

SQUID GAME



Directed & Written by Sophia Pan & Samantha Kam

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Equity Disclaimer

The following details how Richmond Green Model United Nations Conference VII will be handling equity concerns and reporting during the conference. All participants are expected to go over the guidelines on their own time before the conference. If any questions about procedure arise, please contact us at email@rgssmun.com

1. All participants of the conference, whether staff member or delegate, are expected to be respectful towards each other. Harassment and discrimination will not be tolerated, including but not limited to: sex, age, race, origin, ethnicity, colour, religion, mental/physical disabilities, socio-economic status, gender identity, gender expression, or sexual orientation.
2. All attendees must refrain from any form of harassment and discrimination such as:
 - a. Offensive speech, gestures, sounds, touching, etc;
 - b. Digital or written mediums used during conference;
 - c. Physical violence or threats of violence toward an individual;
 - d. Indecent comments or actions pertaining to one's appearance.
3. All individuals will be held responsible for any physical property damage dealt within the conference building.
4. The dress code for the conference is casual western business attire; it is highly recommended for everyone to show up in dress code.
5. Cultural appropriation is prohibited. This includes but is not limited to attire or accents.
6. RGSSMUN reserves the right to decide what constitutes bullying and/or improper behaviour towards any person or group.
7. Reported incidents will be investigated by the Secretariat General, and all disciplinary actions will be up to the Secretariat's discretion.
8. The use of Artificial Intelligence, such as but not limited to ChatGPT, Gemini, and Claude, will cause the removal of the delegate from all awards.

How To Report

If you witness any violations of the equity guidelines, report the incident by following this link:
[Form](#)

We will try to get back to you by email or send someone as soon as possible to resolve the issue.

Director's Letter

Welcome, distinguished participants to 'Squid Game'!

This committee is presented by yours truly, Samantha Kam and Sophia Pan. We are both extremely thrilled to be your directors for **RGSSMUNVII 2026's Squid Game!** On behalf of the other directors and staff of RGSSMUNVII, we are grateful for your participation and expect nothing but the best performance from the honorable delegates you will proudly present.

Dear Delegates, My name is Samantha Kam, one of the committee directors for RGSSMUNVII's Squid Game. I'm a Grade 10 student who has been in MUN for a little over a year now, and in that short time, I can say I feel myself gaining more intellect throughout my journey. Whether gained through a GA after hours of deep dives into Wikipedia and countless podcasts, or through a crisis committee like this one, I believe the growth and experience gained from these opportunities are undeniably impactful. And following that, we hope to deliver a similar experience to you.

Hello delegates! I am Sophia Pan, I'm a Grade 10 student, and I am one of your committee directors for Squid Game. I have been in MUN since the beginning of ninth grade, and I can say that it has been a thoroughly enriching experience for me and my social skills. When I joined, I was seeking opportunities to improve my public speaking abilities, but as I moved along my path, I realized that what I gained was far more than just that. The MUN community has driven me to grow and learn—even if by unconventional means. From the late nights spent watching Hamilton to the research of historical cults, I have gained a passion for crisis committees. This leads me here now, to my very own committee Squid Game, where—hopefully—you too feel the same passion that I feel.

Very soon, you will be transported to Netflix's #1 most-watched TV show of all time, Squid Game. Within the dystopian survival thriller series, delegates will be put into a society that critiques the many faces of modern capitalism, extreme economic inequality, and brings out the rawness of human desperation. While you all may be familiar with the famous Korean show, we can guarantee that this committee is way more than just TikTok edits with millions of likes, as we will be going in-depth into dehumanization and the phenomenon of Squid Game's implicit dystopian themes.

In this committee, you will take the role of one of the many faces in this unjust and hierarchical society. Whether you're a debt-ridden, unemployed social worker or the upper class VIP's watching the contestants behind a screen, there will be a conflict between what one may consider voluntary exploitation and the elements that are against what makes us human.

Squid Game | RGSSMUN VII

Squid Game is a competition that promises fortune in return for pain, death, and the filthy aftertaste of betrayal. You must make a decision: will you continue the games or rebel? The path is uncertain, but the decisions are in your hands—although the cards may be different, we are all playing the same game.

