

## **Imitator 311**

### Chapter 311: Earnings

The next second, Cai Zhiyuan realized he had returned to the game hall.

On the big screen, the earnings situation for this game also appeared.

[Now announcing Community 17's final visa time obtained in 'Simple Q&A'.]

[No. 4 Dai Yifan: 141360]

[No. 5 Cai Zhiyuan: 141360]

[No. 8 Zhou Guifen: 141360]

[No. 10 Zheng Jie: 141360]

[No. 11 Yang Yuting: 141360]

[According to community rules, visa time obtained by players will be contributed to the Community Security Fund using a 'progressive tax rate'. Remaining visa time will be credited to each player's visa.]

According to the new rules submitted last time, the progressive tax rate was 5% for the portion between 20,000 and 40,000, 10% for the portion between 40,000 and 60,000, and 15% for the portion above 60,000.

So from these earnings, each player would be forced to contribute 15204 minutes of visa time to the Community Security Fund.

The five players' earnings were consistent because they had signed a contract with Community 8, and all earnings were the result of redistribution.

Players who hadn't entered the game were all waiting in the hall.

This game was led by Cai Zhiyuan and Yang Yuting. Neither of them had previous leadership experience, so most players were still somewhat worried.

After seeing the earnings on the big screen, Li Renshu was somewhat surprised, "So high!"

Wang Yongxin was also very astonished.

Although they still didn't know what specifically happened in the game, judging from the earnings numbers, this average earnings had already exceeded the previous two distribution-type games.

In 'Blood Poker', the three groups' average earnings were 30,000, 60,000, and 120,000 respectively. Only Wang Yongxin and Lin Sizhi were special cases, exceeding 200,000.

In 'Conglomerate Nation', the three groups' average earnings were 60,000, 100,000, and 130,000 respectively.

But this time, the earnings were an average of 140,000 per person for the five players. This had even reached the highest single-person earnings from the previous 'Conglomerate Nation'.

Wei Yinzhong was also somewhat surprised, "Looks like a great victory."

Yang Yuting, Zhou Guifen, Zheng Jie, and Dai Yifan all had smiles on their faces. Obviously, they were also very satisfied with this harvest.

Li Renshu said to Cai Zhiyuan, "You've worked hard. Do you need to rest for a bit?"

Cai Zhiyuan shook his head, "I'm fine, I shouldn't need to."

Li Renshu looked at everyone, "Then let's all rest a little. We'll start the review in half an hour."

...

This time it was a distribution-type game with no casualties, and everyone's earnings were very high, so the atmosphere in the hall was also very lively.

Everyone was happy.

Li Renshu brought up the game rules for 'Simple Q&A' on the big screen. At the same time, everyone also saw the game's rating.

Wang Yongxin frowned slightly, saying with some worry, "The third S-rank game..."

"Could this indicate that the God's Imitators in the New World are also constantly growing? They're learning from previous existing games, and their design abilities are also improving."

Li Renshu added, "Yes, and it's the first non-judgment game to receive an S rating."

"Perhaps it's because it triggered some kind of heart-piercing mechanism similar to judgment games?"

Since the other players didn't yet know what specifically happened in the game, they couldn't immediately give a conclusion but this did pique everyone's curiosity.

Li Renshu looked at the five who had participated in the game and asked, "Who will explain?"

Cai Zhiyuan looked toward Zheng Jie, "You speak first, mainly about the first stage and the '4-person room' situation.

"Then Yang Yuting and I will explain the other two rooms' situations."

Zheng Jie nodded, quite encouraged, "Alright!"

In this game, he had also independently entered the '4-person room' and earned a large amount of visa time from Community 1 players.

Although from the results it seemed almost anyone could have done it, and the earnings could only be considered a bonus, for Zheng Jie it still counted as significant progress.

Soon, the three of them supplemented each other and finished explaining the entire game process.

Yang Yuting said quite frankly, "So actually, the four of us were all carried this time. I didn't play too big of a role either.

"Not only did we have to measure various reward and penalty values in the first stage, but in the second stage we also had to consider the different situations in each room, distribute number cards, and determine the order of players entering rooms. These conditions were simply too demanding.

"The preparation time for the second stage was very short, only 15 minutes. Any oversight at all could have produced very serious consequences.

"Community 1 failed to measure values in the first stage, causing their entire tactical arrangement to be wrong."

She looked toward Cai Zhiyuan, "I still can't quite understand how you figured out so many things in such a short time?"

Although Cai Zhiyuan had indeed performed well in the community's review sessions before, prior to this, his performance within games really wasn't particularly outstanding.

So it was normal for everyone to feel surprised.

Cai Zhiyuan looked at everyone, "Why are you all looking at me with that expression again? Have you forgotten what my actual job is?"

"I'll emphasize again, I write algorithms.

"This game, for me, was completely within my professional domain.

"Because after reading the second stage rules, I immediately realized that this game was designed with the 'Byzantine Fault Tolerance Algorithm' as its core.

"So I didn't need to deduce the specific situations in the three rooms at all. I just had to simply apply the formula to immediately think of the optimal strategy."

Zheng Jie was stunned. He had heard a term he'd never heard before.

"Byzantine Fault Tolerance Algorithm? What is... that thing?"

Cai Zhiyuan explained, "The first thing I told you after entering the second stage was that we shouldn't take the '4-person room' host position, because that was a trap.

"The reason is very simple. The 4-person room, with 1 questioner, necessarily has 3 answerers. And among them, there's one free agent.

"The free agent can be seen as the malicious node in the 'Byzantine Fault Tolerance Algorithm'. Such a structure cannot meet the basic requirements of the fault tolerance algorithm, so it won't work.

"In other words, the free agent can do whatever they want in this room.

"As for the content of this algorithm, it's also very simple. You can understand it this way: in a decentralized distributed structure, the number of malicious nodes must be less than one-third, otherwise 'Byzantine Fault Tolerance' cannot be achieved and a consistent answer cannot be given."

Everyone's expressions were still confused.

Zheng Jie coughed lightly twice, "Brother Cai, I think it's necessary to start by explaining this... whatever 'Byzantine Algorithm' is."

Cai Zhiyuan thought for a moment, "Alright, let me explain briefly.

"Simply put, the Byzantine Fault Tolerance Algorithm is also called the Byzantine Generals Problem.

"Suppose there's now a very solid castle. To capture this castle, many different armies need to attack together.

"If these armies cannot reach consensus and only some armies attack, then the battle will inevitably fail.

"So, the generals of these armies agree with each other that before attacking, everyone will communicate. Each army will send out messengers to other armies to transmit information: attack or retreat.

"If more than half the generals decide to attack, then the next day everyone will agree to attack together. If more than half the generals decide to retreat, then the next day everyone will agree to retreat together.

"This seems like a plan without too many problems, right?"

Everyone nodded.

Cai Zhiyuan continued, "But now the problem is that there may be traitors among these generals."

Chapter 312: Byzantine Fault Tolerance Algorithm

Cai Zhiyuan continued explaining, "For example, suppose there are now five generals total. Two generals think they should attack, while another two generals think they should retreat.

"At this time, the fifth general is a traitor. He tells the attacking generals, 'I will also attack', and tells the retreating generals, 'I will also retreat'.

"Thus, the generals who want to attack think that now three armies agree to attack, exceeding half, so they should attack tomorrow.

"While the generals who want to retreat think they should retreat tomorrow.

"The final result is that two generals attack and two generals retreat, leading to the war's failure.

"This is the problem brought about by 'decentralization'. Because these five generals are all at the same level with no commander possessing absolute authority, this kind of problem arises during the process of mutually discussing strategy."

Zheng Jie nodded in realization, "I see! So how do we solve this? There's no way to verify which general specifically is lying, right?"

Cai Zhiyuan explained, "Actually solving this problem is very simple: just ask a few more times.

"Suppose I'm one of the generals, General A, and General B tells me he wants to attack together with me.

"If I believe him, then I might be deceived, because General B might be a traitor. He might have only told me to attack while telling others to retreat.

"So at this time, I should go ask General C. I ask him, 'Did General B tell you to attack or retreat?'

