

Imitator 68

Chapter 68: The God's Imitator's Suggestion

In a certain community, in a certain room.

The God's Imitator who designed the "Blind Date Game" had just opened their personal computer when they received a new message.

[Although your "Blind Date Game" has preliminarily passed review, it still has flaws and faces the possibility of being rejected.]

[Below are suggestions given by two excellent God's Imitators after reviewing some rules of the "Blind Date Game." You may consider selecting one and incorporating these suggestions into the game rules.]

[Please note:]

[You may refuse both suggestions simultaneously, but after refusal, the Gallery will continue to screen new suggestions for you until you accept one.]

[If you accept one suggestion and voluntarily enter your own game, then the "Blind Date Game" will immediately be selected, and the Gallery will significantly raise the game's rating as well as their regard for you.]

"Oh? My game passed review!"

Upon seeing this message, the God's Imitator's first feeling was joy.

Because apart from the game when they first entered the New World barely achieving a C rating, they had failed to grasp the two opportunities since then.

One allocation game, one judgment game, both planning documents were ruthlessly rejected by the Gallery.

Having the identity of a God's Imitator but being unable to use this identity to earn large amounts of visa time was indeed very frustrating.

Fortunately, the "Blind Date Game" conceived through racking their brains had finally gained the Gallery's recognition.

"I'm aware there are still flaws, but what's this about excellent God's Imitators' suggestions?"

"Would the Gallery really be so kind as to send other God's Imitators to guide me?"

With doubts, the God's Imitator examined these two different suggestions.

One was "Suggestion A," one was "Suggestion B." Although both used printed fonts, from the rule-writing habits, they clearly came from two different people.

"Suggestion A" had 5 suggestions, but upon seeing the first one, the God's Imitator couldn't help but frown.

"Actually wanting to add a rule allowing 'consumption of likes to avoid death' in the game?"

"What kind of joke is this? If death can be avoided so easily, wouldn't the game's death rate drop significantly? How would I harvest visa time then?"

The God's Imitator directly tossed "Suggestion A" aside, no longer considering it.

They began examining "Suggestion B," which had only four suggestions this time.

"First rule: visa time exchange coupons, once purchased, cannot be converted back to visa time and can only be given to other players in meeting rooms?"

"Hmm... this doesn't matter.

"To purchase a 10,000-minute exchange coupon, players need to spend 12,000 minutes of visa time, and the coupon's purpose is to let male players benefit female players.

"The original design allowed coupons to be self-recycled, just at a 20% loss. Now not allowing self-recycling and only allowing giving to others is actually harsher for players.

"Second rule: meeting rooms require payment of room fees...

"Hmm? This seems like a very good suggestion!

"In the original design, entering meeting rooms required no room fees, so there would be no friction between male and female players over this.

"Requiring room fee payment, and deducting money from both when they disagree, is very beneficial for intensifying conflicts between male and female players, making them enter killing mode faster.

"Moreover, the room fee setting makes this game more like actual blind dating. This rule should undoubtedly be adopted.

"Third rule: any killing method requires system notification to the target 10 seconds before taking effect...

"So instead of immediate killing, it's notification first, then killing after 10 seconds?

"This also seems inconsequential. This game has no death-avoidance rules, and the 10-second wait doesn't change the result of being killed. Instead, it would make players more panicked and do more irrational things within those 10 seconds.

"Fourth rule: after accumulating 5 broadcasts, one can forcibly cut in line for talent shows and personally select a player for talent show PK...

"This is also a rule completely beneficial to me, right?

"According to my design, players who send many broadcasts must be dangerous elements with high hatred levels. Giving such dangerous elements a free talent show queue-cutting opportunity and allowing them to select their enemies for PK...

"Then they can use this chance to incite audiences to use 20 'boring' votes to directly kill their enemies, further increasing the game's death rate."

After careful consideration, the God's Imitator felt the four items in "Suggestion B" were very reasonable.

Some seemed inconsequential, but some indeed further enhanced the game's danger and player death rate.

"It seems there are differences even among excellent God's Imitators.

"The God's Imitator of 'Suggestion B' completely considered problems from my standpoint and indeed had obvious improvement effects on the game.

"I accept these suggestions."

After serious consideration, the God's Imitator signed the form for "Suggestion B."

The "Blind Date Game" planning document's preliminary approval meant it was finalized, and the God's Imitator could no longer actively modify it.

But "adopting suggestions" was possible.

According to the Gallery, they could refuse this suggestion, but after refusal, there would be new suggestions, which might not be as suitable.

Like "Suggestion A," requiring death-avoidance rules to be added to the game was absolutely unacceptable to the God's Imitator.

Moreover, accepting suggestions and entering the game personally had very clear benefits for the God's Imitator.

The Gallery would significantly raise the game's rating and place greater importance on this God's Imitator.

This meant review standards would become more lenient, future designed games would have higher chances of passing review, and they could obtain benefits available only to excellent God's Imitators.

As for the danger of personally participating in the game...

The God's Imitator was completely confident, believing they would be absolutely safe in this game and that absolutely no one could pose any threat to them.

Absolutely not.

...

Three days later, morning.

Lin Sizhi came to the hall for breakfast as usual.

"Brother Lin! Can I sit here to eat?" Zheng Jie held a sandwich and milk, asking cautiously.

Lin Sizhi reached out to pull out a chair for him, "Of course, sit."

Zheng Jie sat down beside him. After three days of familiarization, he had completely understood the community's related rules and seemed to have generally adapted to life in the New World.

As for the others, they were all gradually recovering from the shadow of Ding Wenqiang's death.

Only Su Xiucen had become reclusive, appearing in the hall less and less frequently.

"Brother Fu Chen told me about your performance in 'Blood Poker.' I really admire you!

"Ah, I'm very worried about whether I can survive these games.

"Brother Lin, can you teach me? For these life-and-death games that test intelligence, or gambling techniques, are there any tricks?"

However, before Lin Sizhi could answer, new information appeared on the big screen.

[Good morning, players!]

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

[This game is called "Blind Date Game," with the objective of "screening players."]

[Players for this game come from 6 communities, totaling 40 players.]

[Number of participants per community: 4-8 people.]

[The three players with the least remaining visa time in each community will be forced to participate, with other players volunteering.]

[Each community must have at least 1 player volunteer to make up 4 people, with the male-to-female ratio being 1:1. If conditions aren't met, the Gallery will randomly select from remaining community players.]

[If total enrollment from all communities is less than 40 people after completion, the Gallery will randomly draw players from all players to fill the quota.]

[Please prepare, players.]

[Additionally, given that the death rate of "God's Imitators" in the New World is lower than the Gallery's expectations, we remind all players of two hidden rules that have long existed but have not been discovered by most players:]

[1. If a player kills any God's Imitator in a game, all surviving players in the game will equally divide that God's Imitator's entire visa time after the game ends.]

[2. If a player kills the God's Imitator who designed that game during the game, the game will immediately end and proceed to settlement.]

Then, a one-hour countdown appeared on the big screen.

59:59...

59:58...