

Imitator 251

Chapter 251: Second Phase Rules

Clearly, which specific nine-square grid opened in the fifth round could almost directly determine the ownership of 'privileged community.'

If the most central D4 opened, then all communities would compete together, but ultimately Wang Weidong from Community 15 would very likely win.

If G7 or G1 opened, it would be equivalent to guaranteeing Community 12 or Community 17.

If forced to choose one among these three communities, the audience might be more inclined to let the weakest Community 12 obtain the advantageous status. This counted as a reasonable explanation.

Things had come to this. Dwelling on these matters no longer had much meaning.

For Community 17, the results of the first phase were completely acceptable.

They had obtained 8 plots, enough to build one shelter for each player in the community. The amount of remaining gold coins was also relatively ample.

Moments later, a broadcast appeared on the big screen again, beginning to announce the rules for the second phase.

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[After the second phase begins, each community can spend gold coins to build shelters on plots already obtained.]

[Shelters have two different construction plans. The probability of offsetting instant death punishment also differs. Players can freely make choices on the plot's sign.]

[Shelters built in the central 'D4 nine-square grid' will have an additional '10%' increase in probability of offsetting instant death punishment.]

[Completed shelters must clearly belong to a specific player, otherwise they will be randomly distributed among players in this community.]

[When field players encounter instant death punishment, they will consume already owned shelters in order from 'highest to lowest probability of shelter offsetting instant death punishment.']

[Regardless of whether successfully offsetting instant death punishment or not, the shelter will be destroyed, and the corresponding plot will be abandoned.]

[After a certain shelter successfully offsets instant death punishment, unused shelters under that player's name will be preserved.]

[Between field players, shelters can be freely traded, and prices will not be disclosed.]

[Field players can also choose to list shelters for sale to the audience. Audience members can only spend gold coins to purchase shelters at the listed price.]

[When transactions occur between field players and audience members, neither side can determine the specific trading partner, nor can they view shelter details, but the latest listed transaction price will be broadcast on the big screen.]

[Audience members will not suffer instant death punishment, but at the end of the game, if they have no shelters under their name, all remaining visa time will be deducted, with at most 48 hours remaining.]

[If audience members have shelters under their name, then according to 'the sum of probabilities of all shelters offsetting instant death punishment,' their initial visa time will be protected.]

[For example, if an audience member has 1 shelter with '90% probability of offsetting instant death punishment' under their name, when leaving the game, 90% of their initial visa time will be in a protected state and not deducted. (Visa time already exchanged for gold coins is not protected.)]

The rules for building shelters only mentioned there were two different construction plans, but didn't state the costs of different plans or the specific probabilities of offsetting instant death punishment.

Obviously, this information needed to be viewed by field players themselves on the plot signs.

Additionally, game rules only allowed trading shelters, but didn't allow trading plots where shelters hadn't been built.

[After the second phase begins, each round of the game will proceed according to the following flow.]

[1. Judgment phase.]

[2. Plot auction phase.]

[3. Free trading phase.]

[Special note: Only after entering the 'free trading phase' is buying and selling shelters permitted.]

[If it's a trade between field players, it's completed immediately. If an audience member purchases a listed shelter, the gold coins will be credited in the next round's 'free trading segment.' (The last round of the game can be credited immediately.)]

[Next, four types of death rules within the game will be emphasized.]

[1. Criminal confesses.]

[In this game, there exists one 'criminal' in each community of field players. Their crimes will be announced in sequence.]

[Criminals whose crimes are announced need to make a choice within 10 seconds and perform the corresponding operation on the display screen on their left hand: 'Confess' or 'Appeal.']

[If choosing 'Confess,' the criminal will directly suffer instant death punishment and cannot be protected by shelters.]

[2. Being 'jointly implicated' by the criminal.]

[If the criminal doesn't 'confess' but chooses 'Appeal,' there will be 1 minute to make an explanation.]

[All field players can judge the criminal through voting, determining 'guilty' or 'innocent.']

[If players believe the criminal's behavior was 'with no other choice' or 'understandable circumstances,' then vote 'innocent.']

[Otherwise, vote 'guilty.']

[Voting is limited to 3 minutes. If players don't vote in time, they will automatically vote 'guilty.']

[If more than half the players believe 'innocent,' then this criminal need not suffer any punishment.]

[If more than half the players believe 'guilty,' the criminal will suffer instant death punishment. At the same time, a 'specific group' will also be 'jointly implicated': similarly suffering instant death punishment.]

[During the game, field players may commit crimes of the same type as the criminal.]

[If field players who committed similar crimes number fewer than 5 people, then 'players in the same community as the criminal' will be 'jointly implicated.']

[If field players who committed similar crimes reach or exceed 5 people, then 'players who committed similar crimes' will be 'jointly implicated.']

[3. Against-conscience punishment.]

[Before the game ends, the system will conduct 'lie detection' on all field players. If at this time the player's true inner thoughts are completely consistent with previous voting results, they will be marked as 'perfect judge.']

[If the number of 'perfect judges' is fewer than 10 people, then all players except 'perfect judges' and 'audience' will additionally trigger instant death punishment once.]

[However, players have 1 chance to vote an 'against-conscience vote.']

[Actively choosing to vote an 'against-conscience vote' on the display screen means this vote will automatically pass all lie detection within the game.]

[But players from the same community cannot cast an 'against-conscience vote' for criminals from their own community.]

[Additionally, field players can also spend 30 gold coins at any time to view detailed files of a certain criminal and broadcast them on the big screen.]

[4. Final vote.]

[Before the game ends, the five field communities must conduct a 'final vote.' All players in the community selected by vote will additionally suffer instant death punishment once.]

[Please note: Instant death punishments other than 'criminal actively confesses' can all be offset by shelters, but any method of offsetting instant death punishment can take effect at most once.]

[When players die, gold coins carried on them will preferentially belong to players from their own community. Players from other communities snatching gold coins is considered a violation.]

[When players die, if there are gold coins not yet exchanged, other players from the same community can also continue exchanging.]

[When all players from a certain community within the game have died, then all gold coins from that community will be evenly divided among all players (including field players and audience members).]

Hearing this, many players had difficulty controlling their expressions.

Although they knew from the very beginning that this game's rules would be very cruel and many people might die, they also hadn't expected there would be so many death rules.