

Imitator 93

Chapter 93: Priority of Proposals

So far, everyone has not lived together in the community long enough, and their understanding of each other is not sufficient enough.

Apart from people with relatively simple thinking like Ding Wenqiang and Su Xiucen, everyone else more or less still wears masks.

On the surface they maintain harmony, and some even appear foolish, but this doesn't mean that's truly what they think in their hearts.

Since God's Imitators can gain the Gallery's approval and toy with human nature through games, they must also be people who are extremely skilled at hiding their own malice.

If everyone is forced to disclose their visa time and they really do root out a God's Imitator, that God's Imitator couldn't be stupid enough to oppose everyone.

Even if what he's thinking in his heart is to kill everyone, he would definitely pretend to comply while secretly opposing, putting on an act of cooperation.

This would actually be an even worse situation.

Because when a God's Imitator doesn't feel he's in danger, he might not be so anxious to kill players to ensure his own safety. Whether in daily life or designing life-and-death games, he would be more likely to reveal his true nature when relaxed.

Conversely, if a God's Imitator realizes he's in danger and that people in the community might execute him at any time, then he would try every means to kill key players, create chaos in the community, and hide his personality even more carefully.

It would appear that cooperation has been achieved, but in reality, even deeper hidden dangers would be buried.

In such a situation, once the player group in the community becomes suspicious of the God's Imitator, they would definitely tend to kill him directly.

Then the process of "distinguishing whether a God's Imitator is good or bad, whether cooperation is possible" would completely fail.

After killing him, the Gallery would insert a new God's Imitator, and after the new God's Imitator sees the previous example, he would kill people even more frantically. The community people would vote to kill this God's Imitator too...

This would become an unsolvable cycle.

Wang Yongxin's method could indeed possibly find the God's Imitator in the short term, but this would also mean showing all cards to all players in the community, directly putting the God's Imitator in the most dangerous situation.

Once this layer of pretense is broken, the conflict between the community players and the God's Imitator would be instantly intensified, with unpredictable consequences.

Of course, if this God's Imitator is a weakling who can be manipulated at will, then immediately rooting him out would be harmless but if the gamble is wrong, the cost could also be very high, so caution is necessary.

The optimal plan would definitely be to not make noise first, determine the God's Imitator's identity without alarming the other party, establish some mutual trust, and then discuss cooperation.

Unless the other party shows extreme tendencies to "kill most people in the community," only then would Wang Yongxin's method be needed for emergency handling.

Currently, the player mortality rate in Community 17 is not high.

Li Renshu continued, "So, you should understand now, right?"

"Some things, once brought into the open, lose flexibility and space, and are very likely to become uncontrollable.

"That's why I said we can't investigate everything. What if we really do discover something?"

"Besides this, I believe we cannot propose any 'killing proposals,' and there's another very important reason:

"This would greatly destroy everyone's 'sense of security' in the community.

"Up to now, the reason everyone can live peacefully in the community and communicate friendly is because everyone considers the community a safe zone.

"Only this way will they frankly express their opinions.

"If we propose a killing proposal to kill God's Imitators, even if this proposal is very harsh, such as: 'Eleven votes in favor are needed to execute a player,' it would still bring uncontrollable effects.

"Many people would think, this rule is used to kill God's Imitators today, but what if tomorrow I'm suspected of being a God's Imitator? Or, I'm a weak person who's holding everyone back, everyone dislikes me, would they vote to kill me and then recruit other new players?

"You and I might not worry, but there will definitely be others who worry.

"In that case, the community would no longer be a safe zone. In the community, one would also have to consider survival strategies, everyone would scheme against each other, disguise themselves, and even consider striking first.

"Such tense atmosphere would only continuously intensify. Even if we later cancel this killing rule, this trend would be irreversible.

"Because once a killing rule appears, it means the community has broken through the final bottom line. For most people, if something like this happens once, it will happen a second time.

"Moreover, using 'killing God's Imitators can earn large amounts of visa time' to promote killing votes, I also think this is inappropriate.

"Killing God's Imitators from other communities is of course fine, but in one's own community, killing through proposal voting might bring very serious problems.

"Once players taste the sweetness of voting to kill people to earn large amounts of visa time, this idea will take root and sprout in their hearts.

"If someday Brother Wang, you earn more time in games than God's Imitators, wouldn't eleven people also want to kill you?

"For players who have already tried voting to kill people, as long as you have enough visa time, does it matter whether you're a God's Imitator or not?

"Even if the probability of such things happening might not be high, do you dare gamble?"

Wang Yongxin was momentarily speechless.

Li Renshu paused, then continued, "As for why we don't submit 'efficiency' proposals, but only focus on 'minimum guarantee'...

"Brother Wang, I understand your thinking. To earn more visa time, efficiency is necessary.

"But from the current situation, earning more visa time is not our first priority.

"The probability of dying in games is much higher than the probability of being expelled due to exhausted visa time.

"Through proposals with clear rewards and punishments, transforming the entire community into a militant community that actively participates in games, even ignoring the elimination of the weak and constantly recruiting the strong, this seems like the optimal strategy for extreme survival.

"But the Gallery doesn't only have extreme survival type games. There are also some games that require passing through compromise, sacrifice, enduring tests of human nature, or professional knowledge in specific fields.

"Just like what was said during previous recruitment, we must try our best to ensure the community's diversity, because the more homogeneous we become, the easier it is to fall into the same trap and lead to total annihilation.

"As long as players in the community have diversity, there will definitely be stupid people and weak people.

"I even suspect that some communities might establish extremely protective systems for the weak, such as 'all game earnings are equally distributed to all players.'

"Of course, there might also be communities that actively eliminate the weak and only recruit the strong.

"Whether to protect the weak for diversity's sake, or become social Darwinist and sacrifice diversity? Each community's choice is different.

"We currently cannot definitively say which method is better, but if overly extreme plans guess wrong, the consequences will be devastating.

"So, we ultimately still adopted a relatively prudent plan, which is our current system.

"In the future, we will consider proposing some proposals that promote efficiency. But now, it's obviously not that necessary yet."