To wrap this letter up, we hope that everyone will have an enjoyable experience in this committee; whether this is your first committee or your 12th, we wish you the best of luck in charting the future of Squid Game!

Wishing you all the best,

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Background Information

Prior to the Games

Post Korean War, during the 1960's onwards, the nation of South Korea experienced extremely rapid economic growth. Alongside this growth, however, a darker side of the developing society began to take root. Many citizens nationwide struggled with rising living costs, unemployment, and financial instability, leading to the accumulation of household debt. However, a small fraction of individuals accumulated an abundance of wealth that could take decades to spend, their fortunes heaping endlessly as others were left struggling to survive. Those who were less prosperous often relied on loans, gambling, or unstable work to get by, which augmented the gap between the rich and poor and created a system where desperation enabled the exploitation of the less fortunate.

The Birth of the Games

At some point during this period, a secret organization was formed by a council of extremely wealthy individuals, who would be later known as the VIPs. As they swam in their fortunes, they eventually became bored; there was nothing they could buy that could satisfy their itch for dark amusement and excitement— they wanted a new form of entertainment, one that would allow them to truly feel the rush of adrenaline in their blood. They wanted to watch other humans fight in desperation, to experience pain, despair, and torment, playing the part of an actor in a thriller movie for their own pleasure. To fulfill this desire, they funded a series of underground survival games, inviting individuals with severe debt to compete in exchange for an overwhelmingly large sum of money as the grand prize. This event was held yearly and is now known as the “Squid Game,” named after a traditional Korean children’s game.

Structuring and Framework

The structure of the games was carefully designed. Participants, all deeply indebted, were recruited through a ddakji-playing salesman who offered them a chance to win money. Once selected, players were sedated and transported to a remote, secured facility where they were stripped of their belongings and dressed in identical tracksuits. Each tracksuit was labeled with a number, which was to become the player’s new name. The games themselves were based on traditional Korean childhood games, such as “Red Light, Green Light,” or “Marbles,” but held deadly consequences for failure. This contrast between innocence and brutality became a defining feature of the system.

Strict rules governed the competition: players could not stop the games unless a majority agreed in a democratic vote, and all participants were considered equals while inside the facility.

However, the reality remained that power was wholly in the hands of the organizers. The person addressed as the Front Man became the overseer of the operation, ensuring rules were followed and order was maintained among both staff and players. Workers—known as guards—were identified by masked uniforms, carrying out tasks ranging from supervision to enforcement, reinforcing the rigid hierarchy within the system.

Notable Events

In 2020, one iteration of the games brought together 456 players, featuring Seong Gi-hun. As the games progressed, alliances formed and broke, revealing how desperation could drive people to betrayal, sacrifice, or unexpected acts of compassion. Ultimately, Gi-hun emerged as the sole winner, gaining the prize money but suffering deep emotional trauma from the experience.

After leaving the facility, Gi-hun discovered that the games were not an isolated event, but part of a long-running system funded by the ultra-rich. Rather than using his winnings immediately, he eventually made the decision to confront and shut down the organization, running it instead of moving on with his life. He used his prize money to fund search parties in an attempt to catch the recruiter of the games in action and gain an audience with the Front Man.

In the time following these events, the games persisted, continuing to recruit new participants facing financial ruin. The system remained largely unchanged, with the wealthy maintaining control and the vulnerable being drawn in. However, Gi-hun decided to return to the games, marking a turning point and suggesting the possibility of resistance against the organization.

The Present

By the time of the next known cycle of games, tensions within the system began to rise. The continued existence of the games, despite their brutality, highlighted the enduring nature of inequality and the extent to which those in power were willing to exploit it. As more individuals became aware of the truth behind the games, the balance between control and rebellion grew increasingly unstable, setting the stage for further conflict.

State of Affairs

What began as a structured and controlled competition has gradually evolved into a far more uncertain and unpredictable environment. While clear rules and authority once defined the game, recent developments suggest that this order may no longer be fully intact.

