

Imitator 38

Chapter 38: "King's Judgment"

The lobby was once again in an uproar.

Although they had already experienced one group game, obviously most people would still instinctively feel panicked by this suddenly activated game invitation.

More importantly, the nature of this game was completely different from the last time.

The objective of "Blood Poker" was to complete the first allocation of visa time, so from the actual game content, there was basically no life-or-death crisis.

Between players, it was only a difference of earning more or less visa time.

But this game's objective was "Complete the Judgment," which meant the game would have a certain fatality rate.

Thinking of Wei Xinjian's fate in "Redemption Roulette," many people would instinctively feel terrified.

The three people forced to participate were even more at a loss.

Lin Sizhi looked at the big screen and was also somewhat surprised.

Because this time, the Gallery had not adopted his designed game "Life and Death Straight Line."

"King's Judgment..."

"From the literal meaning, it's hard to see the specific content of the game.

"So what unique aspects does this game have that would make the Gallery choose it?"

While Lin Sizhi was briefly contemplating, Fu Chen's voice rose above the noise in the lobby.

"Everyone quiet down first!"

"Although this game has certain dangers, through the situation with 'Blood Poker,' everyone has seen that the more of our own people in the same game, the safer it often is, and the better our chances of winning.

"Our community has three players forced to participate, so I hope everyone can actively register, because this can significantly improve survival rates in the game.

"I'll register first!"

Although Fu Chen had already raised his hand to express his stance, no one responded.

Obviously, most people were still hesitating.

Everyone knew that what Fu Chen said was right.

Players from the same community naturally had better mutual trust foundations than strangers, and entering multiplayer games would provide certain advantages.

Moreover, games were something every player couldn't escape. If you don't enter this one, you'll have to enter the next one, especially for those players with limited visa time.

But even so, thinking that there might actually be deaths in judgment games, survival instincts would still make people instinctively retreat.

The five-minute countdown was short.

Fu Chen anxiously scanned everyone, but at this moment there wasn't much he could do.

Fortunately, before the countdown ended, two more people finally raised their hands.

Cao Haichuan and Lin Sizhi.

Yang Yuting was still hesitating whether to raise her hand, because her visa time wasn't much either, and this might be an opportunity to earn visa time.

But the next second, the countdown reached zero.

[Voluntary registration players: Cao Haichuan, Lin Sizhi]

Although Fu Chen, Cao Haichuan, and Lin Sizhi all raised their hands to register, Fu Chen's name did not appear on the big screen.

Because voluntary participants would be randomly screened, Fu Chen had obviously been filtered out.

It was hard to say whether his luck was good or bad.

The five people selected by the game instantly disappeared from the lobby.

...

"Beep—"

A sharp buzzing sound rang out, and Lin Sizhi gradually awakened.

He found himself in a completely unfamiliar space, and he was the only person here.

Looking around.

The surroundings were spotless white walls, and the room contained only very simple tables and chairs.

However, the wall directly opposite was a huge transparent glass window, through which he could see the entire game scene.

On the walls on both sides were many screens of various sizes, like a monitoring room, allowing views of many details in the game venue from different angles.

Lin Sizhi sat in the chair and looked at the desktop.

There were many operation buttons here, such as "Confirm," "Cancel," "√," "×," a numeric keypad, and avatar buttons representing Ding Wenqiang and the other five people.

Moments later, an introduction to game-related rules appeared on the small screen in front of the desktop.

[As a voluntary registration player, your identity in this game is: Audience.]

[Audience members do not need to personally enter the field to participate in the game and will not suffer life-or-death penalties.]

[There are 10 audience members total in this game. Audience members only need to do three things:]

[1. Tip]

[Tip a certain amount of visa time to inner field players, along with a text message. Each character requires tipping 1000 minutes of visa time.]

[Please note: The tipped player may not necessarily execute your request, and even if they don't execute it, the tip will still take effect and will not be refunded.]

[2. Vote]

[Each time a judgment is conducted in the game, all audience members must vote on the "King's" behavior for fairness.]

[So-called fairness mainly depends on whether the judgment game the King arranges for prisoners matches the prisoners' crimes in both content and severity.]

[This vote will not bring any benefits to the audience.]

[The voting process will automatically detect lies. If the vote contradicts inner true thoughts, the audience member will be deducted 10,000 minutes of visa time.]

[Special attention: Audience members are strictly prohibited from revealing their identity or any fairness-related information to field players. If discovered, they will be forcibly blocked, and the informant will receive immediate death penalty.]