"Then I go ask all the other generals one by one, summarizing all the information General B told them.

"The information other generals tell me about 'what General B told them' may not necessarily be true either, because there might also be traitors among the other generals. There might be situations like 'General B told them to attack, but they tell me General B said to retreat'.

"So I ask each one, 'What did General B tell you?' If 'attack' is more common, then I'll record General B's opinion as 'attack'.

"Then I ask each one again, 'What did General C tell you?' If 'retreat' is more common, then I'll record General C's opinion as 'retreat'.

"Just like this, through this repeated nesting method, I continuously eliminate minority answers. The conclusion I finally reach is the more accurate 'majority answer'.

"Under conditions satisfying 'Byzantine Fault Tolerance', we forcibly require all generals to follow this set of strategies and must resolutely execute the final conclusion.

"Then we can ensure everyone attacks together or retreats together."

Zheng Jie was somewhat confused, "Under conditions satisfying 'Byzantine Fault Tolerance'? Meaning what Brother Cai said before, the number of traitors must be less than one-third?"

Cai Zhiyuan nodded, "Yes.

"Let's use the case of 3 generals as an example:

"Suppose among 3 generals, General C is a traitor who deliberately transmits wrong information.

"General A will first tell Generals B and C 'attack'.

"But after General B receives the order, he cannot confirm whether General A is a traitor, so he has to first ask General C, 'What order did General A give you?' General C is a traitor, so he will deliberately say, 'General A's order to me was retreat'.

"Because there are only three generals, General B cannot determine which of General A and General C is the traitor, because the 'attack' and 'retreat' orders each have one vote and cannot form a majority.

"Similarly, when General B executes this strategy, he also can't determine which of General A and General C is the traitor.

"This is the simplest situation. If the number of generals increases, for example if there are 7 generals simultaneously with 2 traitors, the situation becomes much more complex. You have to nest many times to finally reach a conclusion.

"That's why I said this kind of problem doesn't need you to actually calculate it yourself. Just remember the conclusion.

"The conclusion is, when the number of traitors reaches one-third or more, this problem becomes unsolvable.

"Conversely, to make this problem solvable, you need to control the number of traitors to less than one-third.

"Apply this to the number of people in the three rooms and it becomes clear at a glance.

"'4-person room', 3 people answering. So as long as there's 1 malicious free agent, this problem becomes unsolvable.

"'8-person room', 7 people answering. With 3 malicious free agents in the room, it's unsolvable.

"'13-person room', 12 people answering. With 4 malicious free agents in the room, it's unsolvable."

Zheng Jie suddenly understood, "I see!

"So Brother Cai, you applied this formula and immediately knew the '8-person room' was actually the safest, because we only needed to send in 1 friendly free agent to occupy a position, and this problem would definitely be solvable."

Qin Yao still didn't understand, "Wait, although I still don't quite get it, I've memorized this formula.

"My question now is, how exactly does this Byzantine problem apply to the game rules?"

Zheng Jie volunteered, "Let me explain!

"After entering rooms in the second stage, it's actually a game between 'answerers' and 'questioners'.

"For example, if we set up a rigged operation in the '8-person room', then we play the role of 'answerers', while players from other communities who enter the room later play the role of 'questioners'.

"Our 'answerers' side's goal is to achieve a unanimous option so we can get the extra reward and earn visa time from the 'questioner'.

"Conversely, the 'questioner' side's goal is to prevent us from achieving a unanimous option.

"A relatively simple method is for ordinary players on the 'questioner' side to deliberately choose different options from us.

"That's why we need to set room rules to force these players to submit majority options.

"The 'submit suggestion' function actually simulates the calculation process of the 'Byzantine Fault Tolerance Algorithm'. Each player must forcibly send the current majority suggestion, but with certain time intervals.

"So after sending repeatedly, except for free agents, all ordinary answerers' suggestions become the same option.

"After that, the game rules will force these players to submit this option, achieving the goal of 'unanimous agreement'.

"But as Brother Cai said, the simulation process of 'submitting suggestions' itself needs 'majority suggestions to reach a certain quantity' before it can be established.

"'Free agent' players actually play the role of 'malicious nodes' and 'traitors'. They continuously send minority suggestions to disrupt the calculation.

"If there are relatively many of these malicious 'free agents', this situation might occur:

"Right now option A suggestions are more numerous, but suddenly many option B suggestions appear and overtake, causing some players to change to option B suggestions, then suddenly some option A suggestions appear again...

"This causes the suggestions players submit to keep changing, never able to stabilize. So when the 'submit suggestion' function deadline arrives, some players submitted A while some submitted B, and everyone can't reach agreement.

"If the 'answerer' side cannot stably force the 'questioner' to stay in power and cannot stably obtain earnings, then that's equivalent to the rigged operation being dismantled."

Cai Zhiyuan nodded, "Yes, so as long as we determine the conditions for 'Byzantine Fault Tolerance' to be established through the formula, then compare the number of free agents that can enter each room, we can determine the strategy for entering rooms.

"'8-person room' allows 3 'free agents' to enter. This problem becomes unsolvable when 3 traitors appear. So we only need to ensure there's 1 friendly 'free agent' in the room occupying a position, and it's safe.

"Of course, this friendly 'free agent' must be benevolent, meaning they will actively execute the 'send majority suggestion' strategy.

"'13-person room' allows 6 free agents to enter. This problem becomes unsolvable when 4 traitors appear, so Wang Weidong must ensure the malicious free agents who finally enter the '13-person room' are fewer than 4.

"So they need more 'benevolent free agents' to occupy positions.

"If they don't realize this, we can also choose to actively attack. But since Wang Weidong realized it and set up defenses, forcing an attack wouldn't mean much.

"So I changed my approach, which was to use this game's 'against-conscience penalty' to pose questions targeting Wang Weidong's characteristics that might cause him to be completely disgraced within the community, thereby forcing him to cancel the room rules."

Chapter 313: Interlocking Rings

Yang Yuting sighed with emotion, "That you could think of this point is also quite amazing."

Cai Zhiyuan shook his head, "If this game didn't have the first stage, it really wouldn't be easy to think of this. But the God's Imitator who designed this game was still quite merciful, because they specifically provided thorough teaching in the first stage.

"The five questions in the first stage already hinted at the various question types that could appear in the game, as well as the reward and penalty rules for different options.

"How to utilize these questions is itself part of the game between players.

"Setting code phrases in questions can transmit information to other players in the room.

"Adjusting question options and forcing players to trigger against-conscience penalties can also target specific player groups.

"The main difficulty of this game is that you must measure specific data as much as possible in the first stage and guess the distribution of other players' answers based on overall earnings.

"With sufficient knowledge reserves, you can quickly guess the designer's intentions, thereby greatly saving thinking time."

Li Renshu looked toward Wang Yongxin and asked, "Brother Wang, do you think this game receiving an S rating could be related to 'utilizing the against-conscience mechanism'?"

After consideration, Wang Yongxin nodded, "Yes, I think it's very likely directly related to this point.

"If we look purely from the 'distribution-type game' perspective, 'Simple Q&A' already possesses some excellent qualities.

"For example, the first stage rules seem very simple at first glance, just choose an answer you think is correct. But after careful consideration, it can still create large gaps between players.

"If we layer the game between players, we can divide it into at least the following layers:

"The first layer is thinking about whether professional questions are correct or not.

"The second layer is using player suggestions and unrelated community player options to reverse-infer correct answers based on the type and content of professional questions.

"The third layer is guessing specific reward and penalty rules and values based on the numbers in options.

"The fourth layer is actively choosing wrong options to verify one's guesses about reward and penalty rules and values.

"The fifth layer is thinking about questions one can ask in the second stage through the teaching in these questions.

"The five questions in the first stage interlock with each other. The further you think, the more you can use the game mechanisms in reverse to gain greater advantages later.

"How many layers players specifically think through in the first stage not only determines first stage earnings and number card order, but also determines strategy in the second stage.

"The second stage rules suddenly became much more complex. This is mainly to ensure sufficient game strategy depth.

