

## Imitator 321

### Chapter 321: Wei Yinzhang's Proposal

Everyone temporarily fell into silence, each lowering their heads in thought.

Obviously, there was a relatively large divergence of opinion this time. Both Wang Yongxin and Cai Zhiyuan's arguments had merit, making it difficult to quickly reach consensus.

The most crucial point was that both of them had made significant contributions to the community fund.

If the fund was mostly contributed by one party, they would definitely need to give priority to that person's opinion, but in the current situation like this, it wasn't easy to decide.

Dai Yifan tentatively said, "Actually, isn't this problem simply that Brother Wang and Brother Cai each contributed half the visa time, so you can't reach consensus?"

"Why not put this matter aside for now? After whoever's cumulative contribution to this fund reaches 200,000, they can just pay for it themselves, right?"

Everyone shook their heads, "That certainly won't work."

Dai Yifan was a bit embarrassed. Obviously, his political awareness in this community was currently at floor level, and as soon as he spoke, he exposed himself.

Fu Chen helpfully explained, "It's not just an issue of visa time.

"The appearance of this type of item is itself a result of community building. Although ordinary players in the community contribute somewhat less, it can't be ignored.

"This 'First Player Identity Card' has exclusivity, meaning only one can be purchased.

"Whoever has more money owning it definitely won't work. It still must be decided by community vote to determine its ownership."

After consideration, Li Renshu said, "I think since this topic itself is relatively complex, we should simply split it up for discussion.

"First discuss 'whether to buy or not'.

"Then discuss 'how to use it after buying'.

"If we mix them together for discussion, it's easy to talk past each other.

"Let's first assume that after buying this item, everyone can use it in a relatively acceptable way, for example, using it in rotation or giving it to specific groups to use. Then how many people think we should buy it?"

"Everyone simply show hands to vote first.

"Players who think 'it's not worth purchasing no matter how it's used' raise your hands first. As long as half agree, we won't buy it."

Wang Yongxin, Xu Tong, and Zhou Guifen raised their hands.

Li Renshu looked at the two, "Xu Tong, and Auntie Zhou, briefly explain your reasons."

Xu Tong looked at Wang Yongxin, "I relatively agree with Brother Wang's view."

Zhou Guifen said, "I think this item is sold too expensively, right?"

"If it's an item like the 'Death Exemption Ticket' that can definitely 100% save a person, 300,000 is acceptable.

"This identity card costs 200,000, but whether it's refusing invitations or sending suggestions, it's not necessarily certain to save people. What if we lose both the person and money?"

"There are still quite a few people in the community who are relatively short on visa time. I think it's better to be more frugal and not spend so lavishly.

"Why not save up more? When we've saved for the next item, compare which of the two items is better, then purchase."

Obviously, older players were still more inclined toward saving and careful budgeting. This wasn't surprising at all.

Li Renshu nodded, "Understood.

"Then from the current situation, actually most players still think we should purchase it. The main controversy lies in the specific usage method.

"If it can be used according to one's own ideas, everyone certainly hopes to purchase it.

"But if it can't, then everyone thinks we simply shouldn't buy it, right?"

The others didn't speak, but obviously, most people truly thought this way in their hearts.

After consideration, Li Renshu said, "Then this matter is very clear. This item must be used in rotation and cannot be held by a certain player continuously.

"As for how specifically to rotate, we need to come up with a plan that most players can accept as much as possible.

"The identity card has three different functions. Different players' needs will also differ and can be discussed separately.

"Does anyone have any ideas?"

After consideration, Wei Yinzhang spoke first, "This is what I think:

"First, the third function '1 vote counts as 2', we can consider not using it. Like Brother Wang said before, this function would cause 6:6 motions to forcibly pass, which might create problems.

"Because it's anonymous voting, we can't confirm afterward which side the player holding the identity card specifically voted for, and thus can't correct erroneous motions.

"We can require the player who gets the identity card not to vote within a limited time, so they would automatically abstain.

"The others are still defaulted to one vote each. This way, 6:5 cannot pass, avoiding some extreme situations."

Wei Yinzhang paused slightly and continued, "As for the first two functions, we can allocate them to two different types of players.

"The second function is 'submitting suggestions'. I believe this is a function urgently needed by relatively weak players.

"Suppose due to game rule restrictions, players entering the game don't have leadership ability, or the leading player encounters a 'confusion as a bystander' situation. Then weak players would definitely all hope to receive suggestions from the community, even if just a few words.

"So except for players like Lawyer Lin and Brother Wang who are definitely determined from the start not to need suggestions, this function should be shared by all weak players in the community.

"We can stipulate this: If during game invitations, due to selection rule reasons, game cores within the community couldn't enter the game to lead, or if game cores entered the game but players remaining in the community, after seeing the rules, think this is a game type they're not good at, then we directly provide suggestions.

"For example, if Brother Wang leads a team into a game but encounters one with judgment characteristics that requires actively abandoning earnings, we still need to provide suggestions.

"This clause shouldn't have much controversy, because no matter who holds the identity card, they can exercise this function.

"The key lies in the first function: 'refuse invitations'.

"Since the second function mainly benefits weak players, then I think the 'refuse invitations' function should preferably benefit key members within the community, meaning rotating among key figures.

"I'll be frank: I want this function.

"Of course, I think Li Renshu, Brother Wang, and Cai Zhiyuan also need it equally. If necessary, we can also add Lawyer Lin."

This actually surprised everyone.

Because when everyone discussed before, they were still being somewhat evasive. When opposing the purchase, they actually thought they wouldn't get their turn, so they opposed, but were too embarrassed to say so directly but Wei Yinzhang went straight to the point, which actually made this issue simpler.

Wang Yongxin was also somewhat surprised because Wei Yinzhang had included him.

He originally thought that no matter what, this identity card wouldn't be his turn anyway.

Chapter 322: Four People Rotating the Identity Card

Wei Yinzhang continued explaining, "I believe this function isn't meant to protect weak players, but rather to protect those irreplaceable members within the community.

"Both Renshu and I aren't good at games. Renshu plays a great role in the community's management and cohesion, while I, as a God's Imitator, can provide information to everyone.

"So the two of us need this function.

"As for why I think Brother Wang and Cai Zhiyuan also need it? Because these two can earn a lot of visa time for everyone.

"Take Brother Wang for example. Actually, Brother Wang isn't good at all games. What he's best at is economics-related games, especially distribution-type games.

"If he encounters selection-type games, Brother Wang also still has the possibility of failure.

"The same applies to Cai Zhiyuan. What he's good at is algorithms, and he also performs best in distribution-type games.

"So from the community's perspective, I think we should let them only enter distribution-type games and enter fewer selection-type games. Earning more money under the safest possible conditions is the most efficient approach.

"As for Lawyer Lin, from his current performance he seems relatively all-around and can handle most games, so whether he needs this function can be decided by himself."

After considering for a moment, Lin Sizhi said, "I don't need it."

Wei Yinzhang continued, "So we can directly rotate the identity card among the four of us."

"If the 'refuse invitations' function isn't used, then it defaults to changing once a month."

"If the 'refuse invitations' function is used, then after rotating to the next person, time should be calculated from when the cooldown period ends, still for a period of one month."

"Simply put, it ensures that each person has at least the right to 'refuse invitations function available for 1 month'."

Wei Yinzhang's words obviously had an effect.

Previously, many people hadn't thought this much. They just felt this thing was very expensive and most likely wouldn't be their turn to use it, so they weren't very willing to purchase it but after Wei Yinzhang analyzed it this way, many people changed their minds.

