

Imitator 294

Chapter 294: Second Phase Rules

After leaving room 4, Cai Zhiyuan arrived in a spacious hall.

In the center of the hall was a large screen, with 8 different doors distributed on both sides of it, each with distinct designs and signs.

The 5 doors the players had walked out from were labeled with numbers 1 through 5, while the 3 doors opposite were labeled '4-Person Room', '8-Person Room', and '13-Person Room' respectively.

Next to each of these room doors were signs with special light effects, displaying two rows of small figures that seemed to indicate the current number of people in each room.

In addition, there were also 5 special consoles distributed throughout the hall, marked with conspicuous labels for each community. Obviously, each community would be assigned one.

"Brother Cai!"

Cai Zhiyuan looked toward the sound and indeed saw Zheng Jie walking out from room 3 nearby.

Besides him, Yang Yuting, Zhou Guifen, and Dai Yifan also walked out from the other rooms respectively.

Players from the same community naturally gathered near their community's console.

Different communities kept their distance from each other, naturally forming five small groups in the hall.

Yang Yuting wanted to ask about how the others had fared, but didn't get the chance, because the large screen had already started playing the rule introduction for the second phase.

[Now beginning the introduction of the second phase game rules.]

[The second phase of the game will still be conducted in 'Q&A' format. The specific question-setting and answering rules are the same as the first phase.]

[But the following rules will be added:]

[I. Room Selection]

[After entering the second phase, the 25 players will be assigned to continue the game in the '4-Person Room', '8-Person Room', and '13-Person Room'.]

[Based on performance in the first phase, each player has received a number card from '1-25', with the number representing the order for selecting rooms.]

[When a number appears on the large screen, the player holding the corresponding number card may enter any of the three rooms that 'still has available space'.]

[II. Changes to Rules Within Rooms]

[1. The second phase will last a total of 60 minutes. The maximum answering time for each question is shortened to 5 minutes. When all answerers in the room have submitted their answers, the correct answer will be immediately announced and the answering period will end early.]

[2. Each player will be completely isolated in a cubicle and will be unable to communicate through any conventional means during this time.]

[3. A new function will appear on the answerers' screens: 'Send Suggestion'.]

[Using this function, one can send option suggestions to other answerers in the room. This is only available within 4 minutes after answering begins.]

[Players sending or receiving suggestions cannot determine each other's identities, but suggestions from different players will be displayed separately.]

[After sending a suggestion, the last option suggested will be forcibly submitted as the answer. (Free persons are not restricted by this rule.)]

[III. Special Identities]

[Players may obtain four different identities: 'Room Owner', 'Free Person', 'Question Setter', and 'Answerer'.]

[The methods for obtaining the four identities and their privileges are as follows:]

[1. Room Owner]

[The first player to enter a room will serve as the room owner until the game ends.]

[Each community may have at most 1 player serve as room owner.]

[The room owner can set a rule forcing answering players in the room to continuously send a specific type of suggestion. However, this rule must be approved by half the players in the room to take effect.]

[The room owner may cancel the rule at any time, but setting the rule again requires a new vote.]

[2. Free Person]

[Each community can select 2 players internally to become 'Free Persons', for a total of 10.]

[The '4-Person Room' can have at most '1' free person enter, the '8-Person Room' can have at most '3' free persons enter, and the '13-Person Room' can have at most '6' free persons enter.]

[If a free person becomes the room owner, or enters a room after the free person quota in that room has been reached, they will 'automatically lose their free person status'.]

['Free Persons' are not restricted by room rules set by the room owner.]

[When a 'Free Person' receives a 'majority' punishment, that punishment will be borne by the question setter and become the God's Imitator's income. However, this effect can activate at most 15 times per room.]

[A 'Free Person's' answer will not affect the judgment of 'full unanimity' rewards for other answerers, but when answers are consistent, they can receive the 'full unanimity' reward.]

[When a 'Free Person' earns less than 30,000 minutes of visa time in a room, they will have an additional 60,000 minutes of visa time deducted, transferred to the community with the highest earnings at game settlement.]

[3. Question Setter]

[Players will take turns serving as question setter in 'reverse order of room entry', with each player only able to set one question at a time. Questions that have already been used cannot be reused, and questions must have obvious changes and differences from each other.]

[If a question setter's question doesn't conform to the rules, they will immediately have 20,000 minutes of visa time deducted, distributed equally among the answering players.]

[When the following conditions are met, the 'Question Setter' can 'continue their turn', meaning continue as question setter.]

[Condition 1: When the question setter's earnings for this question reach or exceed 5500 minutes of visa time, they may voluntarily choose to 'continue their turn' or forfeit.]

[Condition 2: When answering players' total earnings for this question reach or exceed 5500 minutes of visa time, half the players agreeing can forcibly require the question setter to 'continue their turn'.]

[In all other situations, the question setter will be changed.]

[4. Answerer]

[Except for the question setter, all other players in the room will automatically obtain the answerer identity. This identity cannot be abandoned.]

[III. Community Contract]

[Two communities can sign a contract to jointly bear the earnings and losses of this game, distributing them according to a specific ratio.]

[Each community can only sign one contract.]

[IV. Reward and Punishment Rules:]

[1. Compared to the first phase, all rewards and punishments involving visa time in the second phase will be doubled.]

[2. In this game, after a player's visa time is completely deducted, visa time will continue to be deducted from players from the same community in the game.]

[After all players from the same community in the game have their visa time reduced to 48 hours remaining, debt will continue to be recorded and shared equally by players from the same community in the game.]

[After returning to their community, players must clear all debts within 48 hours, otherwise they will suffer immediate death penalty.]

[3. Agreeing in advance in any form to 'answer specific options regardless of question content' is strictly prohibited. Otherwise it will be judged as a rule violation, with one warning and immediate death penalty on the second offense.]

[4. Violence and other rule violations are strictly prohibited. Violators will suffer immediate death penalty.]

[In 15 minutes, players will officially begin selecting rooms and will continue playing until the game ends.]

[Players have 15 minutes to discuss team strategies. Please use your time wisely!]

The rule introduction finished, and a 15-minute countdown appeared on the large screen.