"In fact, the match you played in the second stage should be in a 'high-level game' state. If we hadn't entered and Wang Weidong hadn't entered either, the second stage game might not have looked like this at all.

"In the worst case scenario for player skill level, 15 minutes wouldn't be enough time for players to fully understand the rules. Many communities might not even formulate feasible group strategies. In that case, they might not even be aware of exchanging number cards and would just enter rooms to randomly ask questions and randomly rotate questioners.

"If players' skill level is slightly higher, they can realize they should use rooms to set up rigged operations, but can't figure out which room specifically has advantages or understand the importance of free agent numbers.

"In that case, attacking players could concentrate their free agents to quickly dismantle the rigged setup.

"If players' skill level is even higher and both sides make perfect defenses, it might turn into 4 communities infinitely harvesting from 1 community, or 2 communities versus 2 communities competing on the efficiency of harvesting visa time.

"As for situations where strong players clash, it should be like the current result: needing to use 'against-conscience mechanisms' as an external move to settle things definitively.

"And this point hasn't appeared in previous distribution-type games.

"Using this mechanism can pose 'heart-piercing questions' to players, thereby changing game results and even producing very far-reaching effects on community ecology.

"It's likely precisely because of this reason that this game was elevated from an original A rating to an S rating."

Everyone nodded one after another.

Zheng Jie asked somewhat curiously, "I really want to know what will happen after Wang Weidong returns to Community 15.

"He lost so much visa time. Can he really still cover it up in the community?"

"If it were me, I might have chosen to act recklessly from the very first question."

Wang Yongxin looked at him, "That's why you can't become Wang Weidong."

Zheng Jie was stunned for a moment, then nodded, "...That's true."

Yang Yuting looked toward Cai Zhiyuan somewhat curiously, "But unexpected situations might also occur, right? How were you certain Wang Weidong would definitely choose to cover things up?"

Cai Zhiyuan explained, "I made a comprehensive inference through many factors.

"From the 'Shelter Game', we can know Community 15's total visa time is more than ours, but at that time they hadn't yet activated the death exemption ticket.

"This indicates this community's players have relatively high average skill levels and place relatively strong emphasis on 'the strong come first'.

"Since other players' levels are also decent, it couldn't be an 'absolute authority' model. And since total visa time is relatively abundant, their ability to bear losses would also be relatively strong.

"From the 'Shelter Game', we can infer that although Wang Weidong is a core player in this community, his position isn't particularly stable, and he's most likely done 'making other players take risks to earn more visa time' more than once.

"So considering everything comprehensively, I believe Wang Weidong is the type most likely to compromise for the sake of his own position.

"If he completely exposed his dark inner thoughts, the aftermath would likely become unmanageable.

"First, his core player position would definitely not be secure, because Community 15's strong players aren't just him alone. These people can also earn visa time themselves and won't allow a player who deliberately sells out teammates to serve as leader.

"Second, it would be difficult for him to hand over power and be an ordinary player in the community, because he has ability and is the community's former core, which is a threat to new core players.

"Finally, even if he leaves Community 15, where can he go? Community 15 is a strong player community that just activated death exemption tickets and has stronger teammates. Other communities, setting aside the issue of weak or strong, what if these communities also check his answers in this game? Keep running?

"So for Wang Weidong, these losses accumulated together far exceed the visa time losses in this game.

"He thinks he's strong enough and can still earn a lot more visa time, so as long as the green hills remain, there's no fear of lacking firewood.

"I showed mercy in the first question, only asking whether he had such thoughts. And Wang Weidong chose C, so there's a lot of ambiguous space.

"After returning to the community, as long as he briefly communicates with his loyal players, during the review he can completely use specific rhetoric to reduce the impact.

"Completely eliminating the impact is definitely impossible. Seeds of suspicion and hatred will take root in Community 15, but at least in the short term they won't produce too big a threat.

"If other players want to challenge Wang Weidong's authority, Wang Weidong can also ask back, are your thoughts completely clean?"

"As for what to do in the future? Actually there's no need to worry too much, because players will die in waves. There's no need to think that far ahead.

"In short, as long as there's no conclusive evidence from game rules, everything can be obscured through various means."

Chapter 314: Possible Loss-Mitigation Strategies

Li Renshu looked toward Lin Sizhi again, "Lawyer Lin, if you were to play this game, could you think of any better solutions?"

After considering for a moment, Lin Sizhi said, "There probably aren't any solutions that could fundamentally reverse the situation again. At most, there's some relatively minor optimization space in the details."

After thinking for a moment, Wei Yinzhang said, "I do have an idea.

"Suppose Wang Weidong guessed there might be 'unanswerable questions' at that level. Then he could actually formulate a defensive strategy in advance to reduce some losses in this extreme situation, right?"

"Of course, the prerequisite is that he must make arrangements before the second stage officially begins."

Everyone was somewhat curious, "How would he do that?"

Wei Yinzhong explained, "When Cai Zhiyuan asked the second question, Wang Weidong could reset the rules and 'rotate' to a player on his side, locking one of his players as the questioner."

"Although Cai Zhiyuan's side also had free agents deliberately answering against-conscience options to give money and ensure staying in power, if Wang Weidong's answering players truly chose the unanimous answer, the free agents' against-conscience options wouldn't be able to maintain staying in power."

"After that, Wang Weidong would have players on his side ask questions as favorable to themselves as possible. This way, although they'd still lose, they could lose slightly less visa time."

Lin Sizhi shook his head, "In theory it's possible, but in actual operation it's very difficult."

"First, before the second stage game officially begins, Wang Weidong doesn't know specifically what position Cai Zhiyuan will enter the game in, nor is he certain which side the next person after 'rotation' will be from."

"If the next person is still from Community 17 or Community 8, Wang Weidong can't determine whether Cai Zhiyuan instructed them in advance to continue asking the same questions. The risk is too great."

"If the next person is from Community 15, then this player may not be smart enough to keep asking the most appropriate questions. If things go wrong and they fail to 'stay in power', this problem would repeat.

"Second, to 'rotate' when answerers have high earnings requires answerers to vote.

"On Community 17's side, they just need to mindlessly vote to support Cai Zhiyuan continuing to stay in power.

"But on Community 15's side, it's very easy to create chaos, because according to the original harvesting plan, they should support Cai Zhiyuan staying in power. But according to the defensive plan, they should oppose Cai Zhiyuan staying in power.

"Especially since there are also Community 1 free agents involved, their votes are also difficult to control.

"These two situations are very easy to confuse. If someone votes wrong, it would completely backfire.

"Finally, there's the issue of time.

"Because players can't communicate after entering the second stage, they can only use the 15 minutes before the game starts to assign tasks, so Wang Weidong only has time to give all players one set of strategies.

"Just explaining clearly how to set up the rigged operation is already not easy.

"Cai Zhiyuan could implement a second strategy because he was the attacking side, requiring almost no coordination. He just needed to tell his free agents alone to 'actively answer against-conscience options to ensure staying in power'.

"But Wang Weidong, as the defending side, his plan requires voting coordination from all players. The explanation is more complex, and the implementation cost is higher."

Zheng Jie asked somewhat curiously, "What if Wang Weidong didn't choose to be the room host? For example, if someone with a clear conscience became the room host, then Brother Cai's questions couldn't threaten the host, and naturally the room rules wouldn't be canceled."

Lin Sizhi shook his head, "That would be even more unacceptable for Wang Weidong, wouldn't it?"

"The reason he chose to be the room host himself was to ensure that under any circumstances, he controlled the room rules. Set them if he wants, cancel them if he wants.

"As a core player, how could he willingly hand over this kind of power to someone else?"

Lin Sizhi paused, then continued, "Moreover, if Wang Weidong could really think of this possibility, his optimal solution wouldn't be to use this method to mitigate losses.

"The optimal solution would be to have players with guilty secrets enter the 4-person room and simply switch to 'internal circulation' mode.

"Looking at the final situation, although Community 1 was far less clever than Community 15, they received a blessing in disguise and actually had relatively fewer losses.

"And even if Wang Weidong thought of this level, he might still have had a fluke mentality, thinking other communities simply couldn't think of it and wouldn't so easily give up earnings.

