

Imitator 297

Chapter 297: Community 1's Plan

"The three factors that affect answering rewards are: right or wrong, minority versus majority, and whether it's against one's conscience.

"The value for right or wrong is 2000, the value for minority or majority is 5000, and the value for whether it's against one's conscience is 8500.

"Besides this, if everyone answers unanimously, although it will still be judged as 'majority', each answering player will earn an extra 8000.

"These values will all double in the second phase.

"That means the right or wrong option becomes 4000, the minority or majority option becomes 10,000, the against conscience option becomes 17000, and unanimous answers become 16000."

At this point, Gao Jialiang suddenly understood, "So the penalty for answering against conscience is this high? No wonder when I deliberately chose A in the fourth question trying to become the minority answer, I ended up having 15500 minutes of visa time deducted."

Qian Li nodded, "Yes, I also deliberately chose wrong for this question, mainly to test the specific value of the against conscience option.

"Now it seems this value had to be tested.

"Because this is the only value with a remainder of 500. It's only easy to test in phase 1. Once we enter phase 2, the values double and the 500 remainder disappears. Many values get mixed together, all in whole thousands, making them hard to confirm.

"Besides this, there are some special situations to note:

"Minority or majority options might have multiple options with the same number of people, and they'll all receive rewards or punishments.

"Options with no one choosing them aren't considered minority options.

"The weight of the against conscience option is very high, but for professional questions, whether or not you know the correct answer, it doesn't seem to trigger the against conscience penalty. But for subjective questions and logic questions about individuals, they will trigger the against conscience penalty.

"So when encountering such questions, you must prioritize choosing options that aren't against your conscience, otherwise you might suffer big losses."

The other players didn't say anything. They weren't particularly smart players and were very confused during the first phase, let alone testing any data.

However, this wasn't necessarily a bad thing, because at this moment they only needed to carefully memorize these numbers: 4000, 10,000, 17000, 16000.

Since there were no original incorrect memories to interfere, they actually remembered more clearly.

These specific values would be difficult to test on their own, but simply memorizing them like this wasn't hard.

Soon, everyone had mostly memorized them.

Only then did Gao Jialiang ask, "How do we confirm that 'unanimous' answers also trigger the 'majority' punishment?"

Qian Li shook her head and explained, "The light effects.

"I observed the state of the second light. Minority is a green light, majority is a red light. In a 5-person room there won't be situations other than minority and majority, but with more people, it's possible. If you choose a middle option, it should be a gray light.

"When all five players in our room achieved unanimity, this light was red, which means it still triggered the majority punishment as usual."

Gao Jialiang nodded in realization, "I see."

Qian Li continued, "From the current situation, the second phase should be a game of 'opening rooms' and 'dismantling rooms'.

"According to the game rules, the player who enters the room last will serve as question setter first.

"When the total earnings of answerers exceed 5500, meaning the question setter's loss exceeds 5500, the answerers can force the question setter to 'continue their turn' through voting.

"Conversely, if the question setter's earnings exceed 5500, they can also choose to 'continue their turn' themselves.

"The former is all answerers harvesting the question setter together, the latter is the question setter harvesting the unlucky ones among the answerers.

"Suppose our people enter a certain room, then deliberately leave one empty spot and wait for some unlucky person from another community to enter.

"After that, through some method, we all consistently choose the same answer, or at least ensure total earnings exceed 5500. Then until the game ends, we can continuously harvest that unlucky person's visa time.

"We can even continue harvesting players from their community after draining their visa time.

"In that case, we could very safely obtain extremely considerable earnings."

Gao Jialiang nodded, "Yes, I also think this is the most correct way to play the second phase.

"Judging from the room capacities, the positions are just right. So as long as we leave one empty spot and our own community members don't enter, players from other communities with later numbers will have to enter.

"Players ranked later can only be harvested.

"But the key problem is, we don't have any of the top three number cards, so we can't become room owner.

"Moreover, we haven't signed a contract with other communities. With just ourselves, 5 people simply can't fill an 8-person room or 13-person room."

After considering for a moment, Qian Li said, "Then we need to try to exchange benefits with other communities.

"Although we can't sign a contract, we can still cooperate to a limited extent and get what each needs.

"We still have bargaining chips: two free person identities.

"Free person is a special protective identity. When serving as an answerer, it has very significant advantages.

"They're not bound by room rules and can brazenly choose minority or majority answers.

"When choosing minority, they get extra earnings. When choosing majority, the loss is borne by the question setter. No matter which they choose, they absolutely won't lose. This advantage is too great.

"We have a total of 5 people, which we can distribute in a 3+2 format.

"Three players enter the '4-person room', leaving the last spot to wait for a 'destined person' from another community and harvest their visa time. The other 2 free persons enter other rooms and answer questions under the protection of their free person identity.

"This way, as long as the visa time we harvest is greater than the visa time harvested from us, it's worthwhile."

Gao Jialiang nodded, "Yes, since we couldn't sign a contract with other communities, this is the best approach. But the problem is, how can we ensure we get the room owner position for the '4-person room'?"

Qian Li looked at the time, then looked at the situations of Community 15 and Community 17, considering which side would be better to negotiate with.

Just then, Xu Zhao from Community 15 walked over.

In the first phase of the game, he had had a bit of verbal friction with Gao Jiliang, but obviously this small friction wasn't enough to affect subsequent cooperation.

After all, for these two communities, both understood the principle of prioritizing benefits.

However, Xu Zhao still had a rather unlikeable demeanor. He just took out the early number cards and showed them.

They were 'Number 1' and 'Number 3' respectively.

"Let's cooperate, shall we? We'd like to borrow your two 'Free Persons'.

"No requirements for who. You can decide yourselves.

"These two people also don't need to execute any overly complex strategies. We'll try our best to ensure these two free persons maintain overall positive earnings in our room.

"We just need your two free persons to occupy positions and help defend, preventing too many free persons controlled by Community 17's side from entering."