

Imitator 331

Chapter 331: Brainstorming

Rake was something that couldn't be hidden, because Xu Zhao would gift chips to attract players to come play. As long as players played one round, they would immediately determine the specific rake value.

If not mentioned beforehand, players would definitely be angry after discovering it.

So supposing all six game rooms set rakes and some rooms didn't write it, it would instead make players feel uneasy with a bad first impression.

A 10% rake wasn't much. Not writing it seemed guilty, while writing it out appeared more forthright.

But transaction tax didn't need to be written.

Because after players obtained items in game rooms, they could only confirm the specific transaction tax amount when trading, and selling cards would definitely be large transactions.

By the time players realized the transaction tax, they'd long since fallen into the pit in the game and could only bite the bullet and sell.

Conversely, writing transaction tax information on the sign in advance might very likely discourage players.

At this point, the game unit Xu Zhao designed was more or less complete.

He wrote down the game unit's name: 'Chinese Chess Endgames'.

The game rules were simple and easy to understand, and the various data were relatively clear. Although there was nothing particularly complex or sophisticated in the design, Xu Zhao felt it well matched this requirement.

Finally, there was one more point: whether to invest his own visa time to increase the room's funding ceiling.

Xu Zhao wanted to contribute but was willing yet unable.

Because he wasn't previously a God's Imitator and simply had no extra visa time. What's more, after returning from 'Simple Q&A' last time, he still carried debt and was currently in a destitute state.

So this was all he could do.

Xu Zhao set aside the written proposal. Time was still relatively ample. Over the next few days, he still needed to look up information to determine specifically which chess endgames to use. Some specific rule details and values might also be modified.

Close to the countdown ending, he could submit at the deadline.

...

Three days later, Community 17 hall.

Wei Yinzhong was eating lunch, though she seemed somewhat distracted, probably thinking about problems.

There were also many other players in the hall reading books. Most were following Wei Yinzhong's advice, familiarizing themselves with various gambling tools or chess game rules.

Li Renshu closed her book, "Yinzhong, do you have a lead on your game?"

Wei Yinzhong nodded, "Yes, the overall framework is there. It's just that some details still need repeated consideration and revision.

"But time is sufficient."

Li Renshu nodded without asking more. She didn't want to know the specific rules Wei Yinzhong designed, just expressing concern.

Fu Chen also came over, "You two, I have an idea.

"During this time, everyone has been familiarizing themselves with some classic gambling tools and chess game rules. Adding on usual accumulation, we should be fairly familiar.

"I think just looking at our own things and working behind closed doors may not have great results.

"Like during 'Blood Poker' then, before entering the game we did explain most poker game rules. But after entering, we discovered they directly used simplified rules and even clearly taught them to players.

"What truly affected the game was instead hidden rules like 'single-player tables won't fold', which can also be seen as external moves.

"So shouldn't we set aside time to discuss instead of working behind closed doors?

"Who knows, brainstorming might spark some ideas. If these ideas happen to match game situations and help us discover hidden rules, we'd profit big.

"What do you think?"

Li Renshu nodded, "Yes, I also have this idea."

Wei Yinzhang hesitated slightly, "Okay. I think brainstorming would indeed be more helpful than researching alone.

"But I won't participate.

"I'm worried that if I accidentally say too much and the Gallery judges it as revealing too much information, then our entire community might be sanctioned."

Li Renshu didn't insist, "Alright. We'll just discuss using the information you gave before.

"You still focus on doing your own game well, ensuring you can avoid the God's Imitator penalty mechanism.

"However, I think although you can say nothing, it's better to listen in.

"What if our brainstorming also helps your design thinking?"

After considering for a moment, Wei Yinzhang said, "That's fine."

Fu Chen immediately stood up, "Good, then I'll notify everyone. Let's quickly hold a meeting for brainstorming."

...

Ten minutes later, everyone sat around the long table.

Although called brainstorming, without knowing specific game rules and details, most people didn't have particularly good ideas and could only act as audience.

As for main speakers, of course they were still those capable of becoming cores in games with certain leadership ability.

Li Renshu spoke first, "Today is just simple brainstorming. Everyone feel free to speak.

"Fu Chen and I both feel this game is likely similar to 'Blood Poker': familiarizing ourselves with gambling tools and chess game rules will certainly help somewhat, but more importantly is predicting what kind of 'external moves' God's Imitators will have, similar to the 'single-player tables won't fold' setting in 'Blood Poker'.

"Everyone can guess freely, which also expands our thinking boundaries. If someone happens to guess right, it benefits all of us.

"After all, the grouping this time is still unclear. In the worst case, some players from our community might fall into completely isolated, helpless states without acquaintances.

"Of course, we currently don't know the specific game rules and can only speculate using the small amount of information Yinzhong revealed previously."

Most people didn't speak because they didn't know what to say.

If sensitivity to rules was average, many people wouldn't even feel Wei Yinzhong gave any useful information.

However, fortunately there were still smart people in the community.

After considering for a moment, Wang Yongxin was the first to speak, "I'll first share my thoughts: after entering the game lobby, everyone shouldn't look at rules for various game units first.

"First observe other players.

"If players quickly scan through all game room names and decisively enter game rooms under circumstances clearly insufficient to read all rules, immediately follow them and watch their every move closely.

"Because they might very likely be the God's Imitator who designed this game room and will try to use backdoors."

Everyone was stunned. Obviously, the first suggestion was somewhat unexpected.

Wang Yongxin continued explaining, "This is inferred from 'player and God's Imitator mortality rates'.

"God's Imitators are also players, bearing double mortality rates.

"So God's Imitators will definitely leave backdoors in their own game rooms.

"Although they may not necessarily be matched to their own rooms, once matched, they can gain enormous advantages.

"So no matter how you look at it, leaving backdoors has more benefits than drawbacks. The vast majority of God's Imitators will definitely leave them.

"God's Imitators aren't all necessarily very smart. Some God's Imitators' on-the-spot adaptability and problem-solving ability aren't strong. So after seeing their own game units, they might very likely fail to adequately disguise themselves and hastily enter due to surprise and carelessness.

"At this time, as long as you follow them and remember how they use backdoors to operate, you can steal part of their earnings, and they're actually helpless.

"Of course, if they're smart, experienced God's Imitators who can realize this in advance, they'll definitely do some performing, like spending long periods reading game rules at room entrances, not entering for a long time.

"So this method can't guarantee success, but if luck is good and you successfully encounter them, game difficulty will greatly decrease."

Chapter 332: Seeking Extra Earnings

Yang Yuting was inspired and said, "Oh, then speaking of which, if we can confirm a certain player is a God's Imitator, we can also consider some other derivative strategies.

"For example, threaten them, saying we'll publicly expose their identity in the current game lobby, thereby establishing cooperation with them to earn other players' chips together.

"If they don't cooperate, directly expose their identity and have other players in the lobby isolate them together.

"We don't even necessarily need to confirm whether they're truly a God's Imitator. As long as they look like one, we can use this method to isolate them."

Zheng Jie was stunned, "Ah? Is that good?"

Yang Yuting explained, "Whether to do this depends on individual choice.

"This game has a minimum mortality rate. Either you die or others die.

"If we can isolate a player in the lobby, it's equivalent to defaulting to occupying one elimination slot, significantly increasing our own survival probability.

"If every lobby has one or two such unlucky people, everyone's survival probability can greatly increase."

Everyone nodded, contemplating.

This approach was indeed somewhat immoral, but it was a method to increase survival rate. Whether to use it depended entirely on individual choice.

Fu Chen quickly said, "We don't necessarily have to proactively use it, but since such a method exists, we must take precautions and at least not be isolated by other players.

"In other words, after entering the lobby, we absolutely must not make abnormal moves, such as blindly entering a certain game room, not carefully reading rules, and so on.

"Because these behaviors might be forcibly smeared by other players as God's Imitators, thereby causing us to be isolated and fall into dangerous situations."

Everyone nodded and quickly memorized this firmly.

Previously, some people felt such brainstorming might not have much use, and Wei Yinzhang hadn't revealed too much useful information. But at this time, no one would think this way anymore.