"Overall, if Wang Weidong chose to struggle a bit more, he might be able to mitigate losses slightly, but there wouldn't be any fundamental difference."

Zheng Jie sighed, "Still too wealthy and powerful. Maybe he could have saved tens of thousands of minutes of visa time!"

Qin Yao nodded, "Yes, I feel Wang Weidong is a bit like Han Mengying.

"Previously in 'Conglomerate Nation', Han Mengying could also have used some methods to mitigate losses slightly, but she also gave up.

"Perhaps players like these all have similar characteristics? They're all somewhat arrogant."

Lin Sizhi wasn't surprised by this. He explained, "Arrogance is very normal.

"Strong players will definitely all be arrogant, just to varying degrees. Conversely, people who aren't arrogant can't become strong players.

"Here's a simple example:

"When your monthly income is 3000, buying something for 500 yuan, you'll budget carefully and consider repeatedly. If it breaks or gets lost, you'll feel very distressed.

"But when your monthly income is 30,000? When it's 300,000? When it's 3 million?

"The value of this thing doesn't change, it's always 500 yuan, but your attitude toward it will be completely different.

"If when your monthly income is 3 million, you're still haggling over something worth 500 yuan, that would actually be very abnormal.

"Because people's energy is limited. When you're haggling over unimportant small matters, it becomes very difficult to concentrate energy on any major matters.

"Like Wang Weidong and Han Mengying, if they really cared especially about a few thousand or ten thousand visa time, they would very easily look back and forth hesitantly in games, and naturally couldn't become strong players.

"Conversely, since they're already strong players who have earned a lot of visa time, their ability to bear losses is definitely much stronger than ordinary players.

"With defeat already determined, losing a bit more or a bit less isn't important to them. This is a very normal thinking inertia.

"If they pursued perfection in everything and deliberately pursued 'not being arrogant', wouldn't that be another form of arrogance?"

Zheng Jie nodded, "I see, that also makes sense.

"So if the core players on both opposing sides all found the optimal solution, wouldn't the player who got number card 1 have already won?"

Cai Zhiyuan shook his head, "It's not that simple.

"Because if you want to test specific reward and penalty rules and values in the first stage, it's very difficult to ensure your own earnings are maximized. Conversely, if you want to maximize earnings, some specific reward and penalty values might not be measurable.

"It's hard to determine whether the testing you give up will create pitfalls for the second stage game.

"Moreover, even if you get number card 1, you're only choosing the room first. The subsequent order of number cards will also affect strategy.

"For example, if large numbers of cards are near the front or back, or even appear in consecutive numbers, some specific tactics can be employed.

"Communities with cards 1 and 2 may not necessarily become opponents. They might also unite to harvest other communities.

"If we really deduce it, considering that each community's strength and interpretation of the game differ, there are actually many unexpected situations.

"If we must discuss the extreme case of 'everyone finding the optimal solution', then it doesn't have much discussion value. In Gallery games, this is a low-probability event that basically won't occur.

"In previous games, if the optimal solution was found, they all cleared with no pressure."

After thinking for a moment, Li Renshu asked again, "So does everyone think the appearance of a new S-rank God's Imitator is a good thing or a bad thing?"

Chapter 315: Two Types of Impact

This question made everyone fall into silence.

After thinking, Fu Chen was the first to speak, "We can't definitively say there are three S-rank God's Imitators now, right? It's also possible these three S-rank games were all made by one person?"

After considering for a moment, Wei Yinzhang said, "We can't rule out the possibility that 'a certain God's Imitator created multiple S-rank games', but when we consider problems, it's better not to think this way as much as possible.

"Supposing these three S-rank games were all made by the same God's Imitator, that would mean something very bad: the entire Gallery ecology has become unbalanced.

"This God's Imitator can save people when they want to save people, kill people when they want to kill people, and can frequently create various S-rank games. When other God's Imitators' submissions may not even be selected, they can almost monopolize the design rights for all Gallery games.

"If that were really the case, we might as well not call them a God's Imitator and just let them become a god directly.

"Considering this possibility would actually interfere with our judgment.

"So it's more appropriate to consider them as three separate people."

After thinking seriously, Zheng Jie said, "It must be a good thing, right?"

"No matter what, judging from the values demonstrated in 'Simple Q&A', this God's Imitator clearly leans toward the 'order' and 'justice' side, right?"

"Just like Yinzhang.

"Although this God's Imitator didn't directly enter the game like Yinzhang to distribute visa time to relatively disadvantaged players, there's still favoritism and care in the game rules.

"At least this method of using the against-conscience mechanism for interrogation can only be used by communities with relatively upright values.

"Not only that, this game will also have even more far-reaching effects on the ecology of various communities going forward.

"Those communities accustomed to selling out teammates in games to earn visa time, communities that deliberately abandon disadvantaged groups, will have to weigh whether doing so again might cause them to encounter this kind of 'heart-piercing' question in future games, leading to their community status collapsing.

"For communities like Community 12 and Community 15, it's a kind of restriction."

Wang Yongxin shook his head, "I think not necessarily.

"This reasoning might be overly optimistic.

"Although from the situation within this game, this kind of 'heart-piercing question' using the Gallery's against-conscience mechanism has great destructive power, I think the conditions for this to take effect are very stringent.

"Wang Weidong's situation is very likely a special case.

"To achieve such a goal actually requires simultaneously meeting three conditions:

"First, Wang Weidong is a core player within the community but hasn't established absolute authority.

"Second, Wang Weidong's community is relatively strong with relatively abundant visa time and can bear this kind of loss.

"Third, although Wang Weidong has been secretly doing bad things all along, he still needs to maintain basic decency and morality within the community.

"If any one of these three conditions isn't met, this plan might not take effect.

"When a community's ecology deteriorates to a certain degree, this kind of 'heart-piercing question' also becomes ineffective.

"For example, suppose Community 15 has already become Wang Weidong's absolute authority. He controls middle-tier players, forming a perfect pyramid structure and becoming the absolute power core.

"Then would he still fear this kind of 'heart-piercing question'?"

"Most likely he wouldn't.

"Because he could directly tell other players in the community: That's right, I admit it, I wanted to sell you all to earn gold coins, but so what? Can you resist me?"

Fu Chen was somewhat astonished, "It wouldn't go that far, would it? In that case, wouldn't other players in the community resist?"

"After all, they can gather seven votes."

Wang Yongxin shook his head, "A majority without organization doesn't count as a majority. When the votes in players' hands cannot form a united force, they simply can't gather seven votes and will only become individual votes.

"As long as other players in Community 15 are weak enough while Wang Weidong is strong enough, he can completely bypass the community's original voting mechanism.

"By doing proper benefit distribution, giving a small portion of people excessive benefits and using them to manage the majority of players, that's all he needs.

"Or for instance, if certain communities are very weak, like Community 12 which was originally like scattered sand, they also might not buy into this.

"Because for them, the community is scattered sand anyway. Who can really isolate whom? Compared to large amounts of visa time, morality is completely irrelevant.

"So I think the appearance of 'Simple Q&A' may not simply make all communities 'turn toward good', but is more likely to make all communities' ecologies become even more 'polarized'.

"It's possible to embrace relatively positive values like our community and advocate cooperation.

"But it's also possible that ambitious individuals in communities will further accelerate their scramble for power, building communities into absolute authorities or complete survival-of-the-fittest ecologies. This is also another way to solve the problem.

"And for core players in certain communities, this is actually an easier method to achieve."

Everyone fell into silence. Obviously, this possibility Wang Yongxin mentioned did indeed exist.

Take Community 12 for example. If they were ordinary disadvantaged players, they very likely wouldn't have a choice.

Even if Chen Guangming admitted he wanted to kill them, what then?

Vote to kill Chen Guangming?

Setting aside whether this plan would leak or whether someone would betray them, the question is what happens after killing Chen Guangming?

If they enter games, they still have no one to lead them and still can't survive.

If they don't kill Chen Guangming, at least he has the ability to lead. Moreover, after entering games, he still needs people to help him, and not all games have mechanisms like 'Shelter Game' for selling out teammates.

