

Imitator 279

Chapter 279: New Proposal

Li Renshu said somewhat helplessly, "I've been somewhat psychologically manipulated by the God's Imitator of 'Shelter Game'.

"I know this might be a mistake, so I'm also trying hard to convince myself, but so far, the effect hasn't been good."

Cai Zhiyuan considered carefully again and said, "You mean you no longer trust other communities.

"If previously we could work with Officer Cao to balance and cooperate with other communities, ultimately achieving mutually beneficial results, then 'Shelter Game' and Officer Cao's death made you genuinely unwilling to trust other communities anymore.

"After all, Officer Cao's strategy itself had no problems, but it still couldn't overcome base human nature.

"You're starting to become more inclined toward Wang Yongxin's methods. Facing those foolish communities that can't cooperate and could betray at any time, you'd rather drain all their value and no longer care about their survival.

"Even knowing this is the God's Imitator's psychological manipulation, this ideological shift has already occurred and can't be reversed."

Li Renshu nodded with a somewhat dim expression, "You could say that.

"Of course there's another very important point, Officer Cao is irreplaceable. The strategy of balance and cooperation must be implemented by him personally to have the highest success rate. Even if I thought of the same strategy as him, I couldn't execute it to that degree.

"And sometimes I simply can't think of that kind of strategy at all.

"So whether from subjective will or from feasibility, I have no choice but to start inclining toward Brother Wang's methods.

"Of course, Lawyer Lin's methods are better in most situations, but we can't always count on him for everything.

"That's not only disadvantageous for other people's growth, but also for the community's ecosystem.

"Moreover, because Lawyer Lin can always use different strategies according to the game's actual situation, the methods he gives are sometimes very lenient and sometimes very cruel, so they can't be considered as a specific strategic position.

"Other people completely can't learn from him."

Li Renshu paused, then looked at Cai Zhiyuan, "Regarding trust and strategy toward other communities, what's your view? Can you persuade me to change this thinking?"

Cai Zhiyuan shook his head, "I can't, and there's no need.

"I believe the philosophy of mutual benefit is certainly good, but if you only know how to use this one strategy, then this strategy becomes a weakness.

"I won't interfere with your thinking.

"Even if one day, after serious consideration, you decide to turn Community 17 into a purely survival-of-the-fittest community, I'll only provide you with advice and think of feasible plans. I absolutely won't try to persuade you otherwise."

Li Renshu was silent for a long time, then nodded, "Thank you."

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The next afternoon.

The five people, Li Renshu, Cai Zhiyuan, Lin Sizhi, Fu Chen, and Wang Yongxin, came to the small room and sat down.

Li Renshu said, "First, welcome Brother Wang's joining.

"I won't say anything superfluous. The main purpose of this small meeting today is that Brother Wang wants to pass new proposals. Let's simply touch base and see if there are any problems.

"If there are no problems, we'll seek other players' opinions and then start voting.

"Brother Wang, you speak."

Wang Yongxin nodded and took over, "The reason I want to propose this is mainly based on two considerations.

"First is that each person should avoid carrying too much visa time on their person as much as possible.

"Second is while paying as much as possible into the public fund, still ensuring roughly proportional rewards for effort.

"In both 'Fool's Game' and 'Shelter Game', settings appeared where visa time was distributed by percentage.

"And this kind of setting is obviously specifically designed to target those players who have hoarded too much visa time on themselves.

"Because these players have additional advantages in situations like 'Blind Date Game' where visa time needs to be spent to purchase items in the game, God's Imitators naturally would think of using 'contract tickets' or 'gold coins' to target them.

"So I believe future games may still have similar rules.

"In that case, carrying too much visa time becomes a burden instead, affecting strategy and reducing returns.

"Take 'Shelter Game' for example. If the players who entered had directly donated half their remaining visa time to the community before entering, then when leaving the game, although the number of gold coins obtained would be the same, the actual visa time received would be more.

"Not only that, some games also distribute advantageous identities based on players' current visa time.

"Moreover, to say something not very auspicious, carrying too much visa time into a game, once you die, it only benefits the God's Imitator for nothing. Carrying less, even if you die, can be left to other players in the community.

"So we should control the visa time on our person to a state of 'neither too much nor too little'.

"After excess visa time is handed over, as the community fund amount increases, perhaps more special goods can be activated or new permissions opened.

"For example, shortening the immunity ticket usage time, increasing the quantity, and so on.

"Although we can't be completely certain yet, this possibility is worth trying.

"Of course, we also can't directly 'confiscate' excess visa time. It's best to treat the community fund as a place similar to a bank, where deposits and withdrawals can be made at any time according to needs.

"Since the basic security fund can be redistributed to everyone once it reaches a certain amount, then we can similarly use this mechanism to complete a function similar to a 'bank'.

"So the proposals I'm considering mainly have two parts.

"First is that income from games when paying into the community security fund adopts a progressive tax rate, with brackets every 20,000 minutes of visa time.

"That is, below 20,000 no tax, 20,000 to 40,000 taxed at 5%, 40,000 to 60,000 taxed at 10%, above 60,000 taxed at 15%, capped there.

"Second is a supplementary proposal regarding the community security fund and luxury fund.

"The community security fund originally had a provision of 'after exceeding 100,000, every additional 120,000 is returned equally'. I think this provision can be cancelled and replaced with giving all players a certain 'free withdrawal' quota.

"When a player's current remaining visa time is below 50,000, they can freely withdraw some visa time from these two funds without needing other people's consent or authorization.

"The specific withdrawable amount is: 'visa time paid by this person / total visa time paid by players × current remaining visa time in fund × 90%'.

"Simply put, first calculate the percentage of visa time the player contributed, extract their share from the currently remaining visa time according to proportion, but then multiply by 90% again.

"For example, if a certain fund total is 100,000, a certain player contributed 10,000, and the fund currently has 50,000 remaining. Then they can withdraw $5,000 \times 90\% = 4,500$ minutes of visa time.

"Of course, they can't withdraw repeatedly.

"For example, after this player withdraws 4,500, their contribution value to this fund would be reset to zero.

"Through this method, players can deposit excess visa time into the luxury fund at any time and withdraw it when needed.

"Of course, besides taxation being mandatory, other behaviors remain completely voluntary.

"However, I believe as time passes, more and more players will be willing to deposit all their excess time, allowing our community fund amount to grow rapidly."