

## Imitator 260

### Chapter 260: Transaction Price

Jin Cheng frowned, "Don't try to deceive me with this kind of rhetoric. There are two problems here:

"First, no matter what you suggest we do, this behavior might trigger joint implication. We can no longer be protected by shelters. Between life and money, we can still tell which is more important.

"Second, even if we sell shelters to the audience, how much visa time can we earn? We only have the 5 plots we just obtained. Each plot earning 5 gold coins would be the limit. These twenty-something gold coins fundamentally aren't worth us taking risks."

Feng Bo shook his head, "No, both points you mentioned are completely wrong.

"You only need to do one thing: sell inferior shelters at prices higher than 15 gold coins. You don't have pressure to quickly recoup funds, so I think you could even directly list them at 18 or 20 gold coins. Given more time, they'll still sell.

"This behavior is now absolutely safe, because crimes that have already been judged won't be judged a second time.

"Your current 5 plots were obtained at zero cost. After building them into inferior shelters, each only costs 2 gold coins. Assuming you sell at 18 gold coins, 5 shelters would net you 80 gold coins.

"That's roughly equivalent to the total visa time of three players.

"Still think it's little?"

Hearing the specific numbers, the three players from Community 7 were clearly moved.

These gold coins were said to be 'calculated according to average value.' Then 30 gold coins would roughly be an ordinary player's total visa time.

For Community 7, which didn't have much visa time to begin with, this absolutely wasn't a small amount.

Jin Cheng frowned slightly, "If you're only having us sell inferior shelters, what kind of cooperation is this? Why would you bother to kindly run over to remind us?"

Feng Bo explained, "This is cooperation. We don't want any community selling shelters at relatively low prices. In that case, our interests would be harmed.

"Because there are only 30 audience members total. Each player will very likely only buy one shelter, and afterward will never spend money again.

"If you sell at low prices, it won't benefit you, and it'll benefit us even less. It'll only benefit the very few lucky audience members.

"These audience members enter the game, don't need to do anything, don't bear death risks. They inherently have 10 free gold coins. Taking out an additional 25% of visa time to gather 15 gold coins to buy a normal shelter, they can take away all the remaining visa time.

"Why should they?"

"Each of us bears death risks. Shouldn't we earn more?"

"At minimum, each audience member should give us half their visa time. That would be reasonable, right?"

Jin Cheng and the other two players looked at each other and nodded slightly.

One player asked, "But how can you be certain inferior shelters can definitely sell for 18 or even 20 gold coins?"

"Our five communities all have plots in hand. Community 12 has the most plots.

"If they decide to sell at low prices, our high-priced shelters definitely won't sell. Then we won't earn a single gold coin.

"Moreover, what if the audience sees the prices are too high and resolutely refuses to buy?"

Feng Bo shook his head, "Don't worry. We've also sent people to communicate with Community 12.

"And even without communication, Community 12 definitely won't sell cheap.

"As for the audience, there's even less need to worry.

"Think about it carefully. Whether audience members buy or not, is it up to them? Do they have a choice?

"I won't explain more. You can slowly think it through yourselves."

Having said this, Feng Bo turned and left, returning to Community 15.

Hearing this, the players from Community 7's attitudes clearly loosened somewhat. Several glimmers of light appeared in their eyes.

For them at this time, just the single word 'safe' was no longer enough to move them.

Because there weren't any absolutely safe strategies in this game to begin with.

On the contrary, 'safe' plus 'huge profits' could more effectively move their hearts.

After consuming their only death-avoidance opportunity, their mentality had undergone some changes.

Just like when gamblers lose most of their chips and only have the last bit left in hand, what they're absolutely not thinking about is leaving to cut losses, but rather pushing all the remaining chips to recover their losses.

After serious consideration for a long time, Jin Cheng nodded, "He's right.

"Almost no communities will choose to sell shelters at low prices."

Previously, Jin Cheng felt that there were 5 communities in the field competing with each other. There would always be some communities that would sell shelters at relatively lower prices.

Because selling shelters at low prices could more quickly recoup gold coins, then go bid on more plots.

Moreover, the number of shelters field players needed was very limited. There was no need to hoard so many.

As more and more plots opened and more and more shelters appeared, since the total quantity of plots exceeded the total quantity of players, shelters would be oversupplied and prices would get lower and lower.

So Jin Cheng had subconsciously believed shelter prices wouldn't be too high but after hearing Feng Bo's words, she reconsidered and discovered the logic wasn't like that.

Shelter prices didn't depend on shelter costs, because the audience fundamentally had no choice.

They had to purchase a shelter, or else when the game ended, all their visa time would be deducted.

Each audience member had 30 gold coins, 10 free gold coins and 20 exchanged gold coins. Then from a rational perspective, in the most extreme situation, what was the maximum they would be willing to spend to purchase a shelter?

The answer was 29 gold coins.

Because if they didn't buy a shelter, they'd have everything deducted. But spending 29 gold coins to purchase, they could at least retain 5% of their visa time.

Of course, this was a very extreme situation, premised on 'absolute rationality.'

In reality, the audience certainly wasn't absolutely rational. The 5 field communities also couldn't possibly truly unite to drive inferior shelter prices up to 29 gold coins.

But they could still very likely drive them up to 20 gold coins.

Twenty gold coins was a very special number. For each player, 20 gold coins meant paying out half their own visa time.

This way, purchasing one inferior shelter, they could still retain the other half of their visa time.

Some communities might list relatively low prices to recoup funds, but no matter how low, inferior shelter prices absolutely wouldn't go below 15 gold coins.

Because earning less would also put them at a disadvantage in subsequent plot bidding.

Just then, a new broadcast came from the big screen.

[The latest listed transaction price for shelters is: 16 gold coins.]

Hearing this news, all players looked toward the big screen.

Jin Cheng from Community 7 completely made up her mind. She came to the previously obtained plots and built them all into inferior shelters.

Previously, they had still been hesitating whether to build normal shelters or inferior shelters, and specifically how many gold coins to list them at.

Now, they were completely certain.