

Imitator 27

Chapter 27: The Quantification of Life's Value

Wang Yongxin nodded, "Exactly, that's the sentence!

"This actually hinted to us that the goal of this game was not 'judgment' but 'allocation', distributing visa time to us collectively according to certain game rules."

Qin Yao was somewhat confused, "Visa time... wasn't it already allocated? Each of us has it, about a month's worth."

Wang Yongxin shook his head slightly, "Obviously, according to the New World's rules, the visa time we initially received wasn't 'allocated' but rather something fundamental.

"The so-called 'allocation' must be distributed only after earning it through games.

"According to the New World's rules, not everyone is qualified to survive here indefinitely, which is why there's the Gallery as a 'purging and judgment institution.'

"But judgment can actually only judge specific crimes committed by individuals.

"The 'Blood Poker' game is aimed at everyone. There's no specific crime that everyone has committed.

"Some people analyzed this game as punishment for the 'sin of greed', but that's path dependency, completely wrong."

Jiang He lowered her head again. She had been hit once more.

At the time, she had indeed thought this way.

Lu Xinyi had also made a similar analysis, which had greatly increased Jiang He's favorable impression of her. But thinking about it now, Lu Xinyi was purely reading people and adapting her approach accordingly, probably not truly agreeing with this interpretation in her heart.

Wang Yongxin continued, "Overall, this game was essentially a screening process.

"If you analyze it carefully, you'll find this game has two completely different problem-solving approaches, with many traps buried within.

"When your approach is correct, the more traps you see through, the more visa time you get.

"That's the meaning of 'screening.'"

Ding Wenqiang obviously disagreed with this view, "Even if it's screening, what exactly is being screened for?"

"Are gambling addicts the most qualified people to survive in the New World according to the Gallery's rules?"

Wang Yongxin was somewhat speechless. Obviously, his disagreement with Ding Wenqiang had reached a certain degree. It wasn't entirely personal grudges, but more ideological differences.

In Ding Wenqiang's view, diligence and kindness were obviously unquestionable virtues, so when screening and allocating visa time in the New World, these aspects should naturally be considered.

But in reality, the Gallery's screening was conducted through gambling.

Those who didn't gamble had no gains, while those who gambled wildly had everything they wanted.

This obviously completely contradicted his simple concepts of good and evil, so naturally he couldn't accept the explanation that "this is screening."

However, Wang Yongxin wasn't angry. He was in a good mood now, so he was willing to explain a bit more.

"This game certainly doesn't screen for gambling addicts, nor does it depend on luck.

"Actually, if you think back carefully, many aspects of this game have special meanings."

Wang Yongxin came to the large screen and pointed at the rules above.

"It's written very clearly here. The 'Chip Exchange Area' and 'Multiplayer Game Area' have very different styling in their scene arrangements.

"The 'Chip Exchange Area' consists of individual small compartments, with cramped, oppressive, dim environments, plus iron chairs with restraining mechanisms and blood-drawing devices that make people's skin crawl, creating a very dangerous atmosphere.

"Rapid blood drawing and oxygen deficiency in enclosed spaces would make people feel mentally sluggish, further intensifying this sense of crisis.

"So, the vast majority of people would choose to draw only the minimum 200ML of blood out of self-preservation instinct, leaving as quickly as possible.

"In contrast, the 'Multiplayer Game Area' has a spacious, bright environment that gives people a strong sense of security. Not only that, you can also meet three other teammates here.

"In this situation, the four people would naturally band together. This sense of security would make them indulge in the group environment and not want to leave.

"Even if individual people wanted to leave, they would be dissuaded by the other three.

"Because one person leaving would also affect the interests of the other three: this relates not only to winning or losing at the gambling table, but also to a deprivation of security.

"Logically speaking, there should still be quite a few players who would return to the compartments to gamble against the chip exchange machine out of curiosity.

"But looking at the results, very few players did this.

"This is the result of multiple factors: environment, sense of security, and constraints from other teammates.

"In multiplayer games, encountering players from the same community gives people an even stronger sense of security, but this sense of security is itself a huge temptation.

"It interferes to some extent with your rational judgment ability, that is, your ability to weigh risks and benefits.

"Not only that, after coming out of the compartments, everyone has nearly 20,000 chips in hand. Converted to visa time, that's about two weeks.

"For everyone who only has one month of visa time by default, this is also a big temptation.

"Many people's first reaction would be how to minimize losses and preserve these 20,000 chips. And they 'happened' to discover they could safely exit by cooperating with another community, taking turns being the dealer.

"They felt like they had found the game's loophole and optimal solution, so they spent the remaining time seriously implementing it.

"When this plan was successfully executed, they were immersed in the joy of 'completing the game early' and 'complete safety', giving up further thinking.

"This type of player is like those step-by-step people in society who follow surface rules, choose to go with the flow, are unwilling to take risks, and naturally can only get the lowest returns in this game."

Many players who were hit by this description felt somewhat ashamed.

They had indeed thought this way, believing they had completely cracked the game, only to discover after leaving that their chip amounts were in the lowest tier.

"However," Wang Yongxin changed his tone, "I think such choices can't be called wrong, because some people are extremely risk-averse.

"Although this game has a low death rate, it's not zero either. It's possible some players really get carried away gambling and draw blood until they die.

"Compared to dying in the game, coming back alive is always better.

"But actually, after you think to this level, if you continue thinking deeper, you can reach the next level:

"Like Cai Zhiyuan's group: since there's such a sure-win method, why not draw more blood?

"According to the conversion rate, 100ML of blood can be exchanged for 10,000 minutes of visa time. This is an incredibly good deal.

"If you can think to this level, that's also very good. Because it means you've broken through the mindset that 'life is priceless' and are willing to calculate life's value."

Jiang He still didn't understand, "But isn't 'life is priceless' naturally correct?"

Wang Yongxin chuckled. He looked at Lin Sizhi, "Lawyer Lin, why don't you explain this issue? I think your profession should be the most convincing."

Lin Sizhi was suddenly mentioned and was somewhat surprised.

However, this question was indeed more appropriate for him to answer.

"No matter how much we emphasize that 'life is priceless', we cannot deny a practical problem: in certain situations, life can actually be, and must be, priced.

"This sounds very inhumane and not politically correct enough, but it's a fact that occurs constantly in our real lives.

"For example, the determination of death compensation: generally calculated according to the per capita disposable income of urban residents or per capita net income of rural residents in the area where the court accepting the case is located in the previous year, calculated over twenty years.

"For those under sixty years old, it's uniformly calculated as 20 years; for those over sixty, one year is deducted for each additional year of age; for those over seventy-five, it's calculated as five years.

"As for specific figures, they fluctuate between 500,000 and one million yuan.

"So, from a moral standard perspective, life is certainly priceless. But from social reality, pricing life's value inevitably occurs.

"Aside from malicious events like premeditated murder, most production accidents, traffic accidents, or medical accidents in our society that result in victim deaths have corresponding compensation amounts. This is roughly what society recognizes as life's value."

Wang Yongxin nodded, "Exactly! So I believe this is precisely the concept the 'Gallery' is trying to instill in us.

"To survive in the Gallery, we must abandon the mindset that 'life is priceless' and learn to quantify our own life's value."