It's not necessarily certain they would die at Chen Guangming's hands.

In other words, even knowing Chen Guangming wants to sell out teammates, for ordinary players in Community 12, there's simply no other choice.

Moreover, after this game, when Wang Weidong returns to Community 15, will he reform and try to ensure he no longer has behaviors or thoughts of selling out teammates, or will he simply accelerate his pace, attempt to eliminate dissidents, and quickly turn Community 15 into his absolute authority?

It's hard to say.

Of course, during Wang Weidong's attempts to eliminate dissidents, other players in Community 15 would definitely resist, internal chaos would occur, which would certainly be a weakening for these communities.

But as Wang Yongxin said, we can't wishfully think that the appearance of 'Simple Q&A' only has positive impacts without negative impacts.

Wang Yongxin continued, "If we reason backwards from this point, we also can't wishfully assume the God's Imitator of 'Simple Q&A' is benevolent. They might also have a neutral attitude.

"They might be using this game to forcibly accelerate the evolution of each community's ecology, pushing competition between communities into an even more intense stage."

Li Renshu nodded thoughtfully, "Yes, although this line of thinking is slightly dark, we still need to fully consider various different possibilities."

Chapter 316: Wei Yinzhang's Speculation

Everyone fell into silence again.

Although the results of this game were good, the game's difficulty had also further increased.

Take this game for example. There were so many layers of strategy in the game, but the vast majority of people present could only think to the first two or three layers.

Without strong players leading, entering this kind of game would basically mean being at the mercy of others.

Moreover, although it was also a distribution-type game, 'Simple Q&A' was clearly much more brutal compared to 'Blood Poker' and 'Conglomerate Nation'.

Not only would same-community players be implicated together, but they would also return to the community carrying debt.

For communities that already had relatively little visa time, once players returned carrying debt, they would certainly die because it would be impossible to repay the debt within 48 hours.

From this perspective, distribution-type games were also starting to have death risks.

The increase in game difficulty would also seriously affect the ecology within communities.

Suppose games had always been at the difficulty level of 'Blood Poker' or 'Conglomerate Nation'. Then within communities, players adopting defensive strategies to obtain stable earnings and players adopting aggressive strategies to obtain excess earnings actually couldn't create too large a gap.

Because everyone could survive. It was just a matter of earning more or less but after difficulty increased, the latter's voice would further increase.

And this would further cause changes in community ecology.

Combined with the impact of 'Simple Q&A's' 'heart-piercing questions', where exactly these New World communities would head, only heaven knew.

Wei Yinzhang looked at the rules on the big screen again and said thoughtfully, "However, I still lean more toward this game's designer being a God's Imitator of a similar type to me.

"Meaning, they lean toward a lawful good alignment, with far stronger strategic planning than breakthrough capability, relying primarily on predicting the questions."

Li Renshu asked somewhat curiously, "Hmm? How can you determine this?"

Wei Yinzhang pointed at the rules on the big screen, "I'm inferring based on the way the God's Imitator obtains earnings from the game."

Everyone looked toward the big screen.

[Free agents' who receive 'majority' penalties will have that penalty borne by the questioner and become the God's Imitator's earnings. However, this effect can only take effect at most 15 times in each room.]

This rule was updated in the second stage and wasn't hidden at all, so most players didn't pay special attention to it.

But Wei Yinzhang was a God's Imitator. When seeing these rules, he would always subconsciously reverse-engineer them according to a God's Imitator's game design thinking, so he might have some thoughts different from ordinary players.

Fu Chen didn't quite understand, "What do you mean? Isn't this just a very normal rule?"

"You also said before that God's Imitators don't only have the method of killing people to seize visa time. They can also 'skim' or 'indirectly skim' in games.

"This is obviously a type of 'indirect skimming'.

"Simple Q&A is a distribution-type game. It's very normal for the God's Imitator to use this method to obtain earnings, right?"

Wei Yinzhang explained, "For other games it's very normal, but for this game it's not quite normal.

"After all, this is an S-rated game, and after carefully deconstructing the game rules, you'll find this game is designed very ingeniously and complexly.

"So there are two possibilities.

"First, this God's Imitator is an extremely intelligent God's Imitator who can not only design S-rated games but can also stably design A-rated and B-rated games.

"Second, this God's Imitator isn't particularly intelligent. Like me, they might have spent a very long time on design and then happened to predict the topic correctly."

After considering for a moment, Wang Yongxin asked, "But how did you rule out the first possibility?"

Wei Yinzhong said quite frankly, "I guessed.

"Supposing it's the first possibility and this God's Imitator is extremely intelligent, then what can be determined is that they definitely don't lack visa time.

"They might even feel distressed because they have too much visa time.

"Then they wouldn't need to so urgently set rules to profit themselves."

Zheng Jie was somewhat confused, "Wait, I don't quite understand. Please don't skip the intermediate reasoning steps."

Wei Yinzhong nodded and explained, "First, after setting this rule, the God's Imitator's earnings from the game can be roughly determined.

"In the three rooms, the first two rooms probably couldn't trigger the rule 15 times, but the '13-person room' most likely could.

"So when setting this rule, the God's Imitator could probably have expectations for their own earnings: it should be between 200,000 and 300,000.

"This counts as relatively high earnings."

Cai Zhiyuan recalled the game process, "Yes, from the specific game content, the God's Imitator's final earnings should be around 280,000."

Everyone sighed with emotion. As expected, God's Imitators were the elite in the Gallery.

For players, the average earnings from judgment-type games were only around 50,000 to 80,000. To obtain 300,000 minutes of visa time, one would need to risk death in about 5 games.

Although distribution-type games with high earnings could theoretically reach an upper limit of just over 100,000, they were rare opportunities.

But a God's Imitator, with one game, could casually earn this much.

Zheng Jie still didn't quite understand, "But what does this prove?"

Wei Yinzhong continued explaining, "Only God's Imitators who relatively lack visa time would somewhat undignifiedly write their earnings rules openly into the game rules.

"Because after explicitly writing it out, it's equivalent to encouraging players to more actively utilize this rule.

"Supposing this God's Imitator is an extremely intelligent God's Imitator, then they definitely wouldn't lack visa time.

"Because designing games earns money, and at the same time, they themselves enter games and can still earn money.

"If they can stably produce games rather than relying on topic prediction, then each game they'd earn at least 200,000 to 300,000, and entering games themselves they'd earn another 70,000 to 80,000 per game. The accumulated visa time would practically become an astronomical figure.

"They might even feel distressed because they have too much visa time.

"In that case, they wouldn't need to specifically design such a rule. It wouldn't even matter if they had no earnings.

"For God's Imitators who can stably design A-rank games, having the Gallery adopt more of their games to increase their authority is much more important than obtaining visa time.

"This earnings rule appearing in S-rank game rules seems a bit low-class, so I lean toward this God's Imitator being the second situation.

"That is, this S-rank game came from predicting the topic. This God's Imitator doesn't have particularly stable earnings and still relatively lacks visa time.

"If that's the case, I think the possibility that they themselves have goodwill toward players is higher."

Everyone fell into contemplation.

Li Renshu lowered her head in thought for a long while, "Hmm... predicting a topic and getting an S-rank game... Although it sounds somewhat absurd, looking at Yinzhang's situation, we can't say it's impossible..."

Wei Yinzhong's 'Fool's Game' came from topic prediction. Looking at it now, if 'Fool's Game' could add some mechanisms similar to 'heart-piercing questions' to produce even more far-reaching effects on various communities' ecologies, it would also have great hope of obtaining an S rating.

From this point, 'predicting an S-rank game' wasn't impossible.

In Wei Yinzhong's view, 'predicting' had a greater possibility than 'temporary design', and much greater at that.

Fu Chen was somewhat excited, "Then this is indeed good news. No matter what, the more God's Imitators like Yinzhong, the better."

After considering for a moment, Wei Yinzhong said again, "There's one more thing: after this game, I think 'setting up code phrases' needs to be put on the agenda as soon as possible.

"In future distribution-type and selection-type games, designs that 'deliberately separate same-community players' will very likely become increasingly common. We should take this seriously."