Especially for Wang Yongxin.

Previously, most people thought that Wang Yongxin was a strong player and a game core. He had no reason whatsoever to refuse 'game invitations'.

But thinking carefully, his refusing 'game invitations' actually made sense.

In fact, Wang Yongxin was different from Lin Sizhi. He wasn't particularly proactive about participating in games originally. Only for those distribution-type games that seemed to suit him would he be relatively eager.

As for selection-type games with death risks, he wasn't very enthusiastic.

But this wasn't necessarily a bad thing, because regardless of whether Wang Yongxin was enthusiastic or not, after he entered distribution-type games and earned money, he truly would donate money to the community fund.

If he died in selection-type games, he wouldn't be able to earn big money from distribution-type games in the future, which would be a loss for the entire community.

Therefore, using the 'refuse invitations' function to care for indispensable key players within the community, and the 'submit suggestions' function to help weak players inside games, after distributing this way, the vast majority of community members could benefit.

Although 'protecting weak players' was an option that sounded completely correct, many strong players also had demands to be protected.

And from the community's overall perspective, protecting strong players was actually a more advantageous strategy.

After serious consideration, Li Renshu nodded, "Yes, what Yin Zhang said also makes a lot of sense. What do you think, Brother Wang?"

Wang Yongxin was obviously also somewhat swayed. After a moment of silence, he nodded, "Yes, according to this explanation, my previous considerations were indeed somewhat lacking."

Yang Yuting frowned slightly, "My question is, is it fixed to just these four people?"

"From the current view it's reasonable, but other players might also play roles in future games, or become more important within the community."

"We should still determine a clear standard, right?"

"Or we can also re-vote to select people at regular intervals."

Li Renshu nodded, "Yes, that's true."

"My suggestion is to provisionally select four players who can rotate the 'identity card' and exercise the 'refuse game invitations' right."

"Among these four players, we'll vote to select the 2 with the best in-game performance and most contributions. The other 2 will be those everyone thinks have the greatest role within the community and are indispensable.

"After all four players have rotated once, we'll vote to re-select.

"This way, if someone wants to obtain the 'identity card', they should perform themselves better in games as much as possible, or play a greater role in community building.

"Of course, if due to environmental changes, certain players' status rises, we also need to take that into consideration.

"For example, currently injuries in games aren't very common, but future games might frequently feature injury situations. At that time, Dr. Xiao Zheng's status would rise, and one of the two positions with greater community roles should be allocated to him as much as possible."

Everyone nodded. By now, everyone had finally reached general consensus on this new item.

Although this item's cooldown time was very long, with both functions having a 30-day cooldown and likely not playing too big a role, for players within the community, as long as they could get what seemed like a fair distribution plan that allowed them to benefit, even if the benefit was small, it was acceptable.

Li Renshu continued, "Alright, then let's first conduct a simple show of hands vote to select the first batch of four people to rotate the 'identity card'."

This process seemed somewhat redundant, because based on the community's current situation, after excluding Lin Sizhi, the ones selected would definitely be Li Renshu, Wei Yinzhang, Wang Yongxin, and Cai Zhiyuan.

But Li Renshu still followed standard procedure, arranging for everyone to voluntarily sign up and vote by show of hands, ultimately confirming these four people as the selections.

"Alright, then I'll next draft a motion forming clear rules on specifically how to use the 'identity card', submit it to the community, and then everyone will vote to execute it.

"Overall it will still follow Yinzhang's previous suggestions, with possible supplements in details. I'll explain in detail to everyone at that time."

Everyone nodded. Obviously, forming these contents into a motion and submitting it to the community was very necessary.

This was to avoid disputes and quibbling over details when using corresponding items and functions later.

Having been in the New World for so long, everyone had already gotten used to forming all community-discussed content into motions and submitting them to the rules.

If they didn't submit it, they would instead feel uncomfortable all over, always uneasy.

## Chapter 323: Evolutionary Trend

Soon, Li Renshu submitted the motion and prepared to purchase the 'First Player Identity Card' after the motion passed.

[A player has proposed a motion, which has been approved by the community.]

[Motion content: Add usage rules for the 'First Player Identity Card'.]

[1. The identity card will be held in rotation by 4 players within the community, with specific candidates determined by vote of all members.]

[2. When the 'refuse invitations' function is not used, the holder will be changed once every 30 days by default.]

[3. After using the 'refuse invitations' function, the next holder will begin calculating holding time from when that function's cooldown period recovers.]

[4. After all holders have completed rotation, new holders will be re-elected by vote.]

[5. When more than half of players not participating in games within the community believe 'suggestions should be provided', the identity card holder must execute unconditionally.]

A 1-hour countdown appeared below.

Li Renshu had already returned from the Community Management Office and explained, "I originally also wrote clause 6: Players holding the identity card cannot participate in community votes and will be treated as abstaining by default.

"But the community rules would not approve it.

"It should be because this rule contradicts the community's basic rules and has the suspicion of depriving players of voting rights.

"So this clause can only be a verbal agreement."

The others didn't say anything. There was indeed no alternative.

They couldn't just not buy the identity card because of this one rule, right?

Being unable to enforce it through community motions meant it relied entirely on the self-awareness of the identity card holder. This might have some hidden risks, but looking at the current situation, there shouldn't be too big a problem.

Soon, the voting was completed.

[Now announcing anonymous voting results:]

[In favor: 9 votes.]

[Against: 3 votes.]

['First Player Identity Card' usage rules established.]

This result wasn't surprising.

Having 3 votes against was very normal, because there would always be some players who felt sorry about visa time or had other opinions, but from the voting pattern, it was still relatively healthy.

Li Renshu submitted another motion vote and, according to the previous discussion results, confirmed the four candidates for the 'First Player Identity Card'.

Afterwards, everyone used the fund to purchase the identity card.

This was an ordinary-looking small card with nothing special about it but its special functions gave it additional meaning.

Everyone passed it around to examine, played with it in their hands, and finally passed it back to Li Renshu.

"Now there's one last small issue, which is in what order we four will rotate," Cai Zhiyuan said.

Although in a rotation situation, who used it first didn't matter much, the order would still have some impact.

After consideration, Li Renshu said, "I suggest giving it to Yinzhong to use first.

"Setting aside other factors, this item's usage plan was proposed by Yinzhong, so it's very reasonable for her to use it first.

"As for the order among us three, it doesn't matter."

Wang Yongxin nodded, "I agree. Then you two ladies use it first. I can be last."

After considering for a moment, Cai Zhiyuan said, "You donated more visa time, so you take third place. I'll be last."

The others were somewhat surprised. On this issue, Cai Zhiyuan and Wang Yongxin were actually deferring to each other, not confronting each other like before.

It might also be because the specific order was an inconsequential matter for the four people.

Wei Yinzhong didn't decline either, "Alright, then I'll respectfully accept."

[Community 17's current First Player is: Player No. 2 Wei Yinzhong.]

Wei Yinzhong bowed slightly to everyone, "Thank you all very much."

Li Renshu smiled and said, "This is what you deserve."

"Alright, no matter what, this game's earnings were good, we've also activated a new item, and the community's overall strength has increased again."

"Let's have a gathering dinner tonight and celebrate a little!"

Xu Tong was very happy, "Great! We can try the new dishes!"

...

That evening.

After the dinner ended, everyone returned to their rooms to rest.

Wang Yongxin and Yang Yuting came to the small room on the third floor again.

Yang Yuting had been a bit apprehensive, because after returning from this game, she actually hadn't stood on Wang Yongxin's side on many matters.

