling-addicted players making accusations out of a lucky mentality would inevitably also follow the principle of "the tallest tree catches the most wind," first accusing those who performed most conspicuously in the game. Such people were more likely to be God's Imitators who exploited backdoors.

This broadcast briefly interrupted everyone's thinking, but it was just an insignificant minor episode.

'Rabbit' Han Mengying looked toward 'Hummingbird' Luo Wei. She knew Luo Wei's visa time was the least, making her perfect for creating "Contract Vouchers."

"You create the Contract Vouchers?"

'Hummingbird' Luo Wei immediately nodded, "No problem."

Of course she was willing, because the person creating Contract Vouchers would most likely be selected as the final winner.

From the current perspective, the final total prize pool might even reach a million chips. Even if she distributed 80% through Contract Vouchers, she herself could still keep 200,000.

This was quite an exaggerated number but after considering for a moment, 'Sheep' raised a key question, "But what conditions should be written on the Contract Vouchers?"