

Imitator 304

Chapter 304: 8-Person Room

Obviously, the 'Send Suggestion' rule taken alone didn't have much significance. It mainly took effect together with another rule.

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

The room owner's rule could force non-free person players to submit a specific type of suggestion. Combined with this rule, it was equivalent to directly controlling the answers of all non-free person players.

This way, even if enemy players from other communities in the room deliberately caused disruption by choosing minority options, as long as they didn't have 'Free Person' status protection, they could only submit specific answers to achieve the goal of 'full unanimity'.

Free person players weren't restricted by this rule, but their answers also didn't affect the judgment of 'full unanimity'.

But the '4-person room' didn't have this problem, because there was only one outsider, which was Zheng Jie, and he was also a 'Free Person'.

The three Community 1 players didn't need this rule. They could achieve the goal of 'full unanimity' through other means.

In short, the '4-person room' was a complete trap. Running a scam shop in this room would definitely result in pure losses.

Within the game rules, there was no way to break this situation.

"But in that case, what's the point of setting room rules at all?"

"What kind of rules will the other two rooms set?"

In Qian Li's anxious waiting, the information on the screen updated.

Because the game time had already passed half an hour, they could view the rules set by other rooms.

[The rules set by room owners of each room are as follows:]

['4-Person Room': None currently]

['8-Person Room': All players must continuously send the currently received majority suggestion.]

['13-Person Room': None currently.]

Seeing this, Qian Li completely gave up hope.

She had originally hoped that the other two rooms would provide some special rules that she could directly copy, but found it couldn't be done at all.

Because she had already thought of this rule long ago, but it didn't apply to the '4-person room'.

Obviously, the gameplay and current state of the other two rooms were completely different from the 4-person room.

...

Half an hour ago, in the '8-person room'.

Kong Yuxin from Community 13 had already arrived at her cubicle. The game hadn't officially started yet, and she was still reviewing the general plan in her mind.

Before the second phase of the game began, Wang Weidong from Community 15 had proactively approached her, hoping to cooperate.

After briefly assessing the situation, Kong Yuxin had agreed quite readily.

Because among the current five communities, Community 15 and Community 17 were clearly the strongest. They held the top two number cards and could prioritize choosing to become room owners of the two rooms with more people.

Then the subsequent game would inevitably revolve around these two communities as the core.

As for which specific community to cooperate with, for Kong Yuxin there were mainly two aspects of difference.

First, in previous games, cooperation between Community 13 and Community 17 hadn't been very good, and this time the player leading Community 17 also didn't look very strong.

Second, the advantage of card number 1 was too great. Being able to choose rooms first, Wang Weidong would inevitably choose the 13-person room.

The larger the room, the more players it could accommodate, and the greater the advantage.

Because everyone could see that this game in the second phase wasn't simply about answering questions, but more like a contest between question setters and answerers.

Game time was limited. For the same question, rooms with more people would also harvest more time from the question setter.

So even if both sides found the optimal solution for this game and did their best to defend their rooms to the extreme, the side with more people in their room would still have the advantage.

Community 15 and Community 13 also signed a contract, distributing earnings and risks in a 6:4 ratio.

For Kong Yuxin, this was a completely acceptable ratio.

Afterward, players from Community 15 and Community 13 conducted a simple personnel allocation and separately entered the '8-person room' and '13-person room'.

In the '8-person room', the alliance between Community 17 and Community 8 was 4 people, including 1 'Free Person'; the alliance between Community 15 and Community 13 was also 4 people, but included 2 'Free Persons';

In the '13-person room', the alliance between Community 17 and Community 8 was 5 people, including 2 'Free Persons'; the alliance between Community 15 and Community 13 was 6 people, also with 2 'Free Persons'.

Moreover, Community 1's 2 free persons were also in the 13-person room. If no extreme unexpected situations occurred, they would definitely stand on Community 15's side and harvest Community 17's question setter together.

Whether looking at numbers or the quantity of free persons, Community 15's side had an obvious advantage.

The reason this situation occurred was because Community 17 had specifically allocated one free person to enter the '4-person room', weakening their own strength to a certain extent.

And although Community 1 seemed neutral, they still leaned more toward Community 15's side.

Kong Yuxin couldn't fully understand Wang Weidong's and Cai Zhiyuan's plans, but just from the current personnel allocation, it was clear their side had the advantage.

Kong Yuxin's task was to lead Community 13's players and disrupt the '8-person room' as much as possible.

When their side's players served as question setters, they needed to send incorrect suggestions as much as possible, preventing Community 17's players from achieving consensus and obtaining extra rewards.

When the opponent's players served as question setters, they should become the minority as much as possible to increase their own earnings.

To complete this plan, both the 2 ordinary players and 2 free person players were indispensable.

Because 'Free Persons' options didn't affect the 'full unanimity' judgment.

Assuming no ordinary players entered, then when their side's free persons served as question setters, Community 17's answerers could give fully unanimous answers and massively harvest the question setter's visa time.

But by entering one ordinary player who deliberately chose the wrong option, they could prevent the opponent from getting full unanimity earnings.

Additionally, the game didn't allow agreeing in advance to choose a specific fixed option.

So when players on Kong Yuxin's side set questions, they could completely ask questions where opinions couldn't be unified.

Kong Yuxin and the other free person player weren't restricted by room rules, so they could randomly give various suggestions, preventing Community 17's players from distinguishing which suggestions were correct.

Thinking carefully, there were actually many strategies.

However, before this, Wang Weidong hadn't made too many demands of Kong Yuxin, just saying that doing her best would be enough.

In Wang Weidong's view, whether they could obtain positive earnings from the 8-person room mainly depended on whether Community 17 would make mistakes.

Because the room owner could additionally set a rule forcing some non-free person players to submit specific options. This was also an advantage that couldn't be ignored.

If Community 17 could set the correct room rules, then Kong Yuxin's side would also have difficulty accomplishing anything.

In that case, the '8-person room' and '13-person room' might enter a simple and brutal 'efficiency competition' state, meaning seeing which side's scam shop could extract more visa time from players who entered from the other side.

Soon, the game officially began.

The first question appeared.

[If we compare the current room to a forest, then there are 8 birds in the forest total. Among them, the 1st, 2nd, 5th, and 8th birds are white, and the 3rd, 4th, 6th, and 7th birds are black. What color bird are you?]

[A. White]

[B. Black]

[C. Red]