But she felt considering herself wasn't wrong. After all, after Wang Yongxin entered the community's management level, he might not consider her interests like before.

If Wang Yongxin expressed dissatisfaction because of this, that would actually be somewhat unreasonable.

But Wang Yongxin didn't mention these things. He just displayed a rather relaxed posture, as if he only wanted to casually chat with Yang Yuting and discuss the community's recent situation.

"What do you think about this new item?"

"That 'First Player Identity Card'."

Yang Yuting didn't quite grasp Wang Yongxin's meaning for a moment, "What about the identity card? Isn't it just a special item?"

Wang Yongxin added, "Do you think it will have any impact on our community's ecology?"

Yang Yuting lowered her head and thought, "It shouldn't have too big an impact, right?"

"Although this item card seems like only one person can use it, our community's plan is also quite good, and most players are relatively satisfied."

Wang Yongxin was silent for a moment, "From the current view, of course there's not too much impact."

"But I always have a premonition that this item's appearance might represent some kind of trend."

"The community might unavoidably experience power concentration."

Yang Yuting didn't quite understand, "What do you mean?"

Wang Yongxin explained, "We know the Gallery has will, and the community should be the same."

"The items that appear in the community themselves might also represent a certain tendency.

"Take this item for example. Actually, the first two functions could also be made in a form similar to 'Death Exemption Tickets', purchasing single-use times.

"But they were bundled onto this identity card.

"Not only that, an 'extra vote counted' privilege was forcibly added to this identity card.

"I guess this item obviously wasn't customized according to our community's ecology. Most likely, all communities will activate the same item after paying more into the fund."

After serious consideration for a moment, Yang Yuting said, "So you mean this itself represents some kind of community tendency, hoping that the entire community's power becomes increasingly concentrated?"

"This item is some kind of catalyst.

"And if we want to resist this trend, we might have to pay a large cost."

Wang Yongxin nodded, "Yes. Although this is just speculation, I have a premonition that this speculation is very likely to become reality."

Yang Yuting temporarily fell into silence.

Wang Yongxin's meaning was actually very clear. From the current situation, each community's ecology was different. There were communities with completely concentrated power, and communities with relatively dispersed power.

And Community 17 absolutely belonged to the type with relatively dispersed power.

If items within the community were refreshed according to community ecology, then Community 17's refreshed items should be another type.

The functions might be relatively similar, but wouldn't be concentrated on one player.

So the greatest possibility was that after all communities increased their construction level, the items unlocked were all the same, and these items would all make community power more concentrated.

Chapter 324: Ambition

After consideration, Yang Yuting said, "Making these speculations based solely on existing information seems somewhat too hasty. Moreover, only one item is activated for every 300,000 visa time. Who's to say the usage of later items won't change?"

"There's a saying: 'For every policy from above, there's a countermeasure below'. No matter how the Gallery's items restrict us, we can still use new motions to re-constrain these items' usage methods and distribute usage rights to all players as much as possible."

Wang Yongxin slightly shook his head, "Thinking this way might be somewhat too optimistic."

"We players are essentially lab rats controlled by the community and Gallery. If the community or Gallery truly forcibly dictates a certain evolutionary direction, we might not be able to resist."

"My thinking is, if that situation really occurs, we should also prepare accordingly."

"Suppose a new item appears in the community later."

"This item's function is very powerful, but it forcibly stipulates that only one player can hold it, it cannot be split by any method, and the holder will control great power."

"What do you think will happen then?"

Yang Yuting thought for a moment, "Everyone would definitely vote to decide who specifically holds it."

"However, the final voting result would most likely be Li Renshu winning."

"But Li Renshu would also have to make clear guarantees to everyone not to misuse these powers, otherwise others might not vote for her or change holders midway."

Wang Yongxin nodded, "Yes, but what if the community forcibly stipulates that once this item is given to a certain player, it cannot be revoked or transferred?"

"Or what if Li Renshu doesn't want to give up these powers but is unable to maximize this item's effect?"

Yang Yuting heard Wang Yongxin's implication, "If this situation really occurs, you'd want to compete for it, right?"

"Currently you can accept the community being mainly managed by Li Renshu, but if power expands afterward, the situation would become different.

"You think although Li Renshu does quite well at managing the community, her ability in games is obviously insufficient. And as power concentrates, she may not always be able to take care of everyone in the community.

"In comparison, you still hope you can control the power yourself.

"But looking at it now, this doesn't seem very possible, right?"

"The vast majority of people in the community still recognize Li Renshu more.

"Moreover, you've now entered the five-person group. Although you've been allocated some power, this also means most of the dirty and tiring work will be handed to you.

"For example, when the fund access rules were changed before, on the surface it seemed like the plan you proposed, but actually this was also with Li Renshu's tacit approval or even hints, right?

"The final result is that those players who don't support this plan, even if they have opinions, these opinions are all directed at you, not at Li Renshu.

"It's clearly her final decision, but you're the one taking the blame.

"In this situation, your image in other players' hearts will probably only get worse and worse. This can't be reversed just by donating money.

"Following this trend, you'll probably never be able to affect Li Renshu's position."

Wang Yongxin shook his head, "Is that so? I don't think so.

"Take the matter of changing the fund access rules before. On the surface, it does seem like I'm taking the blame more, while Li Renshu maintains her 'good person' image.

"If they're players with poor political awareness, they indeed can't see through this point.

"But the problem is, our community players' political awareness is all increasing, and increasing very quickly. It shouldn't take them too long to figure this out.

"The more crucial issue is that taking the blame isn't necessarily always a bad thing.

"When I take the blame for Li Renshu, on the surface it looks like I'm at a disadvantage, but I'm also gradually strengthening the image of 'daring to take responsibility and daring to solve problems' in some players' minds.

"Not afraid of being criticized, even willing to affect some players' interests, forcibly pushing forward plans beneficial to the community as a whole. I know this kind of image is unpopular in an environment without survival pressure.

"But what if we switch to an environment with survival pressure? Would such an image necessarily be a bad thing?"

Yang Yuting was stunned. Obviously, this was indeed a blind spot in her previous thinking.

Wang Yongxin continued, "You need to know, everyone has different ecological niches. It's unrealistic for me to forcibly compete for Li Renshu's ecological niche.

"As a woman, she naturally carries a harmless image, making it more advantageous for her to unite the community and become the core in relatively peaceful, low-pressure environments.

"Her image naturally lacks aggression, so when proposing moderate plans, it's easier to get most players' approval.

"But I'm different. Even if I proposed the same plan as her, everyone would always choose her and never choose me.

"So forcibly competing for her ecological niche would be very foolish. I must stagger positions.

"The ecological niche suitable for me is a strongman image that can unite the community and lead the community forward with powerful means.

"This ecological niche is my comfort zone and can also be staggered from Li Renshu's ecological niche.

"Currently this kind of image is of course unpopular in Community 17, but I believe as the community environment evolves, I'll definitely find an opportunity.

"I'm waiting for exactly such an opportunity."

Yang Yuting fell into silence. Obviously, Wang Yongxin's plan was much more complex than she had imagined.

She originally thought that after Wang Yongxin entered the management level, as a newly joined member, he had no choice but to proactively do this dirty and tiring work to take the blame for Li Renshu.

But now it seemed Wang Yongxin and Li Renshu each had their own ideas.

For Li Renshu, it was obviously inappropriate for her to forcibly push such a plan. It would damage her long-standing image. So since the community structure had already changed and Wang Yongxin had to join, she might as well let Wang Yongxin do this dirty and tiring work and take some blame for her.