Recently, the game's stability has been shaken by a shocking development. A player is rumored to have escaped without a trace, spreading panic and confusion throughout the remaining participants. This incident has planted dangerous ideas in the minds of many, all leading to one conclusion: escaping the game may be possible. As a result, some have begun to question whether continuing the games is truly worth the risk. Some wish to abandon the game entirely, while others refuse, believing that they have already sacrificed too much to turn back.

At the same time, the abrupt disappearance of the Front Man has created a major power vacuum. Without a clear authority figure, the guards are left disorganized and uncertain, unsure of how to enforce the rules or maintain control. The structured voting system that once served as the only formal way for players to end the game has mysteriously been shut down, removing any sense of fairness or collective decision-making.

Within the depths of chaos, new power dynamics have begun to emerge. The VIPs, no longer restrained by oversight, have begun to take on a more active and influential role in games. They want to directly interfere with the games to produce a more favorable and entertaining outcome for them. The guards have started to act out of their own interests, communicating with other groups to fulfill their own goals. The players—no longer locked down by the systems of the game—have planted the seeds of their own futures, ready to fight for their ideals.

However, desperation has also begun to affect the behavior of the players. Some individuals appear to be acting strangely, forming unexpected connections and making choices that blur previously clear roles within the game. As a result, trust among participants is beginning to weaken, making cooperation more uncertain.

Now, the people of the island face an important decision. They need to find those whom they can trust and work together with them to take advantage of the current situation; they also need to clearly envision the future they want and find a way to adapt to the evolving situation.

Delegates, the balance of power within the game is shifting rapidly. Will you restore order, challenge those in control, flee, or reshape the system entirely?

The outcome of your decisions will determine not only who survives, but what the game itself becomes.

Topic A: Reach for the Gun

Division

The people on the island have been split into factions, each with their own firm belief of what the future they want to realize would look like. The major ones include: those who want to find an escape route and follow in the escapee player's footsteps, those who want to remain in the games to win the ultimate prize, and those who desire more thrilling entertainment from the players. Each group is trying just as hard as the other to make their plans come to fruition, brewing hostility and distrust amongst everyone.

Intense feelings toward one another have led to people taking drastic measures to prove their points, and the use of violence and threats has been on the rise. An anonymous tip reveals that there may be a weapons storage on the island, planting ideas in people's minds. As of now, the majority of those on the island do not have access to weapons; however, there is no telling how bloody a confrontation may get if someone manages to get their hands on one.

The lack of unity and the looming threat of bloodshed do not serve to protect or provide; it only tears down both the weak and powerful. In this uproar, the chaos must be reined in and controlled; otherwise, no one may ever see the light of day again.