If players from other communities didn't grasp this information, they might very likely be isolated immediately upon entering the game lobby due to wrong behaviors, falling into enormous disadvantages.

After consideration, Cai Zhiyuan said, "I have a speculation, not necessarily correct. Everyone can use it as reference.

"If after entering the game lobby, everyone discovers there are indeed gambling tools or chess game types, then everyone should prioritize playing 'single-player mode' as much as possible and not play together with other players.

"Unless you're very confident in this type of gambling tool or chess game and believe you can beat any player in the lobby."

This suggestion surprised everyone because it didn't seem to make much sense.

After thinking for a moment, Li Renshu asked, "Is this inferred from 'Blood Poker' experience? But this seems somewhat too arbitrary.

"We don't know what kind of game the God's Imitator who designed 'Blood Poker' will specifically make, nor do we know which lobby their game will specifically be matched to.

"We can't say single-player mode is necessarily better, right?"

Cai Zhiyuan shook his head, "It has nothing to do with 'Blood Poker'. I inferred this through other aspects.

"First, since this game will eliminate at least 30% of players fixed, then it's very likely not negative-sum or zero-sum gameplay, but positive-sum gameplay.

"Because negative-sum or zero-sum gameplay might have situations where 'doing nothing wins over others', which is unfavorable to game operation and would seriously dampen player enthusiasm.

"Second, whether gambling tools or chess games, as long as they involve player versus player portions, they'll most likely adopt zero-sum or negative-sum gameplay.

"Because if positive-sum gameplay is adopted, players will definitely choose 'honest mutual farming', which is very difficult to restrict with rules.

"Like the situation in 'Fool's Game'.

"This might very likely cause earnings to expand uncontrollably, triggering some unknown consequences.

"In summary, I believe if God's Imitators want to put positive-sum gameplay's extra earnings into game units, they'll prioritize putting it in 'single-player mode' but will limit the amount.

"The earlier you realize this, the more likely you can eat up this portion of extra earnings.

"Of course, this is just speculation. It's also possible many God's Imitators don't follow the playbook at all. So we still need to enter the game and perform simple tests before confirming conclusions."

Everyone lowered their heads in contemplation, thinking about the logical relationships.

Then many people were surprised to find there was actually some logic to it.

If the entire game lobby were zero-sum or even negative-sum gameplay, it would mean total earnings were 0. If someone earned 10,000, someone necessarily lost 10,000.

In that case, actively gaming would have great risk.

Suppose 20 people play games. Ten actively play while the other ten do nothing.

Then among the ten who actively played, there could only be 5 with positive earnings and 5 with negative earnings.

These 5 players with negative earnings would directly be at the bottom, becoming the final 25%.

Conversely, those 10 players who didn't actively play, doing nothing would have 0 earnings, which would actually be relatively safe.

So actively playing was clearly behavior where risk far exceeded reward. If you lost, you'd be beyond redemption.

If everyone could think this through, they'd all adopt extremely cautious strategies, absolutely not playing without complete certainty.

That is, as Cai Zhiyuan said, it would greatly dampen player enthusiasm. The game might even be unable to operate smoothly.

So reasoning backwards, we can conclude: the game lobby most likely has positive earnings.

Only if everyone could earn some extra visa time would everyone actively and eagerly participate in games.

Even if they lost, it wouldn't matter too much. As long as they participated enough times, expected earnings would be positive.

Where was this portion of earnings placed? That was the question.

If placed in 'multiplayer versus mode', like 'Fool's Game' where two people each bet 1000 and the winner could get 3000, players would definitely choose mutual farming.

If placed in 'single-player mode', then there might very likely be some backdoor reserved.

What could be confirmed was that regardless of which situation, this extra portion of earnings definitely couldn't be obtained infinitely and would be restricted by certain rules. But players who realized it first would definitely obtain more earnings.

That's why Cai Zhiyuan gave this suggestion: whether multiplayer mode honest mutual farming or single-player mode finding backdoors, the essence was seeking 'extra earnings portions in positive-sum gameplay'.

This information gap might very likely allow players to obtain extra earnings in the early stage, thereby establishing good advantages.

After serious consideration for a moment, Li Renshu summarized, "You mean to say, assuming 'the game lobby overall is positive-sum gameplay' holds, most game rooms themselves should also be positive-sum gameplay.

"So what we should prioritize most is where exactly this room places the extra earnings that positive-sum gameplay produces.

"For example, a game room simultaneously has 'multiplayer versus' and 'single-player versus'. If we discover multiplayer versus isn't positive-sum gameplay, then single-player versus most likely has methods to stably obtain extra earnings.

"The reverse is also the same."

Chapter 333: Three Speculations and Suggestions

Zheng Jie said somewhat uncertainly, "But what if some God's Imitators are deliberately harboring ill intent?"

"Even if theoretically, the entire lobby is positive-sum gameplay and provides extra earnings, what if God's Imitators just want to deliberately trap players?"

"If they deliberately design unwinnable games to scam players' visa time, we can't tell at a glance, right?"

After thinking, Cai Zhiyuan shook his head slightly, "I think this possibility is low.

"Unless this God's Imitator wants to die.

"We can simply reason through this:

"If a certain God's Imitator deliberately designs unwinnable games to trap players, this is basically a one-time deal, because after being trapped once, players won't play again and will most likely tell other players.

"If God's Imitators can't get sufficient earnings, they'll die.

"To increase earnings in this situation, they'd need to increase single-instance exploitation earnings, meaning greatly increase the price per play.

"But players aren't fools. If they see a certain game room has a very high price per play, this obviously has problems.

"So if any God's Imitator really dares to do this, I admire their courage. This is a dead end."

Yang Yuting added, "Right. We now know players can freely choose among multiple game units, so this game's duration will definitely be relatively long.

"So it's definitely 'repeated games', not one-time deals.

"If God's Imitators want to trap people, like tourist area exploitation, they must achieve two points: first is very high single-instance pricing, second is only one game occurrence without considering repeat customers.

"This game obviously can't mechanically apply this."

Zheng Jie was somewhat worried, "But tourist area exploitation might also be many merchants uniting to exploit, right? Might God's Imitators also have this tacit understanding?"

Yang Yuting shook her head, "It should be impossible. Currently there's no evidence proving God's Imitators can mutually discuss, so this possibility should be very low."

Everyone quickly noted this point.

Although what Wang Yongxin and Cai Zhiyuan said might not be 100% established, it was at least a good general direction.

With these two general directions, when players just entered games and weren't familiar with rules, they could still enter the state faster than other players and seize the initiative.

Everyone looked toward Lin Sizhi with some anticipation.

After considering for a moment, Lin Sizhi said, "I also have a speculation here. It may not be established, but everyone can pay attention after entering the game.

"Different game units should have rule differences or earnings reward differences.

"Everyone doesn't need to think about specific rule details. Just use the simplest method for screening:

"Only play games with the simplest brainless rules that look like the most worthwhile rewards."

Everyone was somewhat surprised. Obviously, this was another conclusion that sounded quite arbitrary.

Zheng Jie was very confused, "Why? This kind of game is more likely a trap, right? Would God's Imitators be so kind-hearted?"

"Why would they design games to be simple and brainless with very worthwhile rewards?"

"Isn't it zero-sum gameplay between God's Imitators and players? God's Imitators must earn enough visa time from players to avoid death. If games are too simple, how can they earn money?"

Lin Sizhi explained, "Yinzhang already said that players can freely choose game units designed by God's Imitators."

"So this is actually a bit like multiple logical layers of 'number guessing': when designing game difficulty, God's Imitators must consider other God's Imitators' behaviors."

"Now suppose game lobby players see several different games. Among them are simple ones and complex ones, familiar ones and unfamiliar ones, ones with high rewards and ones with low rewards."

"Suppose these games all don't have obvious traps. How would players choose?"

Zheng Jie said without thinking, "Then definitely prioritize choosing simple, familiar, high-reward ones."

Lin Sizhi nodded, "Most somewhat intelligent God's Imitators should be able to think through this reasoning."

"They indeed need to earn visa time to ensure they don't die, but first they must ensure someone plays their games."