And Wang Yongxin also had his own calculations. He wasn't taking these blames for nothing.

Once the Gallery's environment became cruel and Community 17 needed a strong person with sufficient means to lead everyone forward, Wang Yongxin might also wait for his own opportunity.

Although this opportunity currently seemed small, what if?

Previously, Yang Yuting thought Wang Yongxin would most likely never get into the five-person group, but not long after, Wang Yongxin waited for the opportunity.

Perhaps this time would be the same.

Wang Yongxin would never give up competing because the opportunity seemed slim. On the contrary, he was very happy to make full preparations and wait for those slim opportunities.

After considering for a moment, Yang Yuting asked, "Then... you're telling me all this, what do you hope I'll do?"

Wang Yongxin said quite frankly, "I hope you can still support me as always.

"This time you and Cai Zhiyuan donated money to the fund together, I actually strongly approve.

"I don't think you considering yourself is anything wrong. After all, after I entered the five-person group, you'd worry that I'd no longer put your interests at the highest priority like before. This is a very normal thought.

"But you might have underestimated my ambition.

"If my pursuit were merely to stop here, to be a mid-level manager in the five-person group specifically doing dirty and tiring work for Li Renshu, then I indeed wouldn't need to focus on your interests anymore.

"But if I want to go further, I definitely still need your strong support.

"So I'll help you gain greater voice in the community as much as possible.

"If that day really comes, then you might be as important to me as Cai Zhiyuan is to Li Renshu."

Chapter 325: New Invitation

Yang Yuting fell into contemplation, then nodded, "I understand. As long as you're willing to support me in gaining greater voice in the community, I'll also work hard to improve myself and give you more support in return."

Wang Yongxin was satisfied with this, "Good. I don't like talking to others about morals or commitments. Those are all empty. For me, just talking about interests is enough.

"Binding interests is the most stable and unbreakable relationship.

"So I also hope you won't be influenced by other factors.

"When we have common interests in the community, we can establish unbreakable cooperation based on interests. When we don't have common interests, we can also choose to go our separate ways, then rebuild cooperation when common interests appear again.

"For both of us, this is a better way to cooperate."

Yang Yuting nodded, "In the last game, I really didn't have any particularly good performance.

"Cai Zhiyuan was too strong in that game, so I think I probably can't compete for the position of the third game core in the community."

Wang Yongxin shook his head and consoled her, "It's fine. Everyone has parts they're good at, and no one can predict what kind of games will come next."

"The reason I'm optimistic about you is because you're still young, have good potential, and your privileged family background gave you a good character and sufficient confidence."

"In this hellish place called the New World, as long as you survive, there will always be infinite possibilities."

"Don't take previous matters too much to heart. Focus on the more distant future."

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That evening, Lin Sizhi returned to his room and discovered a new game invitation had appeared on his computer.

[Hello, Lin Sizhi.]

[As games continue to proceed, players and God's Imitators will be continuously eliminated.]

[During this process, you as an excellent God's Imitator have contributed greatly, but many players and God's Imitators have also begun to gradually adapt and refuse to evolve and change.]

[Those who only think about surviving in safe communities without any enterprising spirit don't deserve to survive in the New World.]

[One week from now, the Gallery will open a new 'Selection Game', with the selection range including 'all players' and 'all God's Imitators' from Communities 1 through 20.]

[However, this game's format will be somewhat different from previous ones.]

[In this game, the Gallery will send out game design invitations for 'Basic Rules' to all God's Imitators.]

[The selected proposal will become the 'Basic Rules' for this game.]

[After that, all God's Imitators can design an independent game unit under the 'Basic Rules'. After entering the game, players can freely choose game units to play.]

[After the game ends, fixed proportions of players and God's Imitators will be eliminated based on game results.]

[Players will have a fixed elimination rate of: '30%.']

[God's Imitators will have a fixed elimination rate of: '20%.']

[The deadline is 8 AM tomorrow. You have 12 hours to complete the 'Basic Rules' design.]

[After the 'Basic Rules' are determined, the Gallery will again send out game design invitations to all God's Imitators.]

[Now, the 12-hour countdown begins. Please make your choice.]

Seeing this game invitation, Lin Sizhi was slightly surprised.

Because it was completely different from previous game invitation formats.

Previous game invitations all let God's Imitators freely design proposals, only selecting the best proposal among them to set up the game venue.

As for those God's Imitators whose proposals weren't selected, there were no penalties whatsoever.

The Gallery had previously screened God's Imitators through 'Selection Games', such as 'Blind Date Game', but mainly through 'proposal modification' and 'forced entry into games'.

The targets were basically all individuals.

But after previous screenings, those God's Imitators with poorer performance should have all been filtered out.

Whether they were God's Imitators 'always unable to design B-rank games' or God's Imitators 'attempting to set up rigged operations', they should have mostly died.

Under these circumstances, the vast majority of God's Imitators were in very safe positions.

They could ensure stable selection into a game within a certain time period through methods like topic prediction and definitely wouldn't lack visa time.

In this situation, they were far safer than ordinary players.

Because they could consciously participate more in community building, increasing their voice, and not participate in any games they didn't need to.

And those games that forcibly selected according to certain rules often selected weak players, either screening by visa time or by number of times discussing motions.

As long as God's Imitators deliberately avoided these conditions, it was very difficult to be selected.

But obviously, this situation was something the Gallery was unwilling to see.

This game invitation set fixed elimination rates. Players would have a fixed 30% elimination rate, while God's Imitators would have a fixed 20% elimination rate.

Although 'the game's basic rules' would be decided by a certain God's Imitator, regardless of what the specific rules were, this elimination rate wouldn't change.

But securing the design rights for the 'game basic rules' was still very necessary.

Because through setting basic rules, one could target a specific type of player or God's Imitator, thereby producing a more biased elimination effect.

Lin Sizhi looked at these two elimination rate numbers and fell into thought.

"This elimination rate is very unfriendly to God's Imitators.

"On the surface, the elimination rate seems lower than players, only 20%, but the problem is, God's Imitators themselves are also considered players.

"So God's Imitators actually bear a double elimination rate.

"Not only will they be forced to design games, but they'll also be forced to enter games. If either identity falls into the elimination range, it will lead to death.

"For the person designing the game's basic rules, they must ensure the basic rules have very clear ranking and elimination mechanisms.

"If they can't select the players and God's Imitators at the bottom of the rankings, or if the selection isn't convincing enough after being made, then the proposal will definitely be rejected by the Gallery.

"At the same time, they should utilize the opportunity of designing basic rules as much as possible to directionally screen certain specific players and God's Imitators, making the Gallery and New World evolve in the direction they more expect.

"There's one more tricky point. This time's basic rules actually need to consider multiple layers of strategy.

"Players will definitely try to exploit loopholes in the game or undermine other players. That's certain.

"God's Imitators will also try to exploit loopholes in the basic rules to design game units more favorable to themselves.

"Besides this, between God's Imitators themselves, they also need to consider whose proposal will be more popular. Simply thinking about designing a cruel game to harvest players won't work, because players can choose other God's Imitators' games."

This game invitation's time was very short, only 12 hours, meaning the basic rules would be selected by 8 AM tomorrow.

After serious consideration, Lin Sizhi began writing the rules.

Chapter 326: Information That Can Be Revealed

The next morning.

The time had already passed 8 AM, so the Gallery had already selected the basic rules.

Before leaving his room, Lin Sizhi specifically checked, and fortunately, the basic rules he designed last night had been selected.

This meant all God's Imitators would have to design games within the rule framework he provided.

