

## Imitator 244

### Chapter 244: Shelter Game

"Beep—"

A sharp buzzing sound rang out. Li Renshu looked around and discovered this was once again a very open outdoor scene.

Directly ahead was a small plaza divided by crisscrossing straight lines into many squares, somewhat like a go board.

Each square was approximately one meter on each side, with an operable sign. The surroundings also had LED strips that seemed capable of presenting different display effects, though they were currently off.

These squares all had numbers. The horizontal numbering was A to I, and the vertical numbering was 1 to 9, which meant there were 81 squares in total, numbered from A1 to I9.

Every nine squares formed a small nine-square grid, and nine nine-square grids formed an even larger nine-square grid.

Between the nine-square grids, there were obvious gaps to distinguish them.

According to the numbering of the upper-left square of each nine-square grid, these nine nine-square grids were also labeled from 'A1 Nine-Square Grid' to 'G7 Nine-Square Grid.'

Around the small plaza was a complete circle of rest areas.

Li Renshu looked at the players around her again.

Although the distance between players wasn't far, one could still see obvious community groupings.

There were 5 communities on the plaza, 5 people per community, for a total of 25 people.

In terms of numbers, this exceeded previous judgment-type and distribution-type games, only slightly fewer than screening-type games.

It just wasn't clear yet whether other venues and other players existed within the game.

Besides this, Li Renshu noticed she had an additional special device on her forearm.

This was a long strip-shaped screen bound to the arm, somewhat similar to a wearable device, but longer than a phone.

The screen was on the inner side of the forearm. After raising one's hand and looking toward the palm, one could see the specific content displayed on the screen. It was relatively concealed.

In addition, each person also had a special badge on their chest displaying their respective community and name, saving them from having to ask each other's names.

The big screen began broadcasting the game's rule introduction.

[Good morning, all players. Welcome to the 'Shelter Game.']

[This game is an 'elimination-type game.' The mortality rate may exceed any game you've encountered before.]

[Please put away excessive compassion and use every means to survive.]

[Players can view information or complete various in-game operations through the display screen on their arms, including 'auction,' 'trade,' 'vote,' and other actions.]

[At the same time, the display screen may also show some special 'confidential information.']

[After seeing this 'confidential information,' players cannot disclose it to anyone, or they will suffer instant death punishment.]

[This game will proceed for a total of 10 rounds, 20 minutes per round.]

[The first 5 rounds are the first phase, themed 'Land Auction.']

[No criminal's crimes will be announced, and there will be no death penalties. Each community's main goal is to auction off as many plots as possible to prepare for the second phase of the game.]

[The last 5 rounds are the second phase, themed 'Building Shelters.']

[Each round will announce one criminal's crimes, and field players may suffer more than one 'instant death punishment.']

[The plots each community obtained in the first phase can be used to build 'shelters.' Each shelter has a certain probability of offsetting instant death punishment for players.]

[But regardless of what means players use to offset instant death punishment, it can only take effect once in this game.]

[At the same time, this game has 30 'audience members.' Among them are no 'criminals of this game.' They will not suffer instant death punishment, but may have all their visa time deducted. They also need to purchase shelters to protect the safety of their property.]

[After entering the second phase, 30 minutes will be reserved to introduce the detailed rules.]

[The following will first introduce the detailed rules of the first phase.]

Hearing this, many players frowned.

Just as everyone had estimated, this game was indeed very dangerous.

The first phase was still okay, but after entering the second phase, players might suffer more than one instant death punishment.

On the plaza they could currently see, there were 81 plots. Each plot could build a shelter, and shelters had a certain probability of offsetting instant death punishment for players.

But whether using a shelter or using a 'get-out-of-death-free card,' in this game they could only offset instant death punishment once. If they encountered a second instant death punishment, they would surely die without question, beyond even the gods' ability to save.

Besides this, the rules also revealed a very key piece of information: this game did have 'audience members' from other communities, but the field players couldn't see them.

As for whether one would become a field player or become an audience member, it seemed to depend on whether there was a criminal of this game in the community.

Communities with criminals defaulted to becoming field players, bearing extremely high death risk.

While communities without criminals defaulted to becoming audience members, with no death risk but possibly having all their visa time deducted.

These players should all have been selected in roughly the same way, all relatively weak in their respective communities.

Cao Haichuan said thoughtfully, "The number of plots is sufficient."

Li Renshu nodded. She had also noticed this point.

There were 81 squares total on the plaza. In an ideal state, 81 shelters could be built.

And the total quantity of players was 25 field players plus 30 audience members.

This quantity was still quite ample.

Of course, the rules also stated that shelters couldn't offset instant death punishment 100%, but had a certain probability. So specifically, it still depended on how high the probability was.

Everyone continued listening carefully to the detailed rules of the first phase.

Although the first phase wouldn't suffer instant death punishment, there would be 'land auctions.' The more plots auctioned, the more shelters that could be built, naturally allowing one to occupy an advantage in the subsequent game.

[In this game, the only currency players use to 'auction plots' or 'purchase shelters' is 'gold coins.']

[Both field players and audience members can go to the vending machine in the rest area to exchange for 'gold coins.']

[The first 10 gold coins can be obtained for free.]

[Each subsequent gold coin requires spending '5% of the player's total visa time when entering the game' to purchase, with a maximum purchase of 20 coins and a maximum deduction down to 48 hours of remaining visa time.]

[Gold coins exchanged by players will not distinguish identity. At the end of the game, they will be uniformly converted to visa time according to a 'specific average value' and brought back to the community.]

[There are 81 plots in the game from 'A1' to 'I9,' forming 9 different nine-square grids. Each nine-square grid is named using the plot number in the upper-left corner, namely 'A1 Nine-Square Grid' to 'G7 Nine-Square Grid.']

[Each nine-square grid will be auctioned as an entire 'area to be developed.']

[Before the game officially starts, each community can select one nine-square grid as their 'priority development area.' Once selected, it cannot be changed.]