Chapter 317: Identification Plan

Cai Zhiyuan nodded, "Yes, I agree.

"From the current situation, games that restrict teaming will definitely become increasingly common. Our community is actually already falling a bit behind, and we need to quickly make up for this shortcoming."

The other players also nodded one after another.

This trend didn't require Wei Yinzhang to specifically remind them. Actually, most players could notice it.

Many games that 'deliberately separate same-community players' had already appeared, such as 'Blind Date Game', 'Fool's Game', and 'Simple Q&A'.

Although the specific separation methods differed, the purpose was the same.

They all aimed to increase players' communication costs and raise the game's difficulty.

For games like these, if same-community players weren't separated and could discuss and adopt team strategies at any time, the game's difficulty would greatly decrease, and strategic gameplay would be affected.

Moreover, this separation would gradually show an increasingly strict trend.

Because as time passed, players within communities gradually increased their understanding of each other, and simple separation measures would become less and less effective.

When God's Imitators design games, especially selection-type games, they often design based on the premise that 'players don't know each other'. Once players become familiar with some and unfamiliar with others, the game's balance would be seriously affected.

So God's Imitators would definitely also adopt increasingly severe separation measures.

Wei Yinzhang continued, "I mainly have two ideas.

"First is targeting 'masking mechanisms' similar to 'Fool's Game'.

"We find some common elements, such as 'numbers', 'colors', 'playing cards', 'chess pieces', 'tarot cards', 'animals', 'plants', 'shapes', and so on. Each player in the community is assigned one type.

"This way, as long as similar elements appear in games and are linked to anonymous identities, certain associations can be made, allowing for preliminary screening.

"Second is targeting 'information gap mechanisms' similar to 'Simple Q&A'.

"Each of us can write some of our own professional knowledge, or content that can clearly distinguish us from other players. Of course, it doesn't need to be too much, because other players might not remember or might mix things up. Around ten items should be enough."

After considering for a moment, Wang Yongxin said, "Hmm... From the perspective of game mechanics, doing this would indeed help in future games.

"But there will also be corresponding risks.

"This system would be equivalent to 'code phrases' or a 'password reference table' within our community. If a traitor appears in the community, this entire system would be leaked to other communities.

"At that time, it could be very troublesome.

"On one hand, the preferences and personality traits of our community's various players might be exposed. Other communities might use these rules to set traps for us in reverse.

"On the other hand, after leakage, it would be very troublesome for us to change it. Because we've already memorized the previous version, and everyone's first choice also conforms to intuition. After modification, we'd need to memorize and remember again, and might also mix it up with the previous version."

After serious consideration, Li Renshu said, "This risk does exist, but it's ultimately a low-probability event.

"I think we still shouldn't avoid eating for fear of choking."

Cai Zhiyuan proposed, "This system doesn't need to correspond to every player, only to core players in games, or one-third to at most half of the players in the community.

"As for shared information, we also shouldn't share excessively deep or sensitive information. Just share some of our relatively obscure professional knowledge."

Everyone nodded. This was a compromise approach that could serve the purpose of mutually identifying each other in anonymous games while not worrying too much about information leakage.

After consideration, Li Renshu said, "In that case, let's select four players.

"Lawyer Lin, Brother Wang, Cai Zhiyuan, and Yinzhang.

"From the current situation, you all have the possibility of entering games and becoming core players.

"Each of you choose 'a number within 10', 'a number within 100', 'any color', 'any playing card', 'any Chinese chess or international chess piece', 'any animal or plant', 'any shape', 'any tarot card'.

"And also, based on your professional knowledge, create 10 simple but relatively obscure professional questions.

"Set up code phrases, but don't expose too much personal information.

"This way, other players only need to remember four people's information and won't easily mix them up."

Everyone nodded.

Li Renshu let out a long breath, "Alright, then this game's review ends here. Everyone has worked hard, go back and rest!"

...

That evening, Yang Yuting privately found Cai Zhiyuan and took the initiative to bring up the matter of donations.

"How much are you planning to donate to the Luxury Fund?"

"I'm thinking, the earnings from this game mainly relied on you, so the donation matter should also be decided by you. At least let's determine a rough amount."

Cai Zhiyuan shook his head, "It's been emphasized repeatedly that donations to the Luxury Fund are purely voluntary and should be according to one's ability."

"There's no need to discuss it."

Yang Yuting shook her head, "That won't do. This time we obtained earnings from the game, the five of us were one unit. If we're donating, of course it's better to donate together."

"Moreover, although everyone says donations should be as low-key as possible to avoid others misunderstanding it as 'forced donation', how can we really be low-key when it's our turn to donate?"

"We don't need to deliberately show off, but we definitely need to clearly demonstrate it in the amount."

After considering for a moment, Cai Zhiyuan said, "If I were to propose..."

"My suggestion is that each of us donate 80,000."

Hearing this number, Yang Yuting still felt it was slightly painful. However, she didn't immediately object but instead asked, "Does the number 80,000 have any particular significance?"

Cai Zhiyuan explained, "Currently the Luxury Fund has 210,000 remaining, and purchasing a death exemption ticket requires at least 300,000."

"So considering the minimum amount, we only need to donate a total of 100,000, which is 20,000 per person, to ensure we can purchase the next death exemption ticket."

"But if we want everyone to notice the donation amount and try to activate new products, that would be far from enough."

"As for how much fund money is needed to activate the next type of special product, this is hard to say. There are three possibilities:

"First, after activating the death exemption ticket at 300,000, every 100,000 activates a new type of product or function.

"Second, every 300,000 activates a new type of product or function.

"Third, the first time is 300,000, the second time is 700,000, the third time is 1200,000... meaning each time continues to accumulate on top of the previous amount.

"I personally lean toward the second possibility being more likely.

"Because 100,000 per tier seems somewhat too low. There's no reason these precious items and functions should be unlocked that easily.

"And the third situation is too high, exceeding the bearable range for the vast majority of communities."

Chapter 318: Donations

Cai Zhiyuan paused slightly and continued:

"So if we want to try unlocking new products, we might as well directly attempt according to the second possibility and raise the total amount of various funds in the community to 600,000 to see.

"Previously, due to the progressive tax rate, each of us was forcibly withheld around 15000, totaling 75000. So theoretically, if we donate an additional 330,000, we should be able to reach this value.

"But if we're already donating 330,000, we might as well continue and round it up to 400,000.

"Based on this number, each of us would donate exactly 80,000.

"Moreover, the usage rules for the 'Luxury Fund' have also changed now. If we urgently need visa time later, we can also withdraw a portion of our own donations.

"So this visa time won't be wasted. Most of it can still be withdrawn.

"Of course, whether to actually donate still depends on individual decisions.

"As I said, we can't create a tendency of forced donations."

Yang Yuting fell into contemplation.

However, after considering for a moment, she still nodded, "Yes, what you said makes sense. I agree with this amount.

"Even after donating this much, our earnings from the game would still have over 45000 left, which is also about the average earnings of a normal game.

"Then I'll privately communicate with Zheng Jie, Aunt Zhou, and Dai Yifan."

Cai Zhiyuan nodded, "Alright."

Watching Yang Yuting's departing figure, Cai Zhiyuan was thoughtful.

If Yang Yuting hadn't come to proactively find him, he also wouldn't have gone to find Yang Yuting, Zheng Jie, and the others to discuss donations.

At most, he would have just donated a portion of his own earnings.

Although Cai Zhiyuan made the greatest contribution in this game, it was most inappropriate for him to discuss donations.

So Cai Zhiyuan didn't plan to take the initiative to do so.

As for the remaining four people, Dai Yifan and Zhou Guifen definitely had no political awareness. The possibility of them proactively proposing donations was very low.

Cai Zhiyuan had originally thought Zheng Jie would come find him first, after all, Yang Yuting was closer to Wang Yongxin but unexpectedly, Yang Yuting was the first to proactively bring it up.

If considered from the perspective of Wang Yongxin and Yang Yuting's small group, Yang Yuting had no reason to proactively find Cai Zhiyuan to propose donations, nor was there any need to help Cai Zhiyuan persuade the other three people.

