

Imitator 235

Chapter 235: The Imitator's Gains

Cao Haichuan asked, "Are the rules shown here completely consistent with the rules you wrote at the time? Were there any modifications to individual words or sentences?"

Wei Yinzhang nodded, "Completely consistent, without any word or sentence modifications."

Wei Yinzhang continued, "My intention in designing this game was very simple. I just wanted to distribute more visa time to 'Fool Players'.

"I've also participated in some games in Community 6, but as long as it was that kind of game involving schemes, strategies, and calculations, 'Fool Players' would be played around completely. Even though cooperation could lead to win-win situations, they were always betrayed by the other party and had most of their gains taken away.

"Just like the previous 'Conglomerate Nation.'

"So I was very angry. I felt the Gallery shouldn't be like this.

"Since the Gallery also said 'God's Imitators can slowly change the Gallery,' then I'd make a game that robs from the rich to give to the poor, performing reverse screening on those self-righteous clever people."

Hearing Wei Yinzhong mention 'Conglomerate Nation,' Wang Yongxin couldn't help but feel a bit ashamed.

Obviously, Community 6, where Wei Yinzhong belonged, should have been deceived in 'Conglomerate Nation,' just as Wang Yongxin had deceived other communities in that game.

Good thing he hadn't deceived Community 6 at that time, otherwise this matter would be a bit awkward.

After Wei Yinzhong's explanation, everyone had roughly figured out some of the basic rules when God's Imitators designed games. The topic returned to this game.

Entering the formal review stage, Li Renshu first had Qin Yao and Zheng Jie briefly describe their game experiences.

Only then did she have Wei Yinzhong explain from the designer's perspective.

Mainly through the contrast between the player's perspective and the Imitator's perspective, everyone should be able to see more information.

After the explanation was complete, everyone had roughly understood the entire process of the game.

Especially understanding why Wei Yinzhong's final visa time had been deducted by so much.

Actually, before this, Wei Yinzhang had about 300,000 minutes of visa time. In the game, due to three incorrect accusations, she gained an additional 90,000.

After that, when the game's total prize pool was settled, she gained an additional million minutes of visa time, but quickly distributed it all through Contract Vouchers, only keeping 5% for herself.

Although she obtained 20 of Rabbit's Contract Vouchers, because she didn't comply with the agreement on the Contract Vouchers to withdraw from selection, these vouchers automatically became void.

Compared to Wei Yinzhang's original visa time, in this game she had a net loss of 300,000 minutes of visa time.

This visa time, including the final total prize pool, was mostly distributed to those 'Fool Players'.

Wang Yongxin was very shocked, "300,000 minutes of visa time! Directly distributed to people you didn't know at all before? You're quite... generous."

Wei Yinzhang spread her hands unconcernedly, "Actually, it's not that serious, because God's Imitators don't lack visa time.

"Besides 'Loaded Dice' and 'Fool's Game,' I've designed another judgment game. Although it only had a B rating, I earned over 200,000 minutes of visa time from it in one go.

"Moreover, from 'Fool's Game,' I actually earned extra visa time. It's just that the time God's Imitators earn won't be displayed on the large screen in the community."

Cao Haichuan was somewhat curious, "You mean those players who died because they couldn't pay off their debts in the game?"

"But that's not right either. When God's Imitators kill players, they can only earn the visa time that originally remained on them. These players didn't have much visa time left on them."

Wei Yinzhong explained, "No, how God's Imitators specifically earn time from games is something they can decide for themselves."

"And this doesn't count as a game rule, so it won't be displayed when querying in the community."

"Directly killing people to seize remaining visa time is naturally the simplest method, but there are also many games where the mortality rate itself is very low, like 'Distribution-type games.'"

"Just like 'Conglomerate Nation,' players have absolutely no death risk at all. No matter how much visa time is deducted, there will still be 48 hours remaining. Doesn't that mean the Imitator who designed this game has absolutely no income?"

"That's definitely impossible."

"God's Imitators can decide for themselves the method of seizing visa time. For example, using a method similar to 'taking a cut.'

"In 'Fool's Game,' when players have debt on them, double visa time will be deducted. The extra portion becomes my gain.

"I guess the Imitator who designed 'Conglomerate Nation' should have similar rules to earn visa time for themselves.

"However, these kinds of rules are the same as other rules. God's Imitators can write them however they want, but the Gallery may not approve them in the review.

"What specific method to use to take a cut and how much to take reasonably, God's Imitators can only figure out in their own minds. There's no particularly definite standard.

"If too much is deducted, it might lead to a rating decrease or even the game failing to pass review."

This actually surprised even Lin Sizhi a bit because he really hadn't considered this issue.

Thinking about it now, in distribution-type games, players have absolutely no death risk, so it indeed makes sense for God's Imitators to gain benefits through other methods.

It might be because he never lacked visa time, so Lin Sizhi subconsciously overlooked this issue.

Li Renshu asked curiously, "So what exactly are the Gallery's review standards? What kind of content appearing in the rules would very likely fail to pass review?"

Wei Yinzhang shook her head, "How would I know? The Gallery has never given specific standards. God's Imitators can only guess.

"The Gallery's review is a huge black box.

"If you ask me, if you want to ensure your game is selected, it's best not to mix in any subjective color, design the challenges more harshly, be able to stimulate the evil of human nature, and then be targeted at specific groups. That way, it should raise the rating.

"But for God's Imitators, they don't necessarily have to raise their games to the highest rating."

Everyone was stunned, "Why? Don't high-rating games have extra benefits for God's Imitators?"

Wei Yinzhang explained, "I don't know how it is for S-rating games, but for A-rating, there are extra benefits but not too many.

"Currently, I know that high-rating games can increase the Gallery's attention to God's Imitators, making the game review standards more lenient and easier to be selected.

"But this increase is very, very slow.

"In other words, even if an A-rating game drops to B-rating, it won't produce any particularly obvious loss for the Imitator.

"If you ask me, the ideal state for a God's Imitator is to only make S and B-rating games."

Zheng Jie was very surprised, "Then what about A-rating and C-rating games? Do B-rating games have any other benefits?"

Wei Yinzhang explained, "Besides using high-rating games to increase the Gallery's attention level, God's Imitators can also use low-rating games to do many things.

"For example, mix in their own subjective factors as much as possible.

"Taking a game originally rated A and actively mixing in subjective factors to drop it to B-level, they can kill or save specific players in the game.

"This is also very important for God's Imitators.

"Of course, my level isn't high enough. I have no way to ensure I can precisely keep the level at B, so I haven't tried this method yet.

"I just know that theoretically it's completely feasible, but very difficult to operate."