Power Vacuum

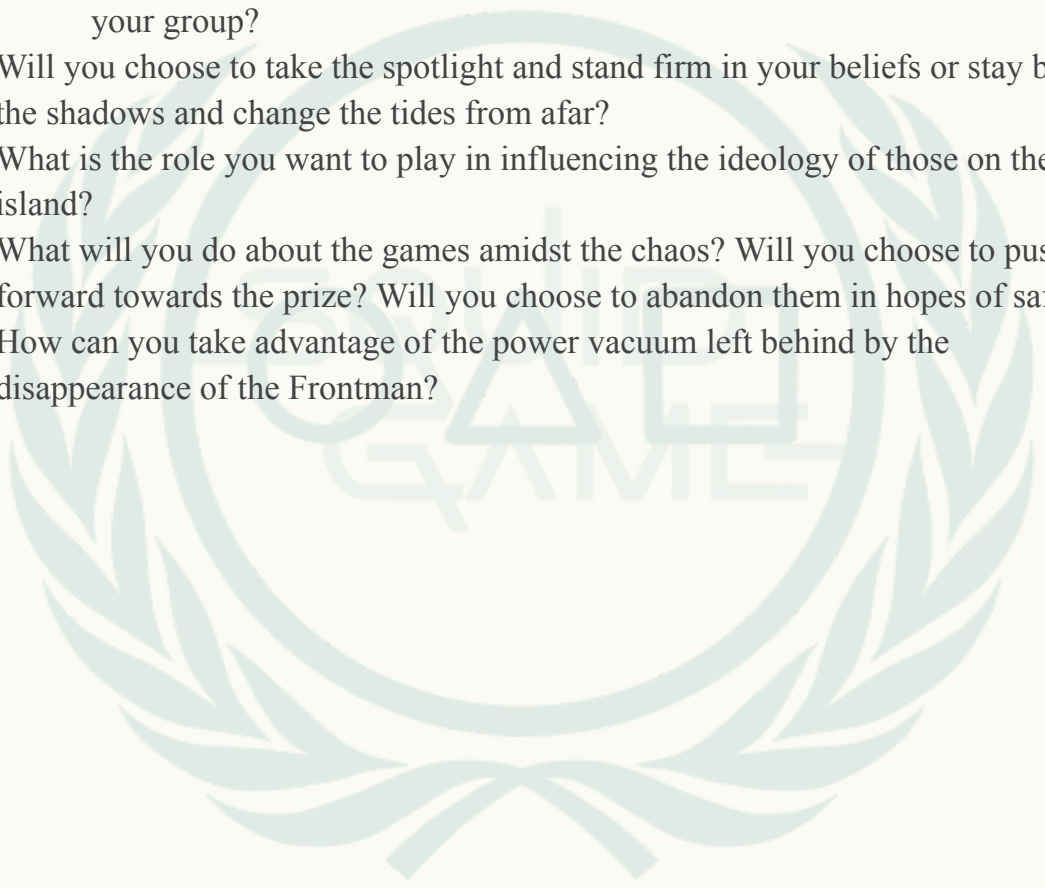
There have been rumors strewn about separate factions planning an attack on each other and using violence to gain control. The disappearance of the Frontman has left the management system in a state of disorder. Without a leader to control the activities on the island, those with more power are plotting to use force and bribery to fulfill their own interests. The ones with less power are devising plans to gain it, creating a potentially violent power struggle.

The different factions all have their own clashing goals, and each plan of domination over one another raises the question: For what were they aiming to achieve from obtaining authority? For some, it is pure personal entertainment, while for others, it is the need for subordinates in preparation for a major revolution.

Another thing to consider is the future fate of the games themselves. At the current time, the ability of the games to run has fallen into the hands of those with the most influence.

Although some have access to firearms and physical means to control others, without clear directives from a leader, there is no incentive for them to act exactly as they have done before. The true desires of many will be revealed during this time, and the road ahead is littered with disputes and upheaval.

Guiding Questions

1. Is the violence occurring within the island dangerous enough to prompt concern?
 - a. If it is, how can you ensure the safety of yourself and the other members of your group?
 2. Will you choose to take the spotlight and stand firm in your beliefs or stay back in the shadows and change the tides from afar?
 3. What is the role you want to play in influencing the ideology of those on the island?
 4. What will you do about the games amidst the chaos? Will you choose to push forward towards the prize? Will you choose to abandon them in hopes of safety?
 5. How can you take advantage of the power vacuum left behind by the disappearance of the Frontman?
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Topic B: The Game of a Lifetime

The sacrifices of hundreds of lives on this very island are the only way a winner can walk out with more than enough money to sustain them for a lifetime. However, when the world is watching, how can someone feel satisfaction holding the blood-stained cash?

Changing Fate

When a person sets foot onto the island, they will either die, kill others, or watch others lose their lives. However, the opportunity to turn this fate around has presented itself. The player who escaped has planted a seed of hope within some of the remaining players; however, not all agree with this notion. When you have already come so far as to kill living people to reach the money, why would you give up here? On the other hand, others view their lives as the priority. Why stay when you have an opportunity to leave for good? The future of all those on the island are inextricably interconnected; any decisions made here reflect on everyone like an array of mirrors leading to the future.

Consent or Coercion?

The games have pushed morality out of the window for everyone participating, whether they are a player, a guard, or a viewer. If the world found out about this hidden island with deadly operations, what would the punishment for participating in such activities be?