But from Yang Yuting's own perspective, it was a different matter.

Obviously, Yang Yuting's proposal was from her own standpoint, the result of fully weighing the pros and cons.

For Cai Zhiyuan, this was an even better possibility than Zheng Jie coming to find him.

In such a community environment, players' political awareness would inevitably continue to improve.

...

The next morning.

Lin Sizhi, Wang Yongxin, Cai Zhiyuan, and Wei Yinzhang, the four of them, distributed their handwritten materials to other players.

According to the content agreed upon previously, they each selected different elements such as numbers, colors, playing cards, chess pieces, animals, plants, shapes, tarot cards, and so on. Then, based on their professional knowledge, they created 10 simple but obscure professional questions.

One sheet for each of the remaining 8 players in the community.

Zheng Jie first looked at Lin Sizhi's materials, "The numbers are 5 and 12, the color is gray, the playing card is King of Diamonds, both types of chess pieces are rooks, the animal is owl, the plant is wisteria, the shape is triangle, the tarot card is Wheel of Fortune...

"Huh, the tarot card is actually Wheel of Fortune? I thought Lawyer Lin would choose 'Justice' or 'Judgment'."

Lin Sizhi was silent for a moment, "I just randomly chose. Please don't over-interpret.

"Of course, if you must find connections, there are some. Wisteria symbolizes 'law', 'justice', and 'rule of law spirit'. Mainly because the color and shape are quite distinctive.

"Triangle is relatively close to the image of scales.

"'Che' (rook) is a left-right symmetrical character, which is also somewhat close to the image of scales.

"As for the tarot card, not choosing 'Justice' or 'Judgment' is purely a personal preference issue: I'm a lawyer, not a judge, and I don't pursue absolute justice."

Zheng Jie briefly flipped through the other three people's materials. Everyone's choices were still quite different.

Wang Yongxin's choices were obviously much more high-profile: the playing card was King of Hearts, the chess piece was King, the animal was lion, and the tarot card was Emperor.

Everyone had guessed Wei Yinzhang's chosen tarot card: The Fool.

Cai Zhiyuan should have deliberately avoided relatively popular choices. His playing card was Jack of Spades, chess piece was elephant, animal was parrot, and tarot card was Hermit.

Because there were only four people's materials, it was relatively easy to remember.

Of course, no one could be certain whether these materials would specifically play a role in future games, but preparing for a rainy day would never be a bad thing.

Yang Yuting looked around. Everyone in the community hall happened to be present.

So she said to Li Renshu, "Renshu, the five of us discussed yesterday and decided to each donate 80,000 minutes of visa time to the Luxury Fund, totaling 400,000."

Li Renshu was somewhat surprised, "400,000? That much?"

She looked at Zheng Jie, Zhou Guifen, and Dai Yifan again, "You all agreed too? Each person donating 80,000?"

The three nodded respectively.

The others were also somewhat surprised.

Because these three players were after all the relatively disadvantaged groups in the community that needed care, especially Dai Yifan. He had just joined the community and only had the most basic visa time before this game.

After donating 80,000 all at once, his earnings from the game would only have less than 50,000 left.

Yang Yuting explained, "According to current rules, the Luxury Fund can be withdrawn, so it can't be considered purely donations anymore. It has some characteristics of savings."

"Moreover, being able to obtain excess earnings in this game was also the result of our community's unity and cooperation. Especially since the four of us didn't make too many special contributions, it's appropriate to donate more to give back to the community."

Wang Yongxin looked over thoughtfully but didn't say anything.

Obviously, Yang Yuting privately finding Cai Zhiyuan to determine the donation amount and then persuading the other three players, this matter hadn't been communicated to Wang Yongxin, nor was there any need to communicate it.

Li Renshu nodded, "Good. Since you've already discussed it, we of course all welcome it."

The five people who participated in 'Simple Q&A' each went to the vending machine to operate it, donating 80,000 minutes of visa time.

Although when Wang Yongxin donated previously, he had proposed the suggestion of "no showing off, no comparison", obviously no one in the community would really do that.

Especially for this kind of large donation, it would be even more impossible to do it privately and secretly.

Soon, everyone completed their donations, and the Luxury Fund also reached a new high: 610,000.

Seeing this number, many people breathed a sigh of relief.

When the motion was proposed before, there were actually some opposing opinions within the community. Some people worried about what to do if no one donated again afterward and they couldn't purchase death exemption tickets again.

Looking at it now, there was no need to have such concerns for the time being.

Chapter 319: Identity Card

"Quickly check if new products have been activated."

Yang Yuting immediately checked the product list on the vending machine.

Of course, she wasn't certain about it either. After all, according to Cai Zhiyuan's speculation, the visa time needed to activate new products might also be calculated cumulatively.

But looking at the community's current prices, activating a new function every 300,000 was the most likely scenario.

The others also came to the vending machine to check.

Sure enough, compared to the previous product list, some new entries had indeed been updated, including more food, clothing, daily necessities, luxury goods, and medical supplies.

But what was obviously more important was the new special product.

Only this time, the new item that appeared was somewhat beyond everyone's expectations.

Not the item's function, but its usage format.

[First Player Identity Card]

[Price: 200,000 minutes of visa time]

[After purchase, community players can vote to grant this identity card to a certain player to hold.]

[Voting again can change the holder, but each change has a 30-day cooldown period and can only be changed outside of game time.]

[First Player Privileges:]

[1. Every 30 days, can refuse one mandatory game invitation.]

[Cannot refuse when the player profile is selected by a game with judgment characteristics.]

[After refusing a mandatory game invitation, other players may be forcibly selected from this community or other communities to participate. The specific selection method depends on the game's invitation rules.]

[2. Every 30 days, can spend 100,000 minutes of visa time to provide 'a suggestion of no more than 10 words' to players inside a game.]

[When the community possesses a First Player Identity Card, they can synchronously obtain basic game rule information with players inside the game.]

[Submitted suggestions will be reviewed by the Gallery and cannot reveal or hint at hidden game mechanisms, otherwise they will be rejected.]

[After suggestions are rejected three times in the same game, it will directly consume the suggestion opportunity.]

[3. When voting within the community, will be counted as 2 votes.]

[Note: The First Player's privileges 1 and 2 will have separately calculated cooldown times. Usage times cannot accumulate, and cooldown countdown only begins after use.]

Everyone's expressions varied.

Obviously, this product's usage was very different from the 'Death Exemption Ticket'. It wasn't a single function but had three functions simultaneously.

The first function could be seen as 'Refusal Right', able to refuse game invitations.

The second function could be seen as 'Suggestion Right', able to provide suggestions to players inside games and allow community players to synchronously know game rules.

The third function could be seen as 'Voting Right', meaning it counted as 2 votes by default when voting within the community.

But the biggest problem lay precisely in this: these three functions were bundled together and couldn't be purchased separately.

Moreover, these three functions would be forcibly bound to one player, which also meant this player would have greater power within the community.

This item's name was called 'First Player Identity Card'. It could be said to be quite fitting.

Besides this, during the specific usage process of this item, there might also be various small problems.

Li Renshu looked at the others, "Should we buy it?"

Yang Yuting thought for a moment, "We should definitely buy it, right?"

Fu Chen also nodded, "I also think so. Let's buy it first and talk later."

Li Renshu lowered her head and considered for a moment, "We don't need to be that hasty. Let's first discuss this new item's specific functions and usage. It's not too late to purchase after we've discussed it clearly.

"This is after all 200,000 minutes of visa time. We should be cautious."

Everyone returned to sit by the long table in the hall.

Li Renshu looked at everyone, "Everyone speak freely. Whether to purchase or not, and how to use it after buying, we can all discuss.

"Although it seems like a very useful new item, we also need to seriously consider whether it's worth it. After all, the visa time required for purchase or use is not a small amount.

"We also need to consider situations where we can't obtain this much earnings in future games."

Fu Chen spoke first, "It should definitely be better to purchase, right?"

"Leaving aside everything else, 'submitting suggestions' alone is very important.

"Each game's selection rules are different. Core players leading teams may not necessarily have voluntary participation slots, and many players after entering games might very likely be confused as bystanders and fall into misunderstandings.

