

Imitator 305

Chapter 305: Setting Room Rules

Seeing this question, Kong Yuxin couldn't help but frown slightly.

Obviously, this was the last Community 8 player to enter the room reporting the current room's player situation to all players, to help confirm which positions were allies.

Using birds as a metaphor was a code word set up internally by Community 17 and Community 8. Those who didn't use this metaphor could basically be confirmed as enemies from outside communities.

Because in some extreme situations, the last person to enter the room might also be a player from a hostile community.

If they only agreed to truthfully report the room personnel situation without setting code words, hostile communities might provide false information to mislead.

If the last player didn't choose to use the code word 'bird' to report, Community 17's players would regard him as an enemy.

However, this way, Kong Yuxin's side could also completely confirm their own players' positions.

After brief consideration, Kong Yuxin chose option B.

If both sides chose according to the actual situation, it would be 3 A options and 4 B options.

And if Kong Yuxin chose option A or C, she might become the minority and gain extra earnings.

But she didn't choose to do so because it wasn't cost-effective.

These two options would trigger wrong answer penalty + against conscience penalty, and would directly deduct 21000 minutes of visa time.

Additionally, Kong Yuxin had no way to predict the situation with Community 17's players. If the free persons on that side also chose to change options and both sides collided, the situation would become even more chaotic.

So to ensure her own earnings, she could just directly choose the correct and not-against-conscience option.

Even if it triggered the majority penalty, it didn't matter. After all, they had 2 free persons, and the majority penalties for these two free persons would be transferred to the question setter.

Soon, the result came out.

[All answering players have submitted their answers. Settlement will proceed directly.]

[The correct answer to this question is: Community 17 and Community 8 players choose 'A. White', players from other communities choose 'B. Black'.]

[The net earnings of the 7 answering players in this room are: -32000 minutes of visa time.]

[The question setter will receive 32000 minutes of visa time. Additionally, 20,000 minutes of visa time will be deducted.]

[The question setter chooses 'not to continue their turn'.]

[The question setter will be changed.]

Kong Yuxin's own earnings were 4000 minutes of visa time.

Seeing this number, Kong Yuxin was somewhat surprised, because the net earnings of the 7 answering players were too low, actually reaching -32000.

If the players on Community 17's side all chose A, it should be 3 people simultaneously becoming the minority, gaining 14000 minutes of visa time. The total visa time earnings for everyone should be 38000.

And for this result to appear, the only explanation was that two players from Community 17's side deliberately chose option C.

This way, they would have an extra 21000 minutes of visa time deducted due to wrong option + against conscience option penalties.

And the minority reward that should have been obtained by 3 people was now obtained by only 1 person.

The reason they deliberately gave money to the question setter was also simple: to prevent continuing the turn.

If the answerers' earnings were higher, then whether the question setter continued their turn would be decided by answerers' votes.

Kong Yuxin's side had 4 people, Community 17's side had 3 people. As long as they voted, it would inevitably continue the turn.

Then overall, Community 17's side would be at a loss.

But now, Community 17's players proactively chose wrong options, allowing the question setter to obtain huge earnings. The question setter could then choose to give up 'continuing their turn' themselves.

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According to the sequence, the question setter had automatically rotated to that ordinary non-free person player from Community 13.

But for Kong Yuxin, this was an acceptable situation.

Because when 'Free Persons' served as question setters, they couldn't answer questions and couldn't leverage the advantages of being a free person.

And with ordinary players as question setters, Kong Yuxin and that free person from Community 15 could freely cause disruption and interfere with Community 17 and Community 8 players' answering.

Not only that, Kong Yuxin also controlled another ordinary non-free person player. This point was also very critical.

As long as this ordinary player gave inconsistent options, the room could never achieve the 'full unanimity' goal.

Naturally, Community 17's players wouldn't be able to obtain the 'full unanimity' reward and harvest the Community 13 question setter's visa time.

In that case, combined with free persons causing chaos and everyone giving messy answers, according to game rules, the question setter would definitely earn large amounts of visa time.

And Community 17's answerers would most likely become the majority, with overall losses.

However, just at this moment, Kong Yuxin saw new information pop up on her operable screen.

[The current room owner has submitted a rule. It will take effect if half the players agree.]

[Rule: All players must continuously send 'currently received majority' suggestions.]

[Do you agree?]

[Yes]

[No]

The countdown was very short. Kong Yuxin of course directly chose [No].

Her purpose was to disrupt the room's order as much as possible. Of course she wouldn't agree to the room owner using rules to restrict other players.

But this was obviously useless.

Because both the question setter and answerers could vote on this, and the ratio of both sides in the room was 4:4. As long as supporting votes reached half, it could take effect.

A tie vote didn't matter either. This was the room owner's extra authority.

Soon, the vote passed, and the rule was updated in the lower right corner of the display screen.

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

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

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

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

Because the time hadn't reached half an hour yet, they couldn't see the rules set by other rooms.

But the current room's rule had already been updated and taken effect.

Soon, this ordinary Community 13 player had already completed setting the question.

[The male to female ratio of Community 13 players is ()]

[A. 5:7]

[B. 6:6]

[C. 7:5]

This was also a question that Kong Yuxin and Community 15 players had previously agreed upon. She knew very clearly that the answer was C.

But players from other communities definitely didn't know.

What Kong Yuxin needed to do was randomly submit wrong options to interfere with other players' judgments, then submit the correct option herself to ensure earnings.

Soon, different option information began appearing in the individual boxes on the right side of the display screen.

This was an 8-person room, so actually 6 different squares could be seen, representing the remaining 6 players besides herself and the question setter.

Among these squares, all three options appeared.

It was also impossible to judge specifically who sent what.

Kong Yuxin thought for a moment, then first sent option A as a suggestion to other players.