SWINDLER'S GAME, SECOND ROUND
"🧬 THE ISLAND OF EVOLUTION"

What is evolution? Theoretically, it's the process by which different kinds of living organisms are believed to have developed from earlier forms throughout Earth's history. But here on the island, it's something much more urgent — something much more dangerous.

If the first round of the Swindler's Game was a brutal exercise in natural selection, a test to weed out the unfit, then the second round will bring us to the next phase of life itself: reproduction… and evolution.

Every single one of you will begin as a Protozoan, a primitive unicellular organism. Your lifespan? 24 hours. If you do not reproduce before that time is up, your species will go extinct.

Your only chance to survive is to initiate contact with another player. A Contact represents biological reproduction — a fusion of genetic material. The rules are simple: If you don't come into Contact with another player within your 24-hour lifespan, you die. Every successful Contact resets your lifespan timer.

But reproduction isn't mindless. There are rules of compatibility. You can only evolve by contacting a player who is on the same evolutionary level as you. If you do, both of you advance to the next level and unlock a new evolutionary ability. These abilities become your toolkit for survival — some are passive traits, others can be activated during Contact. You will be made aware of your ability once you level up, not before.

You are limited to two Contacts per 24 hours. No more. And to prevent a shallow gene pool, you may never Contact the same player twice throughout the game. Choose your partners carefully.

Every player begins the game at Level 0 — the Protozoan stage. But don't worry: even the simplest organism has a survival mechanism. At Level 0, you have access to a single-use ability called "Division", which allows you to reproduce on your own and evolve to Level 1 without any Contact. Use it wisely. Once it's gone, it's gone forever.

To initiate a Contact, both players must privately message the game host:

"I consent to Contact with [player name] and decide to use the

following abilities : [insert abilities]”

Only once both have done so will the Contact be valid. YOU DO NOT NEED THE GAME HOSTS’S APPROVAL TO CONFIRM THE CONTACT. You can just send each other the screenshots of telling me you agreed to consider the contact valid. YOU CAN HIDE THE PART WHERE YOU DESCRIBED WHICH ABILITIES YOU USED, IF ANY. At that point, both players must reveal their current level and any ability they used during the Contact by sending their partner the uncropped screenshot. Only then is the outcome of the contact determined. Remember to inform the game host if you used an ability during contact.

Every 24 hours, the player leaderboard will be revealed, showing everyone’s current level. Use it to your advantage.

You will keep track of your own life span time limit. Every Time you have a lifespan change, dm me your new presumed death date and hour (SPECIFY THE TIMEZONE).

Any contracts established prior to this round are rendered null. Creating contracts isn’t permitted in this round.

The Island of Evolution is unforgiving. There are no second chances. Every Contact could mean salvation… or doom. You’ll have to evolve not just biologically, but psychologically.

Because in the end, this isn’t about survival of the kindest — it’s about survival of the fittest.

Good luck, little organisms.

You’ve got 7 days.

Let the second round of Swindler’s Game begin.