"External suggestions can often play a big role.

"Although it's limited to 10 words, the suggestion in 'Birth Judgment' was limited to 2 words, and Lawyer Lin also gave a good enough suggestion.

"Under specific conditions, a good suggestion might save a life.

"Moreover, this is equivalent to providing us with an additional choice. We can choose not to use it, but we can't not have it."

Wang Yongxin slightly shook his head, "I think we should be cautious about buying this item.

"Can choose not to use it but can't not have it' isn't a reason we must buy it.

"The vast majority of items in the vending machine can be described with this phrase, but we're not going to buy everything, right?

"For me personally, buying similar items definitely requires serious consideration of cost-effectiveness.

"After all, we're not wealthy enough to completely disregard time as money.

"Let's look at them one by one.

"First, refusing mandatory invitations, basically only one player can possess this.

"Although voting can change the identity card holder, it can only be changed once every 30 days. And after changing, it will involve various other problems. In principle, it can't be changed randomly.

"When one's player profile is selected, they cannot refuse.

"But only such games have the highest mortality rate. Like when I was forced to participate in 'King's Judgment' or Officer Cao was forced to participate in 'Shelter Game'.

"Other games actually don't have such high mortality rates.

"For example, 'judgment-type games where you're not the judgment target', or general 'selection-type games' like 'Blind Date Game', 'Fool's Game', and also 'distribution-type games'.

"There's no reason to refuse distribution-type games. These games basically have no death risk. At most you lose money. If you don't participate in these, what would you participate in?

"After refusing selection-type games, which players will fill in depends on each game's specific selection rules. Only a few selection-type games will fill positions from players voluntarily participating from other communities. Besides that, most situations forcibly select same-community players to fill in.

"In that case, what's the meaning of refusing game invitations?

"It's only beneficial to the individual holding the identity card, not necessarily beneficial to the community, because other weak players might be forced to participate."

Chapter 320: Controversy Over Usage

Wang Yongxin continued, "As for 'submitting suggestions', I acknowledge this is the most useful function, but it may not be worth that much visa time.

"Because buying the identity card requires 200,000, and submitting suggestions requires another 100,000.

"Moreover, suggestions may not necessarily be effective.

"In targeted judgment-type games, situations where players stubbornly persist and refuse suggestions are very likely to occur.

"And in some relatively complex games, even if players inside the game know the solution, they may not necessarily be able to execute the corresponding strategy.

"If 100,000 minutes of visa time can save a community member, then of course it's worth it.

"But to happen to encounter a suitable game and happen to have a suitable executable suggestion, what exactly is the probability? The lower the probability, the less worthwhile this money is spent.

"Besides this, the First Player's 1 vote being counted as 2 votes seems like a bonus, inconsequential, but actually its impact might be larger than imagined.

"Because the community now has 12 votes, exceeding half requires 7:5.

"But if one vote counts as two, then only 6:6 would be needed, because it would default to counting as 7:6.

"I don't think this is necessarily a good thing."

Fu Chen hesitated somewhat, "But this is after all a new item unlocked after donating an additional 300,000 to the community fund. If we don't buy it, wouldn't that be a bit of a loss?"

Wang Yongxin shook his head, "We don't necessarily have to buy every new item, right?"

"If you understand some business common sense, you should know some products are bundled sales traps, or merely serve an 'anchoring effect' purpose.

"The so-called 'anchoring effect' is deliberately setting up a very expensive product. Ordinary people won't buy this product. Its only function is to anchor a value, making other products look like good deals, thereby increasing players' willingness to purchase other products.

"So I don't think all items must be bought. Some of these items might purely be decoys.

"After buying the next death exemption ticket, we can completely continue to save the remaining visa time for future emergencies.

"For example, this 'Simple Q&A' had situations of 'returning to the community carrying debt'.

"If similar rules appear in the future and our community's players suffer serious losses in games, after returning to the community, this money can still be used to save lives.

"Taking ten thousand steps back, even if someday we really need to use this item, we can purchase it temporarily.

"When the need isn't clear, keeping some cash on hand is a more prudent approach."

The other players also fell into contemplation.

For relatively intelligent players, it wasn't difficult to guess Wang Yongxin's other intentions behind these words.

Obviously, this item had a very different nature from the 'Death Exemption Ticket'.

The 'Death Exemption Ticket' could be 'split' through certain methods, allowing some players to share its usage rights and veto rights.

Although it couldn't be split among all community players, key players like Wang Yongxin could enjoy a portion of the rights.

But the 'First Player Identity Card' was different. Its three privileges were almost impossible to split and basically could only be enjoyed by one player.

Although in theory it could be transferred, theory didn't equal actual circumstances.

And even if transferred, it would be transferred to weak players within the community. Wang Yongxin himself absolutely couldn't use it.

In the current fund, a large sum belonged to him. In a situation where he could gain almost no benefit from this item, he of course didn't want to purchase it.

After considering for a moment, Li Renshu looked toward Cai Zhiyuan, "Being able to bring back a large amount of visa time and activate new products this time, you and Yang Yuting played quite key roles.

"Each of you also share your own views?"

After serious consideration, Cai Zhiyuan said, "I think we should buy it.

"Although this identity card seems relatively expensive, costing 200,000, it's not a one-time item but permanently effective.

"That is, the 'refuse game invitation' function can be used continuously. The earlier we buy it, the more we use it, and naturally the more profitable it becomes.

"Looking at it over a longer time period, averaging out the 200,000 price, it's actually still cost-effective.

"We can certainly also purchase it temporarily when needed, but that way, it's equivalent to wasting the free uses of the 'refuse game invitation' function.

"If we'll most likely buy it eventually anyway, then we should buy it directly. Buying later is actually less cost-effective.

"As for specific usage...

"This item can be transferred between players once every 30 days, and can refuse a game once every 30 days. We can choose to use it in rotation, or choose to specifically take care of particular disadvantaged players.

"Although after refusing, the mandatory game participation slot might still transfer to other community players, most relatively dangerous selection-type games will specifically select the weakest players in the community.

"After refusing once and then selecting again, the selected player will always be somewhat stronger.

"As for suggestions, we can use them or not.

"According to the item description, after obtaining this item, players within the community can also immediately see the current game rules and think of countermeasures.

"Although we can't see the specific situation inside the game, players within the community can fully deliberate.

"We would definitely only spend 100,000 minutes of visa time to purchase when everyone thinks a certain suggestion can play a role.

"As for counting an extra vote when voting, this would indeed cause motions to forcibly pass at 6:6, but when our community sets up motions, we basically obtain the consent of most players. Situations of 7:5 are already rare, let alone situations of 6:6.

"So this isn't too big of a problem either.

"Overall, spending 200,000 minutes of visa time to purchase a reusable item and gain some additional options, I think given our community's current situation, it's still worthwhile."

Zheng Jie asked, "Then... after buying this identity card, do we default to having everyone use it in rotation according to a certain order?"

Cai Zhiyuan explained, "How exactly to use it, we can decide based on the subsequent situation.

"Having everyone use it in rotation is one method. Having a fixed player or certain type of players use it is another method.

"Some players might not be good at games but are indispensable to the community. Then we can also let them hold this item for a long time to further ensure their safety.

"Of course, if holding it for a long time, they definitely need to make sufficiently large contributions to the community and obtain the consent of most players."

Dai Yifan was somewhat puzzled. Obviously, regarding 'not good at games but indispensable to the community', he didn't quite understand.

But other players understood clearly. This clause specifically referred to people like Li Renshu.

Although having Li Renshu use it herself had some suspicion of 'special privilege', if considering the most extreme situation where she really died in a game, it would truly be very troublesome.

Because currently, the only person capable of taking over Li Renshu's position was Lin Sizhi, but Lin Sizhi had already emphasized three times that he wouldn't take over.

And other players, whether Fu Chen, Cai Zhiyuan, Wei Yinzhang, or Wang Yongxin, obviously would find it very difficult to completely convince everyone.

Forcibly taking over might very likely cause huge changes in Community 17's entire ecology, even causing a split.