Lin Sizhi came to the hall and found quite a few people were already waiting.

Once everyone had arrived, Wei Yinzhang, as usual, shared this invitation's information with everyone.

Li Renshu couldn't help but frown, "A selection-type game that all players must participate in?"

"A fixed 30% elimination... that's a very high elimination rate.

"And God's Imitators will also be eliminated at 20%?"

"That means God's Imitators not only have to design games and meet specific requirements, but also obtain sufficient earnings when participating in games themselves.

"If either condition isn't met, they'll die."

The expressions on other players' faces were also somewhat grave.

Although in previous selection-type games, it was often weaker communities that had more deaths and Community 17's situation was relatively optimistic, this time after all, everyone was forced to participate.

Moreover, a 30% mortality rate was indeed somewhat frightening.

What's worse, with God's Imitators themselves under great elimination pressure, would they choose to transfer all the pressure onto players? Would they all design games with particularly high mortality rates?

These were all unknowns.

And the unknown itself was most capable of making people feel fear.

Fu Chen quickly asked, "Then what exactly are the basic rules this time?"

Wei Yinzhang hesitated slightly and didn't directly state the exact rules, because she wasn't too sure which of this information could be explicitly stated and which couldn't.

If she said the wrong thing, something not very good might happen.

So after deliberation, Wei Yinzhang decided to only reveal part of the information.

"Simply put, the general mode is like this:

"Over the next five or six days, each God's Imitator will design their own game unit.

"After the game officially starts, players will be scrambled and randomly matched to some of these game units.

"But after being matched to these game units, players aren't forced to participate. They can self-select within a certain range."

Li Renshu said thoughtfully, "That means this game is more like a game lobby?"

"Each God's Imitator is equivalent to setting up a stall in this lobby.

"Players might not be able to visit all the stalls, but can still choose stalls to play games within a certain range.

"Then does that mean ultimately, the final elimination list will be decided based on players' and God's Imitators' earnings?"

Wei Yinzhang nodded, "Yes, you can understand it that way."

Fu Chen said somewhat worriedly, "In that case, could there be a situation where 'player mortality exceeds 30%'?"

"To avoid dying themselves, God's Imitators will definitely desperately increase game difficulty, right? After all, the more players they kill, the higher their earnings. The higher the earnings, the less likely they'll fall into the final 20% and die.

"In that case, player mortality might very likely exceed 30%, right?"

"Unless the Gallery stipulated from the start that only the final 30% of players would be eliminated. If it's a baseline 30% elimination with no upper limit, that's truly unimaginable..."

Wei Yinzhang hesitated slightly, then said vaguely, "Looking at the basic rules, this possibility does exist.

"If players who fail to achieve the goal don't reach 30%, then they'll be ranked by earnings from high to low, directly eliminating the final 30%.

"But if players who fail to achieve the goal exceed 30%, for example reaching 35%, then all 35% of those players will be eliminated.

"God's Imitators have a different set of rules, but overall, they also need to earn more visa time from players."

This was yet another very bad piece of news. Everyone's expressions were somewhat grave.

In other words, this time the Gallery seemed to have made up its mind to continue the killing spree. In the most optimistic situation, players would still have 30% mortality.

Now they could only pray that the dying players would mainly come from other communities.

Yang Yuting sighed, "This God's Imitator is really ruthless. Could it be made by the 'Shelter Game' God's Imitator again?"

Wei Yinzhang hesitated, "That's hard to say.

"Because this time, the basic elimination rates for players and God's Imitators were set by the Gallery, directly written in the initial game invitation and can't be changed.

"No matter which God's Imitator designs the basic rules, they must satisfy these two elimination rates, otherwise they definitely won't be adopted.

"I actually think this God's Imitator still carries some goodwill and mercy.

"I can't explain the specific reasons, but from the point that 'players can freely choose game units designed by God's Imitators', considering other rule details, I vaguely have this feeling.

"So the situation isn't that terrible. It hasn't reached the point of despair yet."

Li Renshu asked again, "Then in the next few days, what can we do?"

Everyone looked toward Wei Yinzhang, obviously hoping she could give some hints.

Because the game unit Wei Yinzhang designed would inevitably also be selected for this game. Although they might not necessarily be matched to it, what if?

Of course, everyone also knew this thinking actually had the suspicion of 'rigging operations' and itself carried great danger.

The more situations like this arose, the more rational they needed to be.

Wei Yinzhang was actually already revealing as much information as she could. If she stated the specific plan, she might very likely cross the line.

After serious consideration, Wei Yinzhang said, "My suggestion is that everyone can study the gameplay of basic gambling tools and card games."

Li Renshu was somewhat surprised, "Hmm? Are you saying there are similar requirements in the game invitation's items?"

Wei Yinzhang shook her head, "No. This time there aren't too many restrictions on the game units God's Imitators design, nor is there obvious bias.

"The item list also doesn't show any particularly special content.

"The only requirement is that each God's Imitator's designed game unit can't be too large or too complex.

"That means this game will consist of many small games with relatively simple structures put together.

"So I speculate that a large number of God's Imitators will definitely adopt a 'last-minute cramming' design method, choosing to simply modify some classic gambling tools and card games before submitting them.

"Because this situation is relatively special, the approval standards are very, very lenient, so the game design itself isn't that important. What's important is earning as much as possible compared to other God's Imitators."

Everyone couldn't help but suddenly understand.

Although in this situation they couldn't speculate on the Gallery's intentions, they could speculate on other God's Imitators' intentions.

Chapter 327: Replacement Identity

This game was equivalent to being conducted in a game lobby. Players could self-select game units, so it was very likely that some God's Imitators' games would be very popular while other God's Imitators' games would have no players.

Moreover, large complex games occupied more space, and the Gallery would definitely impose corresponding restrictions.

From these two points, it could be inferred that simple games and classic games would more likely maintain a baseline and be easier to get approved.

If players could grasp this information, they could specifically cram some knowledge about gambling tools or card games.

Even if in the game these basic rules would be modified by God's Imitators, they could at least save some time understanding the rules. No matter what, it would be useful.

Wei Yinzhang finally said, "This is all I can reveal. I'm sorry."

Li Renshu nodded, "Yes, this information is already very valuable."

"Everyone quickly go to the library area to find similar books and cram."

Soon, everyone in the hall dispersed and began searching for corresponding books, preparing to cram some knowledge about gambling tools and card games.

Li Renshu asked again, "Then... Yinzhang, do you plan to refuse this game's invitation?"

Wei Yinzhang nodded, "Yes, I want to refuse.

"As a God's Imitator, there's only a 20% chance of death, and the time ahead is still relatively ample. I think as long as I seriously understand the rules thoroughly and the game unit I design isn't too poor, it will be very safe.

"But if I enter the game as a player, I may not necessarily encounter my own game, and I don't know which players I'll be matched with. A 30% mortality rate is still too dangerous.

"On-the-spot problem-solving really isn't my strong suit."

Li Renshu nodded, "Yes, this is good. Since the identity card has already been purchased, we should use it as much as possible to maximize its effect.

"It's just that this time we probably can't use the 'submit suggestions' function, after all, everyone has to participate in the game with no one remaining in the community.

"The death exemption ticket's cooldown time also hasn't arrived yet, so we can't purchase it again.

"This time we can only do our best and leave the rest to fate."

Wei Yinzhang nodded, "Yes, I'll head back to my room first. Although I can use the identity card to refuse game invitations as a player, I can't refuse design invitations as a God's Imitator.