One thing to consider in this situation is what will happen to the people who haven't lost their lives after the games pass. It should be punishable if it's "consensual", however, even the consent part is debatable. Technically, every single person on this island "willingly" came here, but was it ever truly an autonomous decision? Some may argue that they were brought here through underhanded tactics, where the stark contrast between the harsh outside world and the single ray of hope the games provided coerced them into participating. Others, however, came here purely for entertainment, betting and gambling on players as if they were horses in a racetrack.

Future

For those who want to leave, to actually do so, they must face the risk of being labelled as murderers. Although they may have "consented" to joining the games, there was no contract, and there were no explanations that included the game mechanism; the more people dead or killed, the grander the final prize.

The outside world does not know about the games; it is up to the ones on the island to decide if the games should or should not be continued. Some people believe that the games should remain as a means to either get more money or be provided with entertainment. Others believe that the

games should be abolished. The future of the games is shrouded in fog; you must decide for it the future you want to see.

Grand Reveal

If we are debating whether or not the games remain a standing event, we should also consider the future possibility of their publicization. With the risk of you and everyone else being labelled a killer or accused of forging an outlandish lie, is it really worth the risk to take this matter to the public? Some may argue that with more popularity, it may encourage others to set up similar bloody systems, leading to further loss and breach of moral ethics. The opposing argument states that without exposing the games, justice will never truly be served to those who created them, entertained them, and ran them.

Another thing to consider is that exposing the games can shed light on an even bigger problem in South Korea: debt. Medical treatment, systematic inequalities, and socioeconomic inequalities commonly cause debt. Although not all debt is built on these roots, they remain the pillars of financial hardships in the country and around the world. If these pillars are as solid as stone, it is very much possible that even if the games in South Korea are abolished, another nation may follow in their footsteps.

Guiding Questions

1. How will you make sure that everyone comes to a consensus on the future of the games?
2. Do you believe that participation in the games of any kind warrants legal punishment?
 - a. If so, does how you participate change the kind of punishment? Do watching the games, playing the games, and enforcing the games all sit at the same level?
 - b. If not, how can you convince the law of your innocence?
3. What will you do concerning the potential publicization of the game's existence to the rest of the world? Will you silence the voices that may provoke conflict, or will you amplify the calls of justice?
4. If the games are a reflection of society, how can you change society to match your ideal future for the games?
5. Are the games a part of society that should be kept?
 - a. If so, do you think that the spread and continuance of the games would benefit you? How can you ensure that it would?
 - b. If not, how can you ensure that they are shut down for good?

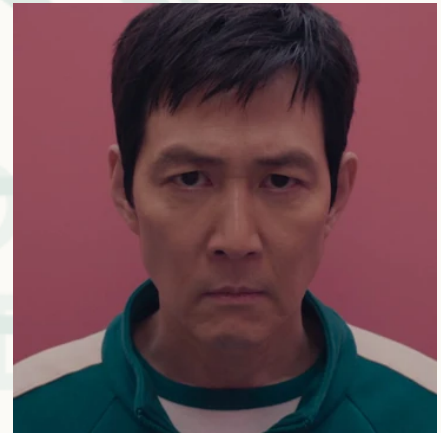
Character Guide

SEASON ONE CHARACTERS

**For this committee, it is to be assumed that all of the following characters are alive at the time the committee takes place*

Seong Gi Hun | Player 456

As the personification of humanity, Seong Gi-hun is an intensely empathetic and compassionate individual who possesses a strong moral compass. Gi-hun has a unique experience with the games that none of the other players currently has; he has played them before. His ultimate goal is to stop the games, devoting himself to protecting others from the pain and loss that the event brings forth. Throughout the rounds, he consistently cares for other players and tries to avoid killing, even if eliminating others would benefit him. His resilient demeanor and familiarity with the games make him a popular player to team up with, but it also stirs up suspicion around his character.

