

Imitator 236

Chapter 236: Questions

Zheng Jie asked somewhat curiously, "What about C-level ratings?"

Wei Yinzhang explained, "C-level ratings are naturally more subjective, but the problem is that even if a C-level rating passes review, it's very likely it won't compare favorably to other God's Imitators' proposals.

"Unless there are some particularly lucky circumstances."

Cao Haichuan was very interested in this, "I see, this is indeed very important information.

"Suppose we can confirm that a certain God's Imitator has designed both A-level and B-level games, and in the B-level game, they displayed relatively strong tendencies.

"Then we can assume that the tendencies displayed in the B-level game are closer to their true inner thoughts."

Wei Yinzhang thought for a moment, "Hmm... you could understand it that way.

"But researching these things doesn't have much practical significance, does it?"

"Honestly, I can't think of what level of God's Imitator would need to be caught using this method.

"If it's a God's Imitator from another community, knowing this wouldn't be useful anyway. If it's a God's Imitator from our own community, waiting for them to slip up in daily conversation might be more reliable than this method."

Cao Haichuan smiled, "Perhaps, I might be engaging in a battle of wits with thin air. But learning more about similar details can't hurt."

Wei Yinzhang looked at the big screen again, "The rules of this game shouldn't be too complicated, and the process has been generally explained clearly. Does anyone have any particular questions? I can selectively answer them."

Zheng Jie was the first to raise his hand, "I have a question!

"How were the 'Fool' and 'Sage' identities in the first phase of this game determined?

"If you wanted to execute your plan, you'd first need to ensure you got the 'Sage' identity, right?"

Wei Yinzhang nodded, "Actually, this is nothing special, it's a hidden rule.

"The 'Sage identity' mainly depends on the amount of chips won and the win rate in the first phase. In other words, the more chips won and the higher the win rate, the more likely one is to obtain the Sage identity.

"But besides that, there are also two behaviors that add extra weight.

"First, the first four rounds of games are Fool versus Fool, Sage versus Sage, Fool versus Sage, and Sage versus Fool respectively.

"Among these, winning more with the Sage deck and losing more with the Fool deck can both provide very high weight.

"I knew in advance what the opponent's deck was, so achieving this wasn't difficult.

"Second, if a player smashes the wooden box, they will directly obtain the 'Fool Deck.'

"The later a player smashes the wooden box, and the more chips are in the wooden box, the more likely they are to get the 'Sage Deck.'

"With these two points confirmed, my obtaining the Sage identity was a high-probability event."

Qin Yao asked in confusion, "But this still can't completely guarantee it, right?"

Wei Yinzhong explained, "It can't, but if I didn't get the Sage identity even under these conditions, it would mean the waters of this game ran too deep, and the Sage group in particular would be very dangerous.

"In that case, I simply wouldn't get involved."

Wang Yongxin said, "I'm actually more interested in the 'Guess the Number' game.

"When I heard these rules, my first reaction was also multi-level logical gaming. This really is the 'curse of knowledge.' Anyone who understands a bit of game theory, or has encountered similar gameplay, will subconsciously align with their existing knowledge system and unconsciously overlook other possibilities.

"But what I don't understand is, why didn't Lawyer Lin think in this direction from the start?"

"You couldn't possibly be unaware of multi-level logical gaming."

Lin Sizhi explained, "Because no coefficient was given, so multi-level logical gaming couldn't work.

"All multi-level logical gaming problems give a specific coefficient, such as $1/2$, $2/3$, or 0.7, 0.8, and so on.

"That is, after taking the average of all the numbers everyone guessed, multiply it by this specific coefficient to get the final result.

"This way, we can use the final result and the coefficient to work backwards to determine everyone's average, and thus judge how many logical layers most people thought through.

"But without a coefficient, both variables are indeterminate, so there's no way to work backwards.

"Suppose the coefficient is $1/2$, and the final result is 38. That would indicate most players only went through one round of thinking, confirming they're generally quite simple-minded.

"But suppose the coefficient is 0.8, and the final result is 38. That would indicate most players went through three to four rounds of thinking.

"There's simply no way to determine which specific case it is.

"When the game rules don't mention it, how would you know whether this coefficient is 0.5, 0.8, or even greater than 1? It's just a wild guess, and wild guesses are definitely unreliable."

Wang Yongxin considered for a moment, "Hmm... that makes some sense, but if you control enough players, couldn't you guess it through brute force?"

Lin Sizhi shook his head, "How many players would count as enough?"

"If you need to know the specific numbers most players guessed before you can calculate the specific coefficient, what's the point of this game?"

"Then it wouldn't be called 'Guess the Number' anymore, because it's not being guessed at all, but rather asked out one by one."

"Time in the game is very tight, and most players don't trust each other much, so this type of gameplay wouldn't work."

"Besides that, there's actually a very clear rule in the game that can be seen as definitive proof."

"This number will decrease due to human factors."

"But if it were multi-level logical gaming, this number could potentially increase."

"For example, I control a batch of players and make them forcibly guess '100.' Then the average would increase, and the final result of 'Guess the Number' would also increase."

"In other words, the more layers of thinking all players go through, the smaller this number becomes. That's correct. But if some players deliberately reduce their thinking layers or even guess 100, this number would also grow larger."

"This wouldn't match the rules. The rules should have stated 'this number will change due to human factors.'

"If it can only decrease and not increase, the number of Fool cards fits better, because once cards are played they're consumed, and human factors can't make it increase.

"Moreover, considering the game's relatively friendly inclination toward Fools, and the wooden box's reverse screening of Fools and Sages, this should be a game more oriented toward Fools' understanding."

Wei Yinzhang nodded, "Yes, actually I deliberately used 'multi-level logical gaming' to mislead the 'Sage Players'.

"However, according to my original plan, the 'Fool Players' shouldn't have discovered it so quickly.

"I can only say that 'Owl' and 'Sika Deer,' these two players who should have been Sages, ended up on the Fool side, which greatly accelerated the game's progress."

Zheng Jie was also very curious, "Right, 'Sika Deer' should be Lu Xinyi, right? Why did you two obtain Fool identities?"