"Over the next few days, I need to think carefully about how to design so I won't be in the bottom 20% of the God's Imitator group."

Although there were still several days until the game started, and God's Imitators had just learned the basic rules and hadn't yet completed designing game units, the atmosphere within the community had already instantly become tense.

...

That evening.

Community 15.

Xu Zhao returned to his room, sat somewhat wearily at his desk, and let out a long breath.

After the 'Simple Q&A' game ended, Community 15's situation over these past two days had been very bad.

It could even be described as chaotic.

On the morning the game ended, Xu Zhao and Wang Weidong returned to the community. Seeing the game results announced on the big screen, the community was naturally in an uproar.

This was the first time Community 15 had lost so badly in a distribution-type game.

Wang Weidong's leadership ability had always been recognized by the entire community, and he had performed well in previous games, so this failure was even harder to accept.

Before formally beginning the review, Wang Weidong found Xu Zhao and other players who participated in the game, as well as his original die-hard supporters within the community, and did a lot of work privately.

On one hand, he promised Xu Zhao and other players who entered the game that he would lead them to earn more visa time afterward. On the other hand, he communicated in advance with die-hard supporters within the community, having them give him certain support as much as possible during the subsequent review and community discussion sessions.

Of course, since everyone carried debt, Wang Weidong also needed to persuade other players in the community to donate enough visa time to the fund and redistribute it to these players to repay their debts.

Such serious losses affected the interests of all community players. Although arrangements had been made in advance, the afternoon review session still caused the entire community's atmosphere to drop to freezing point.

Although Wang Weidong barely managed to suppress opposing voices within the community, his position in the community was also shaken.

In the next two or three games, he had to find a way to lead the team to earn back enough visa time to make up for it.

Otherwise, let alone another serious loss or player death situation, even if earnings weren't high enough, Wang Weidong's position within the community would become precarious.

But for Xu Zhao at this time, there was nothing he could do.

Sitting down at his study's computer, Xu Zhao, as usual, prepared to look at these game rules once more before sleeping.

For every New World player, no matter how many times they looked at these game rules, it was never enough.

But today's situation was somewhat different.

Because a completely new pop-up window appeared on Xu Zhao's computer that he had never seen before.

[Hello, Xu Zhao.]

[Congratulations on obtaining a hidden identity in the New World: 'God's Imitator'.]

[Think like a god, judge like a god, and also commit serious crimes against humanity like a god.]

[You'd better carefully conceal your identity, because 'deicide' is precisely humanity's eternal pursuit.]

A simple pop-up window made Xu Zhao's eyes widen involuntarily, momentarily stunned.

"God's Imitator?"

"This means I've obtained the God's Imitator identity?"

"Why? This is so sudden..."

"Could it be because a God's Imitator accidentally died in a previous game?"

Thinking about it, Xu Zhao realized this was indeed the most likely explanation.

Up until now, almost all players knew that God's Imitator was an advantageous identity in the Gallery with great benefits and almost negligible drawbacks.

However, players couldn't actively obtain the God's Imitator identity.

Some players also speculated that if God's Imitators died, the Gallery might still re-select God's Imitators from among the players.

Obviously, Xu Zhao was now encountering exactly this situation.

Although the previous 'Simple Q&A' was a distribution-type game, if they returned to the community carrying debt and couldn't gather enough visa time to repay it within 48 hours, they might still suffer instant death penalties.

Forty-eight hours had already passed.

Of course, the Gallery definitely had more than one game proceeding at the same time. It was also possible that deaths occurred in other games, or certain players died naturally due to visa time running out.

Or perhaps the Gallery simply wanted to increase the number of God's Imitators.

But no matter what, Xu Zhao had now also obtained God's Imitator qualifications. This was undoubtedly good news.

Every night he would look at these game rules, repeatedly studying some high-rated games, even often thinking about what kind of scenario it would be if he designed games himself.

Although he had never actually written rules, he had plenty of ideas in his mind.

After closing this pop-up window interface, a new pop-up window immediately appeared on the computer screen.

[Hello, Xu Zhao.]

[As games continue to proceed, players and God's Imitators will be continuously eliminated.]

[Five days from now, the Gallery will open a new 'Selection Game', with the selection range including 'all players' and 'all God's Imitators' from Communities 1 through 20.]

[However, this game's format will be somewhat different from previous ones.]

[You must design an independent game unit under the 'Basic Rules'. After entering the game, players can freely choose game units to play.]

[After the game ends, fixed proportions of players and God's Imitators will be eliminated based on game results.]

[Players will have a fixed elimination rate of: '30%.']

[God's Imitators will have a fixed elimination rate of: '20%.']

[The game's 'Basic Rules' have been determined. Please carefully review them.]

[You have 5 days to complete your own game unit. If you fail to submit a proposal within the limited time, you will be directly eliminated: suffer instant death penalty.]

[Please make your choice.]

Chapter 328: Basic Rules

"Is this the game invitation God's Imitators receive?"

"A selection game with full participation, and such a high elimination rate?"

"Although our community has one death exemption ticket, with full participation, it basically won't be my turn to use it.

"I don't know if obtaining God's Imitator qualifications now is a good or bad thing...

"God's Imitators have additional death probability, but can also participate in game design, planting loopholes in the game or specifically designing rules they're good at.

"I still need to first look at what the specific rules are."

Seeing the blatant mortality rate numbers in this invitation, Xu Zhao didn't panic too much.

Although player mortality rate would stack with God's Imitator mortality rate, this could be avoided.

God's Imitators could leave backdoors for themselves in games. This was almost universally known.

After all, after games ended, all rules would be updated within communities, and hidden rules could be seen at a glance.

Some hidden rules, you could tell at a glance were backdoors God's Imitators left for themselves.

As long as you knew these hidden rules in advance and mastered sufficient information gaps, you could establish enormous advantages in games.

The Gallery didn't prohibit this type of behavior. It could even be said the Gallery encouraged God's Imitators to leave backdoors for themselves in games, as long as it wasn't too excessive. This was a natural and justified privilege.

If Xu Zhao hadn't obtained God's Imitator status, he couldn't possibly know the next game would be a selection-type game with such high mortality rates. He couldn't prepare mentally in advance, and after entering the game he'd very likely panic.

But now, he not only knew part of the content in advance, he could also design a game unit himself.

If he could encounter his own designed unit in the game, survival rate would inevitably greatly increase. At least he could ensure he definitely wouldn't be in the bottom 30% of players.

Of course, risks still existed.

But since the Gallery had already given him God's Imitator status, he couldn't refuse at this point and could only accept.

Xu Zhao quickly looked at this game's 'Basic Rules'. As a God's Imitator, he had to design his own game unit under these basic rules.

[Basic Rules]

[I. Matching Mechanism]

[The game is divided into 12 different game lobbies. Each lobby has 20 different players, randomly drawn one each from 20 different communities.]

[Within the same game lobby, there will be no players from the same community.]

[Game units designed by God's Imitators will be randomly distributed to different game lobbies in the form of 'game rooms'.]

[Each game lobby has 6 different game rooms. Each God's Imitator's game room will be distributed to at least 3 different game lobbies.]

[Players in lobbies can freely choose game rooms to play.]

[II. Game Room Earnings]

[In each game room, there are corresponding chips. Chips from different rooms are not interchangeable.]

[When designing their own game room, God's Imitators can obtain a certain amount of 'funding'.]

[Funding amounts range from 30,000 to 150,000 minutes of visa time. The more times players play games within the room, the higher the room's unlocked funding amount.]