"So relatively intelligent God's Imitators will design as much as possible toward simple, familiar, high-reward directions. This is also what Yinzhong said in speculation: most God's Imitators should use gambling tools or chess games for design."

"However, God's Imitators' logical gaming won't stop at this step."

"Just like how the more layers of 'number guessing' the lower the number becomes, the more layers of God's Imitators' gaming, the more extreme the game becomes."

"Once God's Imitators think this through, they'll realize simply reducing difficulty isn't enough. They must do it to the extreme in one go."

"That is, simply directly design the simplest games players are most familiar with and pull rewards as high as possible.

"Although other God's Imitators may not do it so extremely, do you dare bet? The cost of losing the bet is death."

Zheng Jie was stunned. He thought about it, "But... games that are simple, familiar, and high-reward, how do God's Imitators themselves earn visa time?"

"Players indeed all came to play, but if they themselves can't earn enough visa time, wouldn't that become harming others without benefiting oneself?"

Lin Sizhi shook his head, "Currently rules are still unclear, so I can't give accurate answers.

"But as players, we don't need to worry about this point.

"Because God's Imitators will figure it out themselves.

"They'll reduce game difficulty to minimum under circumstances of 'ensuring they obtain minimum earnings as much as possible', because this is the Nash equilibrium all God's Imitators will inevitably reach after gaming.

"Just like in 'number guessing' games, the final result will only become 0.

"If God's Imitators can't think through this, they most likely wouldn't survive until now.

"Conversely, if a God's Imitator designed very simple games, it means they thought through this reasoning.

"Then they have no reason to plant traps in games.

"To summarize, as long as there's 'players can freely choose games', it determines this gaming logic: the more intelligent God's Imitators are, the more they'll use main rules to deal with other God's Imitators, which also means their games will very likely be more harmless to players.

"We combine this with Cai Zhiyuan's previous speculation conclusion: suppose games in the lobby are positive-sum games, then there will be extra earnings placed in specific game modes.

"Then God's Imitators who made simple games will inevitably also make such choices.

"So comprehensively considering our current speculations, we can formulate this set of strategies:

"First, after entering the game, maintain low profile as much as possible. Don't act like God's Imitators to avoid being alerted and isolated by other players.

"Second, seek the simplest, most familiar games that look like the most worthwhile earnings and occupy positions early.

"Third, in these games, choose 'single-player mode' as much as possible and seek extra earnings from 'positive-sum gameplay'."

Chapter 334: Game Invitation

While everyone took notes, they couldn't help but feel genuinely impressed.

Many people hadn't expected that from the pitifully scarce information Wei Yinzhang had provided, they could actually analyze corresponding strategies.

Of course, this strategy wasn't necessarily completely correct. The specific situation would still need to be confirmed after entering the game.

But regardless, having such a general direction beforehand would definitely prevent players from being too bewildered upon entering the game and help them avoid many detours.

Of course, this was also thanks to the abundance of intelligent people in Community 17. If the same information Wei Yinzhang provided were given to some weaker communities, perhaps no amount of brainstorming would yield any results.

This discussion had gotten off to a good start, so soon more people began to speak freely.

Although no particularly constructive proposals were put forward, they still supplemented many details.

It wasn't until most of the conceivable possibilities had been discussed that everyone dispersed with their completed notes to slowly digest the information.

...

Two days later, in the morning.

The players had each finished breakfast and were waiting in the hall.

Soon, information appeared on the large screen.

[Good morning, all players!]

[The 'Gallery' will open in 1 hour.]

[The name of this game is 'Self-Selected Game', and the game objective is 'Screening Players and God's Imitators'.]

[This game will mandate full participation from players in Communities 1 through 20 and all God's Imitators.]

[Please be prepared, players.]

The game invitation was very brief, but it did provide additional information.

Previously, the objectives of screening-type games had always been 'Screening Players', but this time the objective had changed to 'Screening Players and God's Imitators'.

If a player was smart enough, after seeing this line, they could also deduce some key information.

Because the objective of 'Screening God's Imitators' meant that God's Imitators would also have a corresponding 'assessment mechanism' in this game. If players could vaguely guess what the specific assessment mechanism was, and then guess what changes God's Imitators would make when designing games to cope with this assessment mechanism, they could gain an early advantage in the game.

Of course, players with this kind of sensitivity should be in the minority.

For the players of Community 17, they didn't need to worry about this point, because Wei Yinzhang had previously revealed some information, and they had already conducted thorough discussions through brainstorming.

Li Renshu looked at Wei Yinzhang, "You can refuse the invitation now."

Wei Yinzhong nodded and said to the large screen, "I refuse this game invitation."

[Player No. 2 Wei Yinzhong of this community has chosen to exercise the First Player privilege and refuse the game invitation.]

[Invitation refused successfully. The 'Refuse Invitation' function of the First Player identity card will enter a 30-day cooldown.]

Seeing this information, Wei Yinzhong let out a long breath.

She no longer had to enter this game as a player. She only needed to achieve the God's Imitator's objective to be safe and sound.

Moreover, no 'Player Replacement' information appeared on the large screen either.

According to the item description of the identity card, after a player refused an invitation, whether or not to replace the player, and specifically whether to replace from within the community or from other communities, depended on the rules of this game invitation.

This game required full participation. Except for players who could use identity cards to refuse invitations, other players would not remain in the community, so there would be no replacement.

Li Renshu instructed, "Yinzhang, while you're in the community, you can also observe the specific game rules through the special function of the identity card.

"If you think it's necessary to provide advice, just provide it directly. Even if it doesn't help, it doesn't matter."

Wei Yinzhang nodded, "Yes, although this possibility is low, I'll keep an eye out."

According to the rules everyone had established, when more than half of the players in the community who weren't participating in the game believed 'advice should be provided', advice could be provided.

Now only Wei Yinzhang remained in the community, and she was also the player holding the identity card, so she could provide advice whenever she wanted.

If there really was suitable advice to give, the players of Community 17 wouldn't be stingy with 100,000 minutes of visa time. This money could come from the luxury goods fund.

After holding the identity card, Wei Yinzhang could simultaneously see the game rules in the hall, but the problem was that the players would be separated.

As a God's Imitator, Wei Yinzhang already knew that each player in the community would be in a separate game hall, and players from the same community would be completely unable to meet.

In this situation, she had no way to accurately determine which specific player would encounter danger.

If she gave advice randomly, situations like 'originally safe players receiving advice' or 'players in danger not receiving advice' would very likely occur.

In that case, spending 100,000 would be very uneconomical.

So Wei Yinzhang didn't make any promises. She could only decide based on the specific situation after the game started.

Since it was a screening-type game, there was a default 1-hour preparation time.

Communities that couldn't obtain partial information from God's Imitators beforehand needed to use this 1-hour period to analyze strategies, but Community 17 didn't need to.

Everyone reviewed the basic strategies proposed during the previous brainstorming session one last time, then each waited with apprehensive feelings for the countdown to end.

Soon, everyone except Wei Yinzhang disappeared from the hall.

Wei Yinzhang let out a long breath and looked at the large screen.

Because she held the First Player identity card, the large screen also began to synchronously update the various rules of this game.

However, the good news was that it didn't just display the basic rules.

What first appeared on the large screen were the basic rules of the game hall. As a God's Imitator, Wei Yinzhang had already seen this content.

Although she had only revealed a small portion to other players, she herself was already very familiar with it.

But the information displayed was more than just this.

Afterward, the large screen also displayed a total of 24 different game unit rules. Obviously, these were the "assignments" submitted by the God's Imitators.

Wei Yinzhang also saw among them the game she had designed, 'Worth Waiting For'.

Not only that, but the large screen also showed a list of 12 different halls. The list contained two pieces of information: the names of the six different game rooms in the hall, and the names of Community 17 players in the hall.

Besides this, there was no other content.

Wei Yinzhong couldn't see what exactly players would experience in these halls.

After thinking for a moment, Wei Yinzhong took several sheets of white paper and began carefully reading the game room rules designed by other God's Imitators, falling into thought.

She wanted to try analyzing the ecology of each game hall.