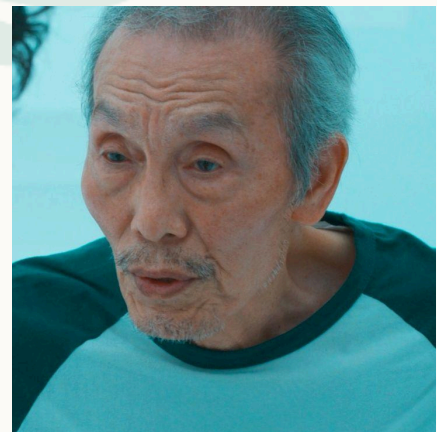


Initial goal:

He first entered the games to pay for his sick mother's medical treatment. His return was for the purpose of ending the games from within, eliminating the Frontman and the system that makes people kill each other for entertainment.

Oh Il-Nam | Player 001

Oh Il-nam is a seemingly frail old man who has a calm but detached demeanor, joining the games just to experience feeling alive and having fun before succumbing to his brain tumor. He felt as if life was monotonous and sought entertainment through participating in high-stakes games instead of just watching. Though he seems to be innocent, there may be more to him than what meets the eye...



Initial goal:

To find thrill and excitement through the games in his last days instead of being in a hospital bed. He knew his death was imminent, so he wanted to feel the joy of childhood games before he died.

Kang Sae-byeok | Player 067

As a North Korean defector, Kang Sae-byeok is a stoic and cunning player who has a guarded exterior. She is both independent and observant, using these skills to operate as efficiently as possible. Although she initially was hesitant to trust others, she managed to form bonds with other players such as Ji-yeong and Seong Gi-hun. She does not trust easily, but is adaptable and calm, allowing her to be strategic in high-pressure situations. Her participation in the games is driven by the need to protect her family and get her mother out of North Korea; she cares deeply for her younger brother and will go to extreme lengths to ensure his future.

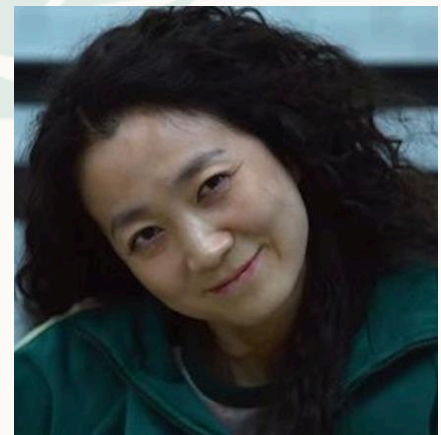


Initial goal:

Kang Sae-byeok is motivated by the desire to get her mother out of North Korea and support her family, namely, her younger brother.

Han Mi-nyeo | Player 212

Han Mi-nyeo is a resourceful and loud player who creates alliances with multiple parties to survive. She attaches herself to other players to ensure her safety, and often deceives others to obtain what she wants. She is opportunistic and persistent, using what she has to find ways to win games. Even though she often behaves selfishly, she is willing to sacrifice herself if it means taking down another player she deems evil.



Initial goal:

Describing her life as “hell”, Han Mi-nyeo joined the games to pay off her debt. Although she initially voted to leave the games, she came back after realizing that whatever outside life was would be more horrible than the threat of death.

Cho Sang-woo | Player 218

Cho Sang-woo is a morally complex and intelligent person whose desperation to repay debts leads him to make ruthless, pragmatic decisions. He is very polite, but is very manipulative when needing to ensure his success. He can quickly analyze and provide strategies to games, using logic instead of emotion to find answers. Although he acts with cruel efficiency to survive, he still cares deeply about those whom he loves most.



Initial goal:

Sang-woo entered the games in order to pay off the debt he kept hidden from his mother. Multiple failed investments and being wanted for fraud led him to join in hopes of getting out of debt and preventing his mother's business from being confiscated.

Ali Abdul | Player 199

Ali Abdul is an immigrant from Pakistan who joined the games to support his wife and baby. He is a fundamentally kind and trusting person who sincerely believes in the goodness of others. His ultimate goal is to protect his family and offer them a better life, no matter the cost. He has the strength that allows him to excel at certain games, and a personality that is dependable in teams. His earnest and determined nature makes him a person whom many enjoy being around; however, these traits often leave him vulnerable to exploitation by those who want to take advantage of his honesty.