[As the game continues, each game room will obtain corresponding 'funding withdrawal quotas'. Players holding that room's chips will divide the currently withdrawable funding according to the 'held chips / total current chips in that room' ratio.]

[Additionally, God's Imitators can choose to invest their own visa time to increase the funding quota ceiling in game rooms.]

### [III. Player Death Exemption Rules]

[In the game, players can obtain 'Death Exemption Cards' by earning visa time.]

['Death Exemption Cards' consist of five cards presented as 'equipment cards', specifically 'Helmet', 'Chestplate', 'Bracers', 'Greaves', 'Boots'.]

[Each card has a 20% chance of death exemption. Collecting five different cards provides 100% death exemption.]

[Duplicate cards will not additionally increase death exemption probability.]

[For every 10,000 minutes of visa time players earn in the game, they will receive one fixed card, but the specific piece is random.]

[At game end, all players will default to suffering one instant death penalty.]

[If the number of dead players is less than 30%, players who earned less visa time from the game will be selected to make up 30%, with an additional instant death penalty imposed.]

[IV. Lobby Basic Functions]

[In the game lobby, each player will be allocated an 'Auction Terminal'.]

[Players can freely trade 'Death Exemption Cards', 'Chips', 'Visa Time' and other items at the auction terminal.]

[Players can use existing visa time to purchase items or chips, but can spend at most 20,000 minutes of visa time, which is not considered game earnings.]

[V. God's Imitator Reward and Penalty Rules]

[When designing their own game room, God's Imitators can freely adopt (including but not limited to) the following two profit methods to earn visa time from players.]

[1. When players profit from playing games, obtain a fixed percentage 'rake'.]

[2. When players auction items, obtain a fixed percentage 'transaction tax', but can only affect items produced from their own game room.]

[The game room's gameplay rules will automatically display on the display screen at the room entrance.]

[Besides this, God's Imitators can freely choose whether to display 'rake' and 'transaction tax' on the display screen. They can choose not to display, but cannot display false information.]

[At game end, if God's Imitators obtain less than 50,000 minutes of visa time from game players, they will suffer one instant death penalty.]

[If God's Imitators who fail to meet the standard are fewer than 20%, they will be made up to 20% by lowest to highest earnings.]

...

Xu Zhao read these basic rules over and over many times, then came to a preliminary conclusion.

"So as a God's Imitator, to survive in this game, the most important thing is to increase my own earnings.

"If I can't earn 50,000 minutes of visa time, I'll basically certainly die. Even if I earn enough, I might still die.

"Overall, the more money earned from players, the better.

"As for ways to earn money, I can 'rake' and also collect 'transaction tax'. Normally, everyone should use both methods together, right?

"The key is how to determine these two values.

"Each room will have funding. Yes... let me roughly calculate the corresponding values first."

Xu Zhao took paper and pen and began simple calculations.

Looking at the game rules, even if God's Imitators themselves didn't put money in, each room still had 30,000 to 150,000 in funding.

Each lobby had 6 different game rooms, so game funding was at least 180,000 and at most 900,000.

This difference was still quite large.

Because funding in the game needed to be unlocked through a certain number of game plays, not all rooms would necessarily reach the maximum ceiling.

If calculated at seventy percent, then each lobby's funding could be approximated as around 600,000.

Chapter 329: Design Pitfall

Additionally, players could spend 20,000 minutes of their own visa time to purchase items or chips.

Without needing to think, the vast majority of players would definitely spend money, after all, this concerned their own life and death.

These 20,000 minutes of visa time wouldn't be considered their own earnings but would be considered other players' earnings.

In other words, suppose Player A used 20,000 minutes of visa time to purchase some chips for gaming. Without considering rake and transaction tax, his own earnings would be 0, but if Player B earned these chips through games, then Player B's earnings would be 20,000.

Therefore, each player's 20,000 should be included in the game lobby's total visa time.

Twenty players together totaled 400,000. Adding the previously calculated 600,000 in funding, the total visa time in each lobby might very likely reach around one million.

For every 10,000 minutes of visa time, one could obtain an 'equipment card'. Collecting five different equipment cards provided death exemption.

Although card pieces might duplicate, players could trade with each other.

If distributed absolutely evenly, each of the 20 players could obtain 50,000 in earnings and get 5 'equipment cards'.

That is, while obtaining one death exemption opportunity, they could also bring back about 30,000 in net earnings.

But in the actual game process, it definitely wouldn't be this optimistic.

Because player earnings would definitely show polarization and couldn't possibly be evenly distributed.

Moreover, each God's Imitator needed to earn at least 50,000 minutes of visa time, so in each lobby, God's Imitators needed to earn away 20,000 to ensure they wouldn't die.

There were 6 games in a lobby, meaning at least 120,000 minutes of visa time would be earned away by God's Imitators.

Some greedy God's Imitators would earn even more.

Thinking this way, it would definitely reach the Gallery's default 30% elimination rate.

Xu Zhao looked at the numbers he calculated and fell into contemplation.

This data was still very important. If God's Imitators couldn't accurately calculate these values and overestimated or underestimated the lobby's total earnings, it could cause deviations in game design thinking.

Because in a game, whether total earnings were high or low would very likely directly determine players' gaming methods and strategies.

If total earnings in a game were sufficient, players would be more inclined to adopt cooperative strategies, because even obtaining baseline earnings would be acceptable.

But if total earnings in a game were very limited with relatively high mortality rates, then players would inevitably start deceiving each other, and the game environment would take a sharp turn for the worse.

This situation was clearly the latter.

Although Xu Zhao wasn't previously a God's Imitator, he had participated in quite a few games and could have this awareness.

He began formally considering the specific game rules.

"Time is quite tight. Designing overly complex rules definitely won't make it in time.

"Moreover, looking at this game invitation, it seems the Gallery doesn't suggest God's Imitators design overly complex games either. After all, there are six game rooms in each lobby.

"What kind of game should I make..."

After contemplating for a long time, Xu Zhao first wrote four characters on white paper, the core gameplay in the game, then further refined related rules around the core gameplay.

'Logic Puzzles'.

To cram and design games with relatively good depth and difficulty, using some relatively classic logic puzzles was a good approach.

Xu Zhao himself was relatively interested in these logic problems, and there were corresponding books available in the community.

There were many types of logic puzzles. Well-known ones included: the red-blue eyes puzzle, the three gods puzzle, the seven-colored hats puzzle, and so on.

Using these logic puzzles to design games had three benefits.

First, these puzzles, just looking at the questions, were relatively easy to understand. They wouldn't be obscure and difficult to comprehend like professional questions that immediately discouraged players.

Second, these puzzles themselves contained a large amount of information with good depth. If one didn't know beforehand but instead thought about them after seeing the questions, very few players could deduce the answers in a short time.

Finally, as a God's Imitator, Xu Zhao himself knew the answers to these logic puzzles very clearly. This was equivalent to naturally mastering the game's backdoor, basically ensuring he remained undefeated.

Therefore, such questions were typical questions that were 'extremely favorable to the designer'.

Xu Zhao could completely deliberately seek some relatively obscure logic questions when posing them, ensuring the vast majority of players didn't know the solutions. He should be able to easily earn visa time.

"I can set a relatively low problem-solving threshold. For example, directly give players 1000 chips at the start, allowing players to answer once for free. As long as they answer correctly, they can get generous chip rewards.

"Logic puzzles all seem simple but actually have great depth when solving. After players fail to answer the first time, they'll mistakenly think they were almost able to solve it. This way, they'll continue using their own visa time to exchange for chips to solve problems.