Since the six game rooms in each game hall were different and had a certain randomness, players' choices would also differ.

For example, if a certain hall had a very simple game that additionally gave a lot of visa time, then the difficulty of that hall would suddenly decrease.

Conversely, if a certain hall was filled entirely with games that had extreme rules, little reward, and fierce competition, then the player mortality rate in that hall would be very high.

If it happened that a weaker player from the community was assigned to such a hall, then Wei Yinzhong would have to find a way to send advice to provide as much help as possible.

Although it might not necessarily be useful, she could only do her best.

Chapter 335: 'Self-Selected Game'

"Beep..."

A sharp buzzing sound rang out. Lin Sizhi looked around and found himself in an extremely spacious and open hall.

In front was a large screen, which should be used to introduce the relevant game rules.

Around the hall were six different glass rooms. Each glass room had a small screen at the entrance, and the furnishings inside each room were different.

Obviously, these were the 6 different game units in the current hall.

There were a total of 20 players in the hall, standing in neat formation in 4 rows of 5 people each. Lin Sizhi was in the last row.

In front of each player was a standing console, each marked with different community numbers from 1 to 20.

Lin Sizhi was very clear that the main purpose of this console was to allow players to auction items obtained from the games.

However, in this game, players didn't have identity badges on their chests, so their community affiliation and specific names would not be displayed.

After a moment, the large screen began to display the corresponding rules.

[Good morning, players. Welcome to 'Self-Selected Game'.]

[The total duration of this game is '3 hours', and there is no second phase.]

[As you can see, there are 6 different 'game rooms' in the game hall, and the game rules for each room are different.]

[In the next 3 hours, what you need to do is very simple: with the goal of 'earning as much visa time as possible', freely choose rooms to play games.]

[Specific rules are as follows:]

[1. Room Revenue]

[1. Before entering each game room, players can receive or use visa time to exchange for a certain quantity of chips according to the room rules.]

[2. Chips from different rooms are not interchangeable.]

[3. Players can only use the corresponding room's chips to play games within that room.]

[4. Each room has varying amounts of 'room dividends', defaulting to 30,000 to 150,000 visa time, which may increase due to additional concessions from God's Imitators. The more times a player plays in a room, the higher the unlocked amount of the 'room dividends'.]

[Every 30 minutes, players holding that room's chips can choose to consume the chips in their hands to obtain 'room dividends'. The specific amount of visa time that can be exchanged is 'chips held / total chips currently in that room × currently available room dividends'.]

[5. Individual game rooms may have additional reward rules. Please check the notice board at the room entrance on your own.]

[II. Player Screening Rules]

[1. At the end of the game, all players will by default suffer one instant death penalty.]

[2. For every 10,000 minutes of visa time a player earns in the game, they will automatically receive one 'Death Immunity Card' with a '20% probability of immunity from death'.]

[There are a total of 5 'Death Immunity Cards', appearing in the form of 'equipment cards', which are 'Helmet', 'Breastplate', 'Arm Guards', 'Leg Armor', and 'Boots'.]

[Each card has a 20% chance of immunity from death. Collecting all five different cards guarantees 100% immunity from death. Duplicate cards will not additionally increase the probability.]

[3. If after suffering the instant death penalty the number of dead players exceeds 30%, no additional penalties will be imposed. 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%, and an additional instant death penalty will be imposed.]

[III. Trading Rules]

[1. In the game hall, each player will be assigned an 'Auction Terminal' by default.]

[2. Players can freely trade 'Death Immunity Cards', 'chips', or 'visa time' through the auction terminal. See the auction terminal rules for details.]

[3. Special note: Each game room has different 'rake' and 'transaction tax'.]

[When playing games in the corresponding room, the 'rake' will be automatically deducted according to the room rules.]

[When selling items from the corresponding room at the 'Auction Terminal', the 'transaction tax' will be automatically deducted according to the room rules.]

[For the specific rules of each room, please explore on your own, players.]

[This game strictly prohibits violence and other violations. Violators will suffer instant death penalty.]

[The game starts now. Good luck!]

...

The game rule introduction on the large screen ended, and the players broke into an uproar.

Obviously, not every community could obtain some information from God's Imitators in advance.

Many players still knew nothing about this game. When they heard in the rules that 'this game has a guaranteed 30% mortality rate', they immediately panicked.

And seeing that the entire hall was filled with strangers from other communities, with no players from the same community at all, their situation became even worse.

However, for those players who had obtained some information in advance, especially the God's Imitators who knew the basic rules, this game's rules concealed one very important piece of information: God's Imitators also had death penalties.

This was only natural.

If this information were also told to players, player behavior might be influenced by a mentality of 'retaliation against God's Imitators'.

A game might clearly be designed the best, but players might feel that this God's Imitator was a huge threat and deliberately not play it. This kind of situation could also happen.

Therefore, this part of the information was omitted from the rules, which to a certain extent ensured fairness in the competition between God's Imitators.

Of course, whether informed players would publicize this point was hard to say.

The game rules had been fully introduced, but the players in the hall didn't act rashly. They looked at each other, briefly studied the 'Auction Terminal' in front of them, and finally, while remaining mutually vigilant, slowly dispersed to check the game names and specific rules of each room.

The situation of 'God's Imitators impatiently rushing into game rooms' did not occur.

In other words, even if there were God's Imitators among the 20 players in this hall, they were all relatively smart, and no one made that kind of elementary mistake.

Lin Sizhi, like the other players, stopped successively in front of the six game rooms to check the different game rules for these rooms.

On the notice board of each game room, there were three main pieces of information: 'Simple Rule Introduction', 'Rake Ratio', and 'Transaction Tax Ratio', followed by specific rule details for the room.

Lin Sizhi first looked through all the main information for the six game rooms.

[Room 1: Simple Poker]

[According to 'Zhajinhua' card types, compare three cards to determine size.]

[Rake: 0%]

[Transaction Tax: Not displayed]

...

[Room 2: Sea Minesweeper]

[In a 10×10 grid, both sides place mine zones and take turns selecting squares to search. The side that finds all mine zones first wins.]

[Rake: Not displayed]

[Transaction Tax: Not displayed]

...

[Room 3: Auction Tycoon]

[Simple game simulating auctions.]

[Rake: 0%]

[Transaction Tax: 100%]

...

[Room 4: Chess Endgame]

[Solve chess endgames, or engage in free combat.]

[Rake: 10%]

[Transaction Tax: Not displayed]

...

[Room 5: Compare Sizes]

[Multiple players can roll dice to compare sizes, or a single player can roll dice to guess sizes.]

[Rake: 0%]

[Transaction Tax: 10%]

...

[Room 6: Equipment Forging]

[Hammer along to the music rhythm, or you can also reforge equipment.]

[Rake: 0%]

[Transaction Tax: 0%]

Among these was a game room designed by Lin Sizhi himself. However, he didn't choose to enter immediately. Instead, after making a round, he stopped at the entrance of the 'Sea Minesweeper' room then he carefully examined the specific rules of this game.

Chapter 336: Sea Minesweeper

[Room 2: Sea Minesweeper]

[1. Placing Mine Zones]

[Players responsible for 'placing mine zones' can freely place five different types of mine zones on a 10×10 grid map.]

[Small Mine Zone: 2 horizontally adjacent squares]

[Diagonal Mine Zone: 3 diagonally adjacent squares]

[Square Mine Zone: 4 squares forming a square]

[T-shaped Mine Zone: 4 squares forming a T shape]

[Continuous Mine Zone: 5 horizontally adjacent squares]

[When placing mine zones, they can be rotated 90 degrees but must strictly fit within existing squares.]

[2. Detecting Mine Zones]

[Players responsible for 'detecting mine zones' cannot see the specific distribution of mine zones and can click one square at a time to detect.]

[After finding a mine zone, a hint will be provided.]

[The cumulative number of detection attempts will be counted until all mine zones are found.]

[3. Game Modes]

['Single Player Mode': The system will randomly place five different types of mine zones. Players need to find the exact positions of all mine zones within 60 detection attempts, or it will be declared a failure.]

['Battle Mode': Two players each place mine zones, then take turns searching. The player who finds all of the opponent's mine zones first wins.]

