

## Imitator 86

### Chapter 86: Data Offensive and Defense

When female players got “Likes,” they had more resources to conduct reports, while when male players got “Likes,” it enhanced their self-protection ability to some extent.

So male players clicked “Interesting” for male players, and female players clicked “Interesting” for female players, regardless of what they actually performed during the talent show.

If it were just this, it wouldn’t be too bad.

The key issue was, as time passed, would there be situations where male players mindlessly clicked “Boring” for female players, and female players also mindlessly clicked “Boring” for male players?

Although there were 20 players each for both genders, with only 18 female players remaining currently, once this trend of clicking “Boring” stabilized, what if someone defected?

For example, if a male player who appeared to have a lot of remaining visa time appeared in the talent show, with the guaranteed 18 “Boring” votes from female players, he would be killed immediately with just 2 additional votes from male players.

And these players could then equally share  $1/10$  of his remaining visa time.

This possibility was small when the game just started, but as game time progressed and players got closer to leaving, their behavior would inevitably become more unrestrained.

As long as a group of troublemakers appeared who voted “Boring” recklessly, the talent show would also become indiscriminate slaughter.

Zheng Jie felt like he was trapped in a huge whirlpool he couldn’t escape from. Death was approaching him step by step, but he was helpless.

Just then, a new broadcast appeared on the big screen.

[Community 17’s Lin Sizhi broadcasts two pieces of data to all players.]

[In the first 4 hours, the proportion of Community 1’s Gao Jialiang’s “Likes” obtained through meetings to the total number of “Likes” and “Dislikes” obtained through meetings was: ‘54%’.]

[Among players, the proportion who have been queried for the above data was: ‘5%’.]

"Huh? Lawyer Lin finally sent a broadcast! Two of them!

"But... what does this mean?"

Zheng Jie, who had just been reported, couldn’t completely calm down yet, but for survival, he could only force himself to stay composed and concentrate on thinking about the deeper meaning of Lin Sizhi’s broadcast.

"Except for the first free one, each subsequent broadcast means consuming 1 'Like' or 'Dislike.'

"So Lawyer Lin sending two in a row definitely has a purpose.

"He seems to be checking the proportion of specific players' 'Likes' obtained through meetings in the first 4 hours to their total 'Likes' and 'Dislikes.'

"Why check this?

"I don't understand, but 5% of players have already been checked, which means Lawyer Lin checked two people himself?

"If he wanted to check all players, his own likes would definitely not be enough.

"So his intention is for us to help him check more, following this format!

"But with so many players, who should I start checking?"

Zheng Jie tried hard to recall all the players he had met in meetings, guessing who might be the bad person and who might be the target Lin Sizhi wanted to find.

But he had no clues.

After a while, another broadcast appeared on the big screen.

[Community 17's Yang Yuting broadcasts one piece of data to all players.]

[In the first 4 hours, the proportion of Community 3's Lu Xinyi's "Likes" obtained through meetings to the total number of "Likes" and "Dislikes" obtained through meetings was: '100%.']

"Sure enough, Yang Yuting also understood Lawyer Lin's intention and prioritized checking Lu Xinyi.

"Lu Xinyi does look very suspicious, and her data is so exaggerated. All likes in the first 4 hours? No one disliked her?"

[Community 3's Lu Xinyi broadcasts two pieces of data to all players.]

[In the first 4 hours, the proportion of Community 17's Lin Sizhi's "Likes" obtained through meetings to the total number of "Likes" and "Dislikes" obtained through meetings was: '100%.']

[In the first 4 hours, the proportion of Community 1's Fang Wencong's "Likes" obtained through meetings to the total number of "Likes" and "Dislikes" obtained through meetings was: '11%.']

Zheng Jie was stunned, "How is Lu Xinyi also broadcasting? Is she trying to clear her own suspicion?"

"Lawyer Lin's 100% data also doesn't look human."

He came to the data query machine and after considering for a moment, decided to first check his enemy.

After all, for Zheng Jie, Xue Qi, who was suspected of lying and playing victim to cheat likes in the talent show and then shamelessly falsely accused him, was at the top of his blacklist.

"I want to query Community 9's Xue Qi's proportion of 'Likes' obtained through meetings in the first 4 hours to the total number of 'Likes' and 'Dislikes' obtained through meetings."

[Query completed.]

[In the first 4 hours, the proportion of Community 9's Xue Qi's "Likes" obtained through meetings to the total number of "Likes" and "Dislikes" obtained through meetings was: '83%.']

The different data for each person gave Zheng Jie a headache. He didn't know what he could tell from it.

Fortunately, the first data query and broadcast was free.

Zheng Jie decisively pressed the [Broadcast] button.

[Community 17's Zheng Jie broadcasts one piece of data to all players.]

[In the first 4 hours, the proportion of Community 9's Xue Qi's "Likes" obtained through meetings to the total number of "Likes" and "Dislikes" obtained through meetings was: '83%'.]

Zheng Jie didn't know if his data could help Lin Sizhi, but regardless, he would send one first.

Immediately after, more broadcasts appeared.

[Community 1's Fang Wencong broadcasts one piece of data to all players.]

[In meeting rooms, the proportion of male players who agreed when female players actively proposed was: '100%'.]

[Community 1's Qian Li broadcasts one piece of data to all players.]

[At the current time point, the proportion of male players among murderers was: '100%.']

Seeing these two broadcasts, Zheng Jie was stunned.

Community 1 was... having internal strife?

Fang Wencong and Qian Li, as players from the same community, had sent two broadcasts with completely opposite motives.

Zheng Jie immediately realized this was also a normal phenomenon.

Because players from the same community had no way to communicate, under this game mechanism, the organizational structure of communities had been completely dismantled, and everyone had separately taken sides with their respective genders.

Obviously, both pieces of information would further destroy mutual trust between male and female players, pushing the pace of mutual harm forward by leaps and bounds.

Fang Wencong had now sent two broadcasts, and these two broadcasts could be called a perfect control group.

[In meeting rooms, the proportion of female players who agreed when male players actively proposed was: '7%.']

[In meeting rooms, the proportion of male players who agreed when female players actively proposed was: '100%.']

These two vastly different numbers mercilessly revealed a fact: regarding "paying room fees," male and female players operated by completely different standards.

What was more terrifying was that these two pieces of information might produce completely different meanings in the eyes of male and female players due to their different situations.

From female players' perspective, this game was unfair to begin with. Male players could indiscriminately get 30,000 minutes of visa time upon leaving the game. Wasn't actively paying the 200 room fee a very normal and reasonable thing?

But from male players' perspective, it wasn't like that.

Because obviously, the difficulty of getting likes was completely different for male and female players. Whether in meetings or talent shows, female players naturally found it easier to get likes.

Male players had to actively compete internally, advance their visa time to give to female players, and once cheated, male players ended up with nothing.

Since female players were naturally favored in this aspect, why should male players be required to cover all room fees?

Moreover, the 30,000 minutes of visa time that males could indiscriminately obtain was just an empty promise, only valid if they survived to get out.

Given this game's mortality rate, if you died inside, why worry about 30,000 minutes of visa time?

This game had unfair aspects for both male and female players, but standing in their respective positions, everyone would feel they suffered more unfairness.