

Imitator 300

Chapter 300: Personnel Distribution

This small incident surprised players from Community 1, Community 13, and Community 15.

Gao Jialiang from Community 1 was obviously rather panicked, because at this time there were only 2 players from Community 1 in the '4-person room', but there was only one spot left.

If Gao Jialiang couldn't get in and the last spot was taken by a player from another community, their plan would be disrupted.

Fortunately, after Zheng Jie entered, the human-shaped light representing 'Free Person' below the sign lit up. Xu Zhao and Kong Yuxin, who had been observing here, both turned their heads away somewhat disappointedly, seeming to have lost interest.

At this time, only Gao Jialiang and 2 other players with 'Free Person' identities from Community 1 remained in the hall.

Their number cards were 15, 17, and 18 respectively. Not particularly early, but not at the very end either.

Gao Jialiang instructed, "It's fine. Qian Li and I discussed this situation. Having just one outsider enter doesn't affect our plan. We just need to change the question setter once.

"Your two's plan is unaffected. Still enter the '13-person room' as we agreed and formulate strategies based on the situation yourselves."

After a few brief instructions, it was finally Gao Jialiang's turn. The '4-person room' had one last spot remaining, and he hurriedly entered.

The two free person players from Community 1 also entered the '13-person room' according to the previous plan.

Soon it was number card 20's turn, and only 6 players remained in the hall.

Xu Zhao came to the entrance between the '8-person room' and '13-person room', glanced at Cai Zhiyuan somewhat uneasily, and hesitated for a moment.

Obviously, as strategy executors, both he and Cai Zhiyuan had to stay until the end.

Because once they entered the room, they could no longer contact the outside. If the opponent suddenly changed strategies, their own players outside couldn't adapt flexibly, and problems would easily arise.

If possible, Xu Zhao of course hoped Cai Zhiyuan would enter the room first, and he would choose based on Cai Zhiyuan's movements.

But Xu Zhao had no choice, because Community 15's latest number card was number 20. He still had to enter before Cai Zhiyuan.

However, this point didn't need too much deliberation, because there were only 6 empty spots left total in the two rooms. The general structure was already set.

At this moment, Xu Zhao and Cai Zhiyuan were in similar situations, both having to choose between the two rooms.

Choosing their own '13-person room' was a more defense-oriented strategy, while choosing the opponent's '8-person room' was a more offense-oriented strategy.

However, judging from the 'Free Persons' who had entered earlier, both sides had already consciously defended. The structure of both rooms was already relatively stable.

So Xu Zhao still planned to enter the 13-person room according to the original plan.

Cai Zhiyuan suddenly asked casually, "Have you done anything wrong?"

Xu Zhao looked at Cai Zhiyuan somewhat surprised, not quite sure if this was a bluff or what.

However, he didn't take it to heart and didn't respond.

After Xu Zhao entered the '13-person room', Cai Zhiyuan also chose to enter the '13-person room'.

However, before doing so, he deliberately looked back at the Community 13 player still remaining outside.

"Remember clearly the order in which I entered the '13-person room'. Don't get it wrong."

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The final distribution of each community in each room was:

'4-Person Room' (Room Owner Qian Li):

3 players from Community 1, and 'Free Person' Zheng Jie;

'8-Person Room' (Room Owner Yang Yuting):

From Community 17: Yang Yuting, Dai Yifan;

From Community 8: 1 'Free Person' Yang Hui and the last ordinary player to enter;

From Community 15: 1 'Free Person';

From Community 13: 1 'Free Person' Kong Yuxin and 2 ordinary players.

'13-Person Room' (Room Owner Wang Weidong):

From Community 15: 3 ordinary players and 1 'Free Person' Xu Zhao;

From Community 13: 1 'Free Person' and 1 ordinary player;

From Community 1: 2 'Free Persons';

From Community 17: 'Free Person' Cai Zhiyuan, Zhou Guifen;

From Community 8: 1 'Free Person' and 2 ordinary players.

After all players had entered, the room doors locked with a "click".

The second phase of the game officially began.

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A bit earlier, Zheng Jie had already entered the '4-person room'.

But after entering, he was slightly surprised, because this was different from the room structure in the first phase.

In the first phase rooms, although players all wore special facial mechanisms and could only speak during free discussion periods, at least they were face-to-face and could see each other.

But the second phase room was directly divided into individual cubicles.

The large screen for displaying questions was still in the center, but the surrounding area was divided into different single rooms. The doors of the single rooms had corresponding numbers.

This meant that not only could players not communicate with each other, they couldn't even see each other.

They could only answer questions individually through the displays in their cubicles.

This stricter measure was obviously to prevent players from sharing answers. After all, even if players from the same community couldn't speak, they could still use specific eye contact, movements, and gestures to transmit information.

After Zheng Jie entered the cubicle corresponding to his number card, the door also closed with a "bang" and automatically locked.

He came to the chair in the center and sat down to examine the operable screen.

The chair was the same as in the first phase, except without locks, so it wouldn't restrain his freedom.

The general structure on the console was also similar to the first phase. The left side displayed reference answers from 'uninvolved community players', the middle part was for selecting options to answer questions.

The only difference was that a new interface had been added on the right side.

These were two boxes, though currently the boxes didn't display any content.

Zheng Jie guessed this should be the 'Send Suggestion' function mentioned in the rules.

When players served as answerers, they could send suggestions to other answerers in the room and share answers.

But players sending and receiving suggestions couldn't determine each other's identities.

Besides this, an additional interface appeared in the lower right corner of the screen.

[In 30 minutes, the rules set by the room owners of each room will be displayed.]

['4-Person Room': None currently]

['8-Person Room': Not displayed yet]

['13-Person Room': Not displayed yet]

According to the previous rule explanation, room owners could set rules at any time, but the prerequisite was that half the players in the room had to agree.

Obviously, the 4-person room Zheng Jie was in temporarily hadn't set rules, possibly because they hadn't figured out what to set, or the room owner thought it wasn't necessary to set any.

As for the rules in the other two rooms, they could only be seen after 30 minutes.

This meant the game designer allowed room owners of the three rooms to reference each other's rules, but they had to spend 30 minutes exploring and couldn't directly copy.