[4. Game Rewards]

[Players can exchange visa time for chips at a 1:1 ratio, exchanging a maximum of 5,000 chips.]

[In single player mode, 500 chips must be paid each time. If the goal is achieved, 5,000 chips will be earned. (Rake must be deducted)]

[Each player can win the game a maximum of 10 times.]

[In battle mode there is no limit on the number of times. Both sides can agree on the chips each will wager, and the winning side will win the opponent's chips. (Rake must be deducted)]

...

Lin Sizhi carefully finished reading the game rules, then looked at the other players.

Perhaps to avoid being taken for God's Imitators, the other players also weren't rushing to enter rooms. One by one, they were all carefully reading the rules outside.

However, the concentration of the crowd was clearly different.

The most players were gathered at the entrances of 'Equipment Forging' and 'Compare Sizes'.

Obviously, this was because these two rooms directly displayed the rake and transaction tax, and the values were very low, so they attracted players from the start.

'Auction Tycoon' and 'Chess Endgame', on the other hand, seemed somewhat deserted.

As for 'Sea Minesweeper' where Lin Sizhi currently was, some players also came and went checking the rules, but in the end, aside from him, only one chubby guy with glasses remained.

Next to the door of each room, in addition to the rules notice board, there was also a simple chip exchange counter for carrying out corresponding operations such as purchasing or exchanging chips.

But the rules for each room were somewhat different.

Some rooms would unconditionally give away some visa time for free, while some rooms only allowed purchasing.

Moreover, even for buying chips, the prices were different in different rooms. Some were 1:1, some were 1:10. This completely depended on the God's Imitator's settings.

But the specific ratios wouldn't have much impact, because chips from different rooms weren't interchangeable, and when players obtained visa time, it was calculated proportionally.

After considering, Lin Sizhi prepared to exchange some chips for this room.

But just as he was about to operate, he was stopped by the chubby guy next to him.

"Wait!

"Friend, are you trying to exchange chips for this room? Think twice!

"It's clearly not worth it!"

Lin Sizhi looked at him and temporarily withdrew his hand, "Oh? How so?"

The chubby guy enthusiastically explained, "Haven't you noticed that hardly any players are lingering at the entrance of this game room?"

"Obviously, just through the two items 'rake' and 'transaction tax', you can already conduct preliminary screening of these game rooms.

"I won't reveal the specific reasons, but a very strong player in our community analyzed and came to a quite reliable conclusion: among these game rooms, just mindlessly prioritize the ones with the best benefits.

"Because the game invitation clearly stated that this game will also 'screen God's Imitators'.

"Of these six rooms, four have 0% rake, and there are two other rooms. One is 'Chess Endgame' which clearly states 10% rake, and then there's this 'Sea Minesweeper', which doesn't even list the rake value!

"This clearly shows a guilty conscience.

"If the rake was low, why wouldn't they write it out? It must be that the rake is relatively high, and they're too embarrassed to write it, hoping to trick whoever they can.

"Look, in single player mode you invest 500 chips to earn 5,000 chips. This looks like a trap. How could the return possibly be this high?"

"What if you go in to play and only then discover that the rake is 100%, and all the chips you win get taken away? Wouldn't that be getting scammed?"

Lin Sizhi nodded, "That makes sense. So what are you planning?"

The chubby guy hurriedly said, "My thinking is to first find suitable players and form a small group to jointly adopt group strategies.

"As for choosing game rooms, this is what I'm thinking:

"First, exclude 'Sea Minesweeper'. The rake and transaction tax aren't listed, so there's definitely something wrong.

"Then exclude 'Auction Tycoon'. It actually charges 100% transaction tax, crazy!

"There are a total of five types of cards that can be obtained in game rooms, and they can be duplicates. We still need to sell them to other people. If there's a 100% transaction tax, that means death immunity items produced from this room, even if we sell them, we won't receive a single penny.

"Who would still go play that?"

"'Equipment Forging' and 'Compare Sizes' have more people in these two rooms, so the competition should be more intense. The more chips produced, the less visa time each person can share.

"So I think we shouldn't join in that excitement first. Let's just choose one between 'Simple Poker' and 'Chess Endgame' to play.

"I'm more inclined toward 'Simple Poker' because it plays faster, the rules are simple, and the rake is relatively low."

Lin Sizhi nodded repeatedly, "Hmm, that analysis makes sense."

Obviously, this chubby guy had deliberately come to camp at the entrance of the 'Sea Minesweeper' room, waiting for someone with fate.

Because in his view, players who planned to enter an obviously trap-filled room like 'Sea Minesweeper' were most likely not very good at playing. As long as he showed sincerity and broke down the game rules, he could reach cooperation.

Although such players might be relatively weak and have no ability, cooperating with them was relatively safe, and the risk of being scammed in return was smaller.

Seeing everything developing according to the script he envisioned, the chubby guy was very happy. He extended his hand, "Then shall we consider this as officially establishing cooperation?"

"My name is Cheng Wen, from Community 3."

Lin Sizhi shook hands with him, "Lin Sizhi, Community 17."

Cheng Wen froze, "Ah?"

His expression instantly became somewhat stiff. Obviously, he hadn't met Lin Sizhi, but he had also heard this name within the community.

Now thinking about teaching the other person how to play the game, there was an awkwardness that made his toes curl.

Lin Sizhi looked again at the 'Sea Minesweeper' room, "Although your strategy also makes a lot of sense, I feel that the 'Sea Minesweeper' game should also be profitable.

"I still want to enter this game first to take a look."

Cheng Wen hurriedly changed his tune, "Of course! I also think this room is actually pretty good."

Lin Sizhi used 1,000 minutes of visa time to exchange for 1,000 chips, then walked into the room.

Cheng Wen also followed suit and exchanged 1,000 chips, then silently followed behind Lin Sizhi.

Chapter 337: Simple Strategy

Cheng Wen followed Lin Sizhi into the 'Sea Minesweeper' room and looked around.

The layout here was quite simple.

On the wall were four square screens, which should be used to play 'Single Player Mode'.

In addition, in the center of the room were four different battle stations. Each battle station could support two-player combat, with seating and operable display screens in duplicate, facing each other.

In other words, this room could support a maximum of 12 players playing games simultaneously.

However, so far, only Lin Sizhi and Cheng Wen had entered the room. Other players had been immediately discouraged by the rake and transaction tax hidden in this room.

Besides this, the God's Imitator who designed this game room had committed a major taboo: he hadn't used gambling equipment or board games, but instead adopted this semi-original game type.

Actually, Cheng Wen had already recognized the prototype of this game: a classic game called 'Battleship'. However, compared to various common gambling equipment and board games, it was relatively niche.

Moreover, this God's Imitator had actually changed the gameplay somewhat.

According to the original 'Battleship' gameplay, players placed battleships on a 10×10 grid, and these battleships were all long strips, just of different lengths.

Ranging from occupying 2 squares to occupying 5 squares.

Although 'Sea Minesweeper' had changed the name and packaging, it was actually just old wine in a new bottle. The gameplay was still the same old thing.

The biggest difference was that the originally all strip-shaped battleships were changed to differently shaped mine zones.

The shapes of these mine zones were somewhat like 'Tetris'. Except for the 'Small Mine Zone' and 'Continuous Mine Zone' which remained strip-shaped, the other three types of mine zones became 'three diagonally adjacent squares', 'square-shaped squares', and 'T-shaped squares'.

For Cheng Wen, games like 'Battleship' didn't really have any good strategies to begin with, because it was hard to guess how the opponent would specifically arrange things.

Take the current rules of 'Sea Minesweeper' for example. There were five types of mine zones players could place, totaling 18 squares, while the entire map had 100 squares.

Unless both sides knew each other well and knew each other's placement habits in advance, whether you could win this game largely depended on luck.

What's more, this game changed the strip-shaped battleships into irregular mine zones, which would further increase the difficulty of the game.

Because according to the original rules, battleships were strip-shaped. After hitting one square, you just needed to continue searching vertically or horizontally.

But in this game, there were many irregular shapes. After hitting one square, it could be horizontal, vertical, or diagonal, which undoubtedly further increased the difficulty.