"But each subsequent answer requires more chips. The more sunk costs players invest, the more obsessed they become. This way, earnings can be continuously obtained.

"Besides this, according to the game's difficulty, I can also provide paid services like 'hints'.

"This way, if I can encounter my own game unit, I can obtain a lot of visa time from it. If I don't encounter it, I can still earn income from other players."

Xu Zhao felt this plan should be feasible. As long as he ensured the logic puzzles themselves had good depth and were relatively obscure, he should be able to stably obtain earnings.

He tried writing the basic rules for this game unit, such as what rules the chips required for each answer would specifically increase by, and how to handle multiple people participating in games.

But two hours later, Xu Zhao suddenly realized something and stopped.

He re-examined this game's prototype, and his brows furrowed.

"No, I seem to have fallen into a pitfall..."

"If I really submit this game, then no matter how well I design the details, I'm definitely dead..."

Xu Zhao suddenly awakened, even feeling cold sweat break out on his back.

Because he discovered he had just brushed past death.

Such a game design, if used to complete previous game invitations, wouldn't have too big a problem.

Because in previous games, after Gallery approval, players had no choice and could only bite the bullet and play.

The worst result would just be not being selected.

But this game was different. Players could make choices among 6 game rooms.

In other words, no matter how well this game was designed, as long as players didn't play, then Xu Zhao as a God's Imitator would only have a dead end.

He directly crumpled the paper full of plans into a ball and threw it in the trash.

"The Gallery really has pitfalls everywhere..."

Xu Zhao took over a new sheet of white paper with completely different thinking.

"This game isn't entirely a game with players, but also a game between God's Imitators.

"So I can't freely do as I please. Designing overly complex and obscure game rules is equivalent to discouraging players.

"If I don't realize this point, it's equivalent to reading the question wrong from the start and will be viewed as an 'unqualified God's Imitator'. It's equivalent to suicide..."

Chapter 330: Xu Zhao's Plan

After reconsidering, Xu Zhao changed his mind.

He realized this game was best approached using relatively common, mature gameplay: such as chess games.

"Previously, I wanted to use logic puzzles as the core and design a relatively complex set of rules. If it were a previous game where players had no choice, that would be fine, but this game definitely won't work.

"There will actually be two fatal flaws.

"First, the game lacks elasticity. When players don't know the corresponding logic puzzle, it's very difficult to solve, but once they know it, it becomes very easy.

"There are many players participating in this game, and players in the lobby can all communicate with each other. If a certain player happens to have seen this puzzle, it would be disastrous.

"This game isn't a replayable type. Once cracked, it might be impossible to salvage.

"Second, the game rules still aren't simple enough. Although simpler than previous game rules, they'll most likely be more complex than games designed by other God's Imitators in the same lobby.

"Other God's Imitators are very likely all veterans. What I can think of, most of them can definitely think of too.

"The more God's Imitators who choose to design simple games, the less room there is for God's Imitators who design complex games to survive.

"In the lobby, players have six different games to choose from, and game funding increases with the number of plays in the room.

"In other words, players might even only play in one or two game rooms.

"Even if everyone designs games with relatively simple rules, players will still pick the best few games to repeatedly play until reaching the maximum number of plays.

"So this game design invitation only seems very free, but thinking carefully reveals there are actually many restrictions.

"Hmm...

"Analyzing it this way, I'll make a 'Chinese Chess Endgame'."

After analysis, Xu Zhao discovered chess games were the best choice for average God's Imitators.

Because compared to original games with complex rules and high difficulty, chess games had very low comprehension costs. The vast majority of players knew how to play.

If players had to choose between two options, one being a game they'd never played and the other being chess games, then under similar other conditions, players would definitely all choose chess games.

Xu Zhao had some research on Chinese chess and remembered some relatively classic endgame positions.

There was obviously a reason why chess endgame positions could become classic scams at street sides, overpasses, and stations.

First, chess rules weren't complex and were almost universally known. Even if players themselves were bad at it, they could at least understand.

Second, in normal games, the skill gap between both sides would be large, but endgames gave people an illusion that they could completely win within a few moves.

Finally, chess games were replayable games. Unlike logic puzzles that, once cracked, allowed all players to freely farm money.

Relatively speaking, they had sufficient elasticity, allowing players to spend more time in the game, activate higher funding ceilings, and thus earn more rake.

Therefore, making a game unit with 'Chinese Chess Endgames' was far more in line with this game's requirements than making a game unit with 'Logic Puzzles'.

Although it seemed a bit like overpass fraud and not very presentable, surviving was more important than anything.

Of course, currently there was only a simple prototype. To truly make a complete game unit, many supplementary rules still needed to be added.

Xu Zhao first decided to set up six different chess positions. Two were normal games with all pieces, while the other four were specific endgames with different difficulty levels.

He did have several classic endgames in his memory that could be used. However, to be safe, he decided to find a time tomorrow when no one was around to look for similar books in the community library area to see if there were more suitable endgame positions.

This could be changed at any time and had very little impact on the game.

These six chess positions could accommodate up to 12 players playing simultaneously. Players could freely choose to play red or black.

"Next is to determine some key values, including the initially gifted chip amount, winning and losing chip amounts, game rake percentage, transaction tax on produced items..."

Xu Zhao made a simple table of these values involved in the game. After filling them in one by one and making minor adjustments, he finally confirmed them.

As long as they entered the room, each player defaulted to receiving 1000 chips.

For the six different chess positions, the chips for playing one game had three different tiers: 200 chips, 500 chips, and 1000 chips.

Among them, the chips required for the two standard games were 200 and 1000 respectively.

The chips required for the four endgames were 200, 500, 500, and 1000 respectively.

In all chess positions, red moved first, so when players chose to play black, the bet chip amount could be reduced by 10%. In other words, if it was a 200-chip game, black only needed to actually pay 180 chips.

In games, Xu Zhao as God's Imitator would receive a fixed 10% rake.

Suppose two players played a 1000-chip game and red lost, then after the rake, black could actually win 900 chips. If black lost, then considering the bet chip reduction and rake, red could actually win 810 chips.

Among them, raked chips would be recorded as Xu Zhao's own earnings. When dividing room funding through chips, Xu Zhao himself could also get a portion.

Additionally, if players wanted to trade various items produced from Xu Zhao's room, Xu Zhao could also obtain a 20% transaction tax.

Actually, there were only two types of tradeable items. One was equipment cards that could be used for death exemption, the other was chips from game rooms. And purchasing both required visa time.

Suppose a certain player held a certain amount of chips from Xu Zhao's room and successfully earned 10,000 minutes of visa time from the room, they would obtain one equipment card.

This player chose to sell the equipment card, listing it for 20,000 minutes of visa time. Someone bought it, so Xu Zhao could directly obtain 4000 minutes of visa time as transaction tax.

Selling chips worked the same way.

'10% rake', '20% transaction tax', these two numbers weren't very high, but Xu Zhao didn't dare set them too high.

As said before, this game also needed to consider competition with other God's Imitators.

If other God's Imitators all set them very low while he set them high, causing players not to come play, that would be troublesome.

But setting them too low definitely wouldn't work either. If before players earned away all the room funding, the God's Imitator's earnings hadn't met standards, that would be certain death.

So after repeated consideration, Xu Zhao still set these two numbers.

Neither discouraging players nor allowing his own earnings as God's Imitator to meet standards.

Finally, there was one more point: whether to write 'rake' and 'transaction tax' information on the display screen at the room entrance.

Xu Zhao could choose not to display it, but couldn't display false information.

After serious consideration, he made his decision: "Display rake, don't display transaction tax."