[3. Bet]

[Audience members can choose to bet on the "King" or "Prisoners," can only bet on one side, default bet amount is 50,000 minutes of visa time.]

[Each side can receive bets from at most 5 audience members.]

[King's side victory condition: When the game ends, surviving prisoners are fewer than 3.]

[King's side victory reward: For each prisoner the King executes, each betting audience member will additionally receive 30,000 minutes of visa time.]

[Prisoners' side victory condition: When the game ends, surviving prisoners are 3 or more.]

[Prisoners' side victory reward: Each betting audience member will additionally receive 50,000 minutes of visa time.]

[When the game ends, based on the victory situation of the King's side and Prisoners' side, winners will also divide all the losers' bet and earned chips.]

[Finally, remember: This is others' judgment, and you are only an audience member.]

[Good luck!]

Lin Sizhi carefully read through the rules, but obviously, without knowing the specific game format, it was difficult to further analyze how these rules should actually be applied.

Lin Sizhi temporarily had no leads and could only look toward the field through the huge transparent glass in front of him.

At this moment, the area where he was located was somewhat like a second-floor viewing stand, and there were 10 such stands in total, all marked with huge numbers.

"That is to say, this game has 10 audience members total, and many audience members are from other communities.

"Officer Cao should also be among them, but I don't know which number specifically."

Lin Sizhi wanted to observe other audience members, but these glass panels were one-way transparent, allowing vision from inside to outside but not the reverse.

Just then, the loudspeaker broadcast again.

[Audience #1 bets on "King."]

Obviously, some audience member made a decision surprisingly quickly.

Because up to this point, the game rules hadn't been completely introduced. The audience members only knew the audience-side rules, but still knew nothing about how the players actually participating in the game would conduct the game.

For example, how exactly to distinguish between "King" and "Prisoners," what specific privileges the "King" had, were still unknown.

The official rules didn't limit betting time, so it was most likely that betting could happen anytime during the game process, no need to rush.

Since you could only bet on one side between King and Prisoners, it would certainly be better to observe a bit before making a decision.

Of course, Lin Sizhi could roughly guess why Audience #1 was so rushed.

Because according to the rules, each side could receive bets from at most 5 audience members.

That is to say, if you wanted to bet on the King but bet too slowly and became the sixth person to bet, you would automatically bet on the Prisoners' side.

Audience #1 firmly stood on the King's side from the very beginning.

It might be because he felt the King would inevitably have greater advantages, or it might be that he naturally liked this game mode where the King's side killed people to earn money.

After considering for a moment, Lin Sizhi decided not to bet yet and instead looked toward the game field.

He was Audience #5, which put him in a golden position for viewing.

Looking down slightly, he could clearly see the main game field.

The field was somewhat like a "甲" (jia) character shape. The very spacious main part was below the audience stands, divided into several compartments, each containing different mechanisms.

The vertical stroke of the jia character was a long corridor extending into the distance.

He could see five figures at the end of the corridor.

From the many surveillance cameras, he could also find corresponding footage:

Wang Yongxin, Cai Zhiyuan, Ding Wenqiang, Zhang Peng, and Gao Zhankui—these five people were staring at the screen in front of them, listening to the corresponding game rule introduction.

Through the loudspeaker, sounds from the game field were also clearly transmitted to the room where Lin Sizhi was located.

[Hello, players.]

[Now, you will face judgment and participate in a game called "King's Judgment."]

[In this game, your identities are all "Sinners."]

[But soon, one of you will become the "King," while the others will become "Prisoners."]

[This game lasts 2 hours. After the game officially begins, the visa bracelets on your hands will inject slow-acting poison into your bodies, causing death after 2 hours.]

[You must achieve the game objective within 2 hours to have a chance of survival.]

[Before entering the official game field, you will participate in a simple preliminary mini-game to determine your identities in the official game: "King" or "Prisoner."]

[As you can see, ahead is a corridor with a total length of 45 meters, divided into three stages: 20 meters, 15 meters, and 10 meters respectively.]

[You must carry mechanisms weighing equal to your own body weight and pass through the corridor within the time limit.]

[Each stage has different time limits and rest periods. Please pay close attention to the timer on your path.]

[When you exceed the time limit, spikes on the mechanism will pierce your bodies. Exceeding the time limit by 2 times will result in immediate death penalty.]

[The first sinner to cross the corridor will become the "King," while the other sinners will become "Prisoners."]

[The "King's" identity is crucial. Please give your all.]

[After entering the official field, more rules will be revealed.]

[This is a test of will and wisdom. Pay attention to every clue in the game, and don't forget to listen to your inner voice.]

[Now, the game begins. Good luck!]