If playing single player mode, all mine zones were randomly placed by the system. Playing it would likely be more difficult than playing with a real person. After all, real people might have some preferences, while system random placement had none.

If playing two-player mode, this game was too deserted. Plus with the completely unknown rake, no one was willing to battle.

So Cheng Wen himself would absolutely not proactively play in this game room.

But then again, since Lin Sizhi had proactively entered this game room...

That meant there were some rules that Cheng Wen hadn't noticed.

Lin Sizhi didn't mind Cheng Wen following behind him. He didn't seem to have any plans to play 'Two-Player Battle Mode', but instead went straight to the 'Single Player Mode' area and casually selected a display screen.

After investing 500 chips, he could officially start the game.

In 'Single Player Mode', players would automatically play the role of the side 'detecting mine zones', meaning they just needed to keep clicking squares.

The only requirement was to find all mine zones within 60 clicks.

If successfully found, they could obtain 5,000 chips (rake must be deducted).

If unable to find them, the 500 chips would be gone.

Cheng Wen was somewhat puzzled because he felt this was a game with very low chances of winning.

There were a total of 100 squares, and you needed to use 60 clicks to find 18 squares. It didn't seem very reliable.

...

Lin Sizhi casually selected a position relatively close to the center on the 10×10 grid and clicked.

The square changed from its original white to gray, but the 'mine' icon didn't appear, which meant his luck wasn't very good and he hadn't hit directly on the first try.

But Lin Sizhi didn't mind. Instead, he selected an area slightly farther away and clicked again.

At the same time, Lin Sizhi said, "Actually, your speculation is generally fine.

"The higher the 'rake' and 'transaction tax', the sooner the game gets eliminated. And the 'Sea Minesweeper' game doesn't display rake and transaction tax, which indeed gives people a feeling of 'having a guilty conscience'.

"But what if, from a mechanical standpoint, this game has a surefire winning method and can obtain stable returns?"

Cheng Wen was very surprised, "Surefire winning method? Stable returns? Are you talking about this single player mode?"

Lin Sizhi nodded, "Yes. No matter how the mine zones are randomly generated, 60 clicks are enough to find the 18-square mine zones.

"Of course, the prerequisite is executing relatively simple, basic strategies. You can't click completely randomly."

Cheng Wen instinctively wanted to ask "what specifically is the strategy," but felt that asking this way was somewhat presumptuous.

Since Lin Sizhi hadn't chased him away, that meant he didn't mind him watching.

So Cheng Wen still observed carefully and tried hard to think about the principles involved.

During this time, he looked somewhat worriedly through the glass wall of the room at the situation outside.

Other players had already entered other rooms one after another to start games. Time was passing minute by minute. There were still only Cheng Wen and Lin Sizhi in the 'Sea Minesweeper' room, which made him instinctively feel nervous and worried, with a feeling of being abandoned by the main force.

But after thinking about it, Cheng Wen still decided to stay and continue observing how Lin Sizhi would play this game.

Soon, Cheng Wen understood the strategy Lin Sizhi was employing.

This strategy was indeed very simple. It was impossible not to understand it.

First, Lin Sizhi would prioritize clicking in positions relatively toward the middle area of the 10×10 map to 'detect mine zones'.

If no mine zone was found, he would click again with a slight gap of three or four squares.

If a mine zone was found, he would prioritize detecting horizontally or vertically adjacent squares, then detect diagonally adjacent squares.

After ruling out a certain specific shape, Lin Sizhi would slightly change some strategies: change the search interval, or change to prioritizing detection of diagonal squares.

Obviously, he had only performed very simple thinking and hadn't added anything too complex in terms of game theory.

But even so, he still successfully found all the mine zones on the 56th click.

A celebratory victory notification sound rang out on the screen. At the same time, the coin outlet next to it clattered out some chips.

Lin Sizhi took them in his hand and did a simple count.

A total of 3,500 chips.

Cheng Wen was somewhat surprised, "3,500! Doesn't that mean the rake is actually 30%? Indeed very exploitative!

"But then again, we did earn 3,000 chips.

"The only question is, what if luck becomes worse next time?"

Lin Sizhi didn't respond. He just continued to invest 500 chips and started a new game.

Chapter 338: Giving Away Chips

Cheng Wen hurriedly followed suit and also invested 500 chips at another screen to start the game.

At first, he was still somewhat nervous, because judging from Lin Sizhi's previous situation, it took 56 clicks to find all the mine zones. What if his luck was bad and he couldn't find them all in 60 attempts? Wouldn't that be an immediate failure?

But after Cheng Wen also imitated the same strategy, he found all the mine zones in just 53 clicks.

"Clatter!"

The coin outlet on his side also ejected 3,500 chips.

Cheng Wen couldn't help but suddenly understand, "I see! The number 60 looks precarious, but it's actually quite safe!

"Only when luck is bad does this number approach 60 slightly. When luck is good, around 50 times is enough.

"What's the principle behind this?"

He furrowed his brow, continuing to play while thinking.

Suddenly, a flash of inspiration struck Cheng Wen's mind, and he thought of the most likely possibility, "First is probability! The squares clicked this way are basically the positions with the highest probability!

"Second is the search interval.

"Third is the search priority for adjacent shapes.

"Using these three methods to filter can greatly reduce the number of times needed to find all mine zones.

"This should be a strategy that can also be used in the original game. However, after the mine zone shapes changed, he made certain improvements to the original strategy, so it's more suited to this game's situation."

Cheng Wen instantly felt a sense of sudden enlightenment.

This strategy wasn't actually complicated, but it wasn't easy to think of in the shortest time.

Lin Sizhi looked at him, "You understand it?"

Cheng Wen nodded, "I understand!"

Lin Sizhi continued clicking the screen while saying, "Then explain it briefly?"

Cheng Wen felt a bit dazed, as if he had returned to the community, inexplicably feeling the pressure of being questioned by a teacher.

However, he still said, "Simply put, on this 10×10 map, when all mine zones are randomly placed, the probability of mine zones appearing in the central area will be significantly higher than in the peripheral areas.

"This probability is obviously much higher than I initially imagined."

Lin Sizhi nodded, "If you place a 'T-shaped Mine Zone' in a 3×4 rectangular grid, how many times higher is the probability of a mine zone appearing in the most central square compared to the four corners?"

Cheng Wen froze. He racked his brains thinking for a while, mentally imagining several possible situations, then said somewhat uncertainly, "Is it... 4 times? No, it's 5 times."

Lin Sizhi nodded, "Yes, that's right."

Cheng Wen couldn't help but feel quite encouraged, "I understand a bit more!

"In the original game, because there were only vertical or horizontal strips, although the probability of battleships appearing in squares in the central area was also higher, it wasn't much higher.

"But 'Sea Minesweeper' changed the strip-shaped battleships into irregular mine zones. Because the shapes are more irregular, the probability of mine zones appearing in the central area increases further.

"When you click open a square and discover it's not a mine zone, the probability of mine zones in the densest area of the map will also significantly increase compared to other areas.

"If the opponent is a real person, they might deliberately place mine zones in corner positions.

"But since it's automatically placed by the system, you should definitely search the central area first.

"If the position clicked doesn't have a mine zone, then the probability of all squares on the entire map having mine zones will change.

"For the position clicked, the probability of mine zones in the surrounding squares will drop significantly.

"So at this point, you should click other positions with higher probability according to a certain interval.

"After finding a mine zone, prioritize detecting horizontally or vertically adjacent squares.

"Because among these five types of mine zones, four are horizontally or vertically adjacent, and three are diagonally adjacent.

"But after finding a mine zone of a certain shape, you can reanalyze the remaining mine zone shapes and continue optimizing the strategy.

"In short, from the results, you can basically ensure finding all mine zones within 60 attempts. This is actually a very safe number."

Lin Sizhi nodded, "That's right.

"In the original 'Battleship' game, the battleship lengths are 5, 4, 3, 3, and 2 respectively. All the battleships together occupy 17 squares.

"If searching completely randomly, it would take about 90 or more attempts to find all the ships.

"But if using a specific strategy, combining the probability of each square and using a triple search strategy, this number can roughly be halved.

"In the 'Sea Minesweeper' game, all mine zones together occupy 18 squares. This doesn't actually significantly increase the difficulty, because these mine zones are connected together in specific shapes.

"And the God's Imitator who designed this game gave 60 attempts, so this game actually has a fairly sufficient margin for error.

"It looks very difficult, but it's actually very simple.

"Of course, the prerequisite is knowing the corresponding strategy and trying it out yourself."

Cheng Wen was somewhat surprised, "Can you constantly calculate the probability of each square?"

Lin Sizhi shook his head, "Of course that's impossible. I guessed.

"My first game was just doing a simple test. After all, even if unsuccessful, I'd only lose 500 chips.

"Of course, the reason I guessed that the 'Single Player Mode' of this game was a 'money-giving mode' was also based on comprehensive analysis of other rules."

Cheng Wen was even more surprised. He continued clicking squares while asking, "What other rules can analyze this kind of thing?"

Lin Sizhi explained, "Actually, the content you analyzed is fine. You should indeed prioritize choosing rooms with relatively low rake and transaction tax.

"The goal of this game is to 'screen players and God's Imitators', so God's Imitators also have corresponding assessment indicators, and these indicators are very likely the visa time earned from players' hands.

"Therefore, smart God's Imitators are very likely to give concessions to players to enhance the competitiveness of their games. So the lower the rake and transaction tax, the safer the room probably is.

"That 'relatively strong player' in your community analyzed it this way, right?"

Cheng Wen nodded with some slight embarrassment, "Right."

Lin Sizhi continued, "However, this analysis isn't 100% valid. There are some exceptions.

"Hiding just the rake or just the transaction tax is normal, but hiding both is abnormal.

"Because it's hard to imagine that at this point, there are still God's Imitators who could be stupid to this degree.

"Could he not think that 'high rake' and 'high transaction tax' appearing simultaneously would make his game completely uncompetitive?

"If he knows this point and still insists on doing it, then he most likely has buried additional benefits in the game and has enough confidence to attract players, making them play despite the high rake and transaction tax.

"This game has two modes. 'Two-Player Battle Mode' has no limit on the number of times, while 'Single Player Mode' limits each player to winning the game a maximum of 10 times.

"Plus in 'Single Player Mode' there are 60 detection attempts, so I guessed that this place most likely has hidden additional benefits and will stably give away chips."

Chapter 339: Dividends

After listening to Lin Sizhi's analysis, Cheng Wen couldn't help but suddenly understand.

What he had originally thought wasn't actually wrong, but he had failed to consider one more layer.

This game clearly stated it had the function of 'screening God's Imitators', and many people had also guessed that this screening was most likely completed through 'how much visa time God's Imitators earned from players'.

Cheng Wen had initially only thought of the first layer.

Because there was competition among God's Imitators, to earn visa time, they first had to ensure players came to play. Smart God's Imitators would definitely set the rake and transaction tax very low.

Some extreme God's Imitators might even completely eliminate the rake and set the transaction tax at 10%, which was already a fairly extreme situation.

But actually, there was a second layer.

This kind of involution had risks. What if everyone set the transaction tax at 10%?

What if they couldn't snatch players, and the transaction tax amount had also been lowered, and they couldn't earn enough visa time? Then it would all be over.

Therefore, some God's Imitators chose a different path.

Don't lower the rake and transaction tax, but let players obtain dividends from the room more stably and easily, or even give players additional benefits.

The game rules also said that God's Imitators might have additional concessions.

Obviously, the God's Imitator of 'Sea Minesweeper' wanted to attract players this way.

Following Lin Sizhi's method, any player could stably earn chips in the 'Sea Minesweeper' room.

There were a total of 20 players in the hall. If each person won 10 times, that would be 200 games, and the rake or transaction tax generated during this time wouldn't be small.

Moreover, according to the game rules, after playing many games, the 'room dividends' could also be increased.

Additionally, doing it this way had another benefit. If the God's Imitator who made 'Sea Minesweeper' encountered their own game, they could immediately use this 'surefire winning method' to come in and withdraw funds.

However, judging from the current situation, this God's Imitator had most likely been assigned to another hall.

So Lin Sizhi had picked up a bargain.

Cheng Wen increasingly felt that following Lin Sizhi into this room was absolutely the right choice. He hurriedly quickened his clicking on the screen, trying to catch up to Lin Sizhi's progress as much as possible.

Soon, the two of them each finished playing 10 games.

Each obtained 30,000 chips from this room.

After Lin Sizhi did a simple count, he put them all in his pocket.

These chips looked similar to regular chips, just slightly larger in size. Besides having different colors, designs, and numbers, the biggest difference was a small rectangular area in the center with the four characters 'Sea Minesweeper' written on it.

This represented that they were special chips for 'Sea Minesweeper', and could only be used to play games in this room or exchange for 'room dividends'. They couldn't be taken to other rooms for use.

Afterward, Lin Sizhi came to the chip exchange counter at the room entrance and waited patiently.

Cheng Wen looked at the time. Unknowingly, 27 minutes had passed. After waiting a bit longer, they could conduct the first 'room dividend'.

The two of them had each played 10 games in the room. Although they clicked the screen as quickly as possible, each game still took over two minutes.

Soon, a broadcast message began playing in the hall.

[In 3 minutes, each room will conduct 'dividends'. Please be prepared, players.]

Previously, there were still players playing games in other rooms. Hearing the broadcast, they hurriedly took action. Many people came to the chip exchange counters at the room entrances in advance to wait.

Cheng Wen also hurriedly checked the detailed rules for room dividends.

[1. Every 30 minutes, game rooms will conduct dividends once.]

[2. The more accumulated games played in a game room, the higher the activated dividends. (Games with longer single game duration will unlock more dividend amounts.)]

[3. Players can obtain the corresponding proportion of dividends according to the 'chips held / total current chips in that room' ratio.]

[4. Special note: Every 100 chips can only be exchanged for a maximum of 100 minutes of visa time and cannot be exchanged for more.]

[Current room's dividend amount for this time: 42,000 minutes of visa time.]

[Current room's chip exchange ratio: 'Chips : Visa time = 100 : 68']

The dividend rules were still relatively clear, but there were some details worth noting.

Cheng Wen discovered that although the rules said the more games played, the higher the activated dividends, which could possibly range from 30,000 to 150,000, the standards for each room still seemed to have subtle differences.

Some rooms had 2-minute games, while some rooms could conduct a game in 30 seconds, so the former unlocked higher dividend amounts per game.

This was also a rule that conformed to common sense. If there wasn't this restriction, many God's Imitators would design games that lasted 10 seconds each, and everything would be in chaos.

Cheng Wen quickly did a calculation in his mind.

Currently, the 'Sea Minesweeper' room had a total of 62,000 chips. Cheng Wen and Lin Sizhi each had 31,000, and others had no chips.

The room's dividend amount was 42,000 minutes of visa time, of which 2,000 minutes of visa time was the cost Cheng Wen and Lin Sizhi used to purchase chips, which was also counted into the room dividends.

They had conducted a total of 20 single player mode games in the room. From this number, they could roughly estimate the dividend amount activated by each game.

Cheng Wen thought briefly, "20 games = 40,000 minutes of dividends. In other words, each game can additionally unlock 2,000 minutes of dividends?"

"Wait, not necessarily.

"The game rules say the room's dividends are at minimum 30,000. It might also be calculated starting from 30,000, with an additional 10,000 activated. In that case, each game could unlock 500 minutes of dividends."

Cheng Wen wasn't too sure which specific situation it was, but the latter situation had a significantly higher possibility.

Because the dividends defaulted to 30,000 to 150,000 minutes of visa time, this was clearly written in the game rules.

According to the exchange ratio, Cheng Wen could just split these dividends evenly with Lin Sizhi, meaning each person would obtain 21,000 minutes of visa time.

Of course, according to the rules, Cheng Wen could also choose not to exchange.

In that case, Lin Sizhi could still obtain 21,000 minutes of visa time. Cheng Wen could keep the chips in his hand, and the remaining 21,000 minutes of visa time in the room would continue to accumulate to the next dividend and be calculated again according to 'total chips / total dividends'.

Thinking of this, Cheng Wen felt somewhat embarrassed.

"Sorry, if I hadn't played, could you have directly obtained the full 30,000 minutes of visa time? I seem to have caused you to lose 10,000..."

If Cheng Wen hadn't played, although the reduced number of games would cause the game to be unable to increase the dividend upper limit, the minimum value for each room was 30,000 minutes of visa time.

Lin Sizhi happened to have 31,000 chips and could exchange at most at a 1:1 ratio, so he could have obtained this 30,000 alone.

But Cheng Wen also played the game. Although it increased the 30,000 dividend to 40,000, he had earned as many chips as Lin Sizhi and instead took away half.

Lin Sizhi didn't mind, "It doesn't matter. This is just an appetizer. We two are now in a cooperative relationship, aren't we?"

He chose to throw in all the chips in his hand and exchange them for 21,000 minutes of visa time.

At the same time, with a "snap", two thick physical cards popped out from below the chip exchange counter.

Lin Sizhi picked them up to look. These two cards had very simple designs but had different borders and colors. From the embossed pattern in the center of the cards, it could be confirmed that this was a 'Helmet' and a 'Boots'.

They each had a 20% probability of negating the instant death penalty.

Chapter 340: Changing Rooms

Cheng Wen also threw all his chips in and exchanged them for 21,000 minutes of visa time.

The cards he received were a 'Breastplate' and 'Boots'.

Cheng Wen was very happy. This was a very good start.

According to the game rules, to survive the game, you needed to collect at least five different death Death Immunity Cards. Now he already had 2, and had also net earned 20,000 minutes of visa time.

After this, he could also consider using visa time to directly purchase other players' cards and complete a full set.

However, the players gathered at the entrances of other rooms obviously didn't have such good returns.

The most players were gathered at the entrance of the 'Compare Sizes' room, but after receiving dividends, they didn't show happy expressions. Instead, they were somewhat disappointed.

"How is it so little?"

"We played so many games. Shouldn't we have activated a very high upper limit?"

"Ah, forget it. At least it's stable income."

On the other side, there was only one player at the entrance of the 'Equipment Forging' room, and he wasn't very happy either.

Although it wasn't clear exactly how much dividend he obtained, it could be roughly determined from two points.

His expression was very disappointed, and no cards had popped out from below the chip exchange counter.

Obviously, in the first 30 minutes, the returns Lin Sizhi and Cheng Wen obtained from 'Sea Minesweeper' were the best in the entire venue.

After thinking briefly, Cheng Wen quickly figured out the reason.

"It's because of the number of people, and the game mechanism!

"When players obtain room dividends, it's not directly distributed according to the number of chips, but according to the proportion of their own chips to the current total chips.

"And the total amount of chips produced in the room will affect the specific exchange ratio.

"The 'Compare Sizes' room is indeed quite cost-effective, but too many people played. They all earned quite a few chips, so that when dividing the chips, the value that chips could be exchanged for significantly shrank.

"The 'Equipment Forging' room is exactly the opposite. Only one player was playing.

"This player obviously mistakenly thought that no matter how many chips he had, he could obtain the room's guaranteed minimum of 30,000 dividends alone, but he overlooked one point: the exchange ratio during game dividends is at most 1:1 and cannot be higher.

"In other words, no matter which room, 100 chips can be exchanged for at most 100 minutes of visa time.

"To fully consume the 30,000 dividends, you need to have at least 30,000 chips from that room in hand.

"Obviously, the 'Equipment Forging' room doesn't have a mechanism to stably produce chips like 'Sea Minesweeper'. The chips produced are very few.

"That's right. If 'Equipment Forging' also had a similar mechanism, then there would definitely be many players going to play. How could there be only one person...

"So in terms of the initial room selection, 'Sea Minesweeper' really was the only optimal solution.

"It can stably produce quite a few chips, and there aren't too many players competing for it."

Cheng Wen couldn't help but increasingly admire Lin Sizhi, who had seen through this at the very beginning.

He hurriedly asked with considerable anticipation, "Brother Lin, so what should we do next?"

Obviously, continuing to play 'Sea Minesweeper' was meaningless, because the stably profitable single player mode could be played at most 10 times.

Two-player mode was a negative-sum game, not very meaningful.

So the two had exchanged all their chips for visa time without keeping any in hand.

Next, it was time to choose to switch to another room.

Lin Sizhi looked at the still deserted 'Room 3: Auction Tycoon', "I'm going to that room."

Cheng Wen was stunned, "Ah? Really?"

"That room has 100% transaction tax!

"Even if we can earn visa time in this room, what if we encounter duplicate cards?"

Lin Sizhi didn't explain, but instead asked back, "What's your plan?"

"I..." Cheng Wen was somewhat conflicted.

Lin Sizhi said, "You can do me a favor.

"Go observe the situation in other rooms. Find the strongest few players in this hall who are teaming up, and see their strategies and actions.

"Although this isn't essential intelligence for me, it would still be helpful if you can get it."

Cheng Wen nodded, "Okay! Then I'll go observe, and if I have any findings, I'll come find you."

For Cheng Wen, if possible, he of course wanted to choose to ride coattails the entire time, making exactly the same actions as Lin Sizhi to safely leave the game.

But this obviously wasn't very good.

Putting aside the question of whether it was embarrassing, the key was that Cheng Wen couldn't one-sidedly confirm that Lin Sizhi definitely had good intentions toward him.

Although from various hearsay information, Cheng Wen could roughly determine that Lin Sizhi was strong enough and leaned toward being benevolent, in this kind of game involving life and death, one still needed to be extremely cautious.

Because their intelligence levels differed by several grades, as long as Lin Sizhi was willing, he could easily dig a pit to get Cheng Wen killed.

But if just because of this point he didn't cooperate with Lin Sizhi? Didn't ride coattails? That also seemed unjustified.

Fortunately, Lin Sizhi provided an optimal plan that Cheng Wen could also accept.

Obviously, Lin Sizhi had his own ideas. He seemed to be conducting some special arrangement and therefore needed another person to help him observe the situation in the hall and collect information.

And Cheng Wen could also take this opportunity to understand the rules of other rooms and make contact with other players.

If during this process Cheng Wen found a better cooperation partner, or felt that Lin Sizhi wasn't sincerely cooperating with him, he could also have other fallback options.

So Cheng Wen immediately agreed.

After watching Lin Sizhi enter the 'Auction Tycoon' room, Cheng Wen continued observing the situation in other rooms.

At the same time, he also noticed that a small number of players were beginning to gather at the entrance of the 'Sea Minesweeper' room.

During dividends, the visa time players obtained had no physical form. It would only be given directly to the player's virtual account in this game, which was relatively discreet.

But equipment cards had physical form, and the position where they popped out was in the middle of the chip exchange counter. The action of taking them was very obvious.

Lin Sizhi and Cheng Wen had each received two equipment cards. There would always be players who noticed.

However, for Cheng Wen, this no longer mattered.

He turned and came to the entrance of 'Room 5: Compare Sizes'.

The situation in this room was completely different from 'Sea Minesweeper'. Inside, it appeared quite lively.

There were 11 players in the room, playing enthusiastically.

In other words, half the players in the entire hall were here.

The layout inside the game room was very simple, with six small tables and one large table.

Four of the small tables were against the wall, which should be 'Single Player Mode', and there were two more small tables in the center of the room, each able to accommodate two people.

Currently, all six small tables had players playing.

The only large table could seat seven or eight people, but currently only three players were playing.

Cheng Wen could vaguely feel that the four players playing at the single player mode small tables had a clearly different style from the other players.

They were basically all in a relatively excited state, constantly betting and guessing sizes. Whether they won or lost, they would immediately start the next round.

Naturally, they were happy when they won, but they wouldn't be too upset when they lost either.

The players in battle mode, on the other hand, were much more cautious. Their speed of opening the dice cup was obviously slower, and their expressions when losing chips appeared more dejected.

Not only that, they also frequently looked toward the single player mode small tables, as if anticipating a change of players.