Initial goal:

He was motivated to join these games by the need to support his wife and baby while living in poverty and working in Korea despite the exploitation he faced on the job.

Ji-yeong | Player 240

Ji-yeong is a nihilistic and seemingly apathetic character, resulting from her past experiences of abuse and bleak outlook on her future. The lack of hope she has feeds into her fearlessness; the fact that she has nothing to lose allows her to remain clear-headed and detached in extreme scenarios. Despite her unconcerned attitude towards the life-or-death stakes, she manages to form a bond with another player, Kang Sae-byeok (player 067), deeming the other's life more worthy than her own. Ji-yeong is direct with her opinions—and is especially cynical towards religion—she is calm, but raises her voice when it matters most.



Initial goal

After getting out of prison for killing her abusive and murderous father, she felt a lack of purpose in life. Entering the games, she had no specific goal in mind and cared very little about the money.

Jang Deok-su | Player 101

As a gang boss, Jang Deok-su is a ruthless and imposing character. He maintains a leadership position within the games and is strategic and adaptable in games. Deok-su joined in order to pay off some debts, and is willing to do anything to win the money—even if it means killing or bribing others. Despite his violent and egotistical nature, he is fearful of death.



Initial goal:

He joined the game in order to pay off debts owed to a casino in the Philippines, and was able to form a group there. He plans to use intimidation tactics and bribery to win the grand prize.

Byeong-gi | Player 111

Byeong-gi, also known as “The Doctor,” is an opportunistic person who uses his medical expertise to gain information and leverage over others to survive the games. He can forge arrangements with the people in a position of power to exchange his medical skill for clues about future games.

Initial goal

After falling into debt due to medical malpractice, he joined the games to pay off the owed money. He prioritized survival and getting out with the cash prize.



SEASON TWO CHARACTERS

**For this committee, it is to be assumed that all characters are alive at the time the committee takes place*

Oh Young-il/Hwang In-ho | Player 001

Hwang In-ho is a complex persona characterized by his deep intelligence and calm demeanor. Outwardly, he is a logical and understanding person who leads others with care; however, a deep trauma haunts him on the inside. He believes that human nature is inherently selfish and cruel, his worldview being nihilistic and elitist. His worldview is a stark contrast to Seong Gi-hun's in particular, but it is hard to tell what is under the surface of his compassionate and clear-headed demeanor.

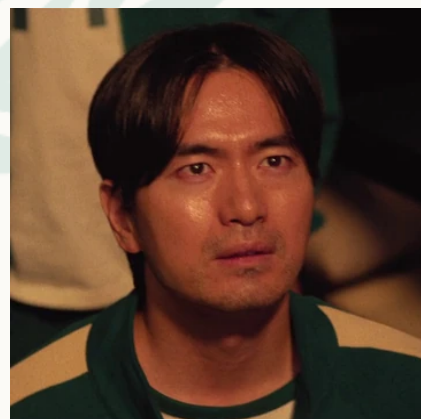


Initial Goal:

He entered the games to further push his idea that the world is filled with selfish humans and that the games are a 'necessary evil' to maintain a world where people are allowed to be.'

Park Gyeong-seok | Player 246

A calm and observant individual, Gyeong-seok has consistently avoided unnecessary conflict, choosing instead to survive through awareness and timing. During earlier games, he stood out for keeping a low profile while still making smart, calculated decisions that kept him alive when others panicked. He values stability and tends to rely on logic rather than emotion, often positioning himself as a quiet but reliable presence.



Initial Goal:

Before entering the games, he worked as a portrait artist at an amusement park, having formerly worked as an art teacher. As a widowed father, he entered the games to resolve overwhelming financial pressure to raise money to treat Na-yeon's (his daughter's) cancer.

Lee Myung-gi | Player 333

Lee Myung-gi is highly strategic and deeply aware of power dynamics. He is known for showing a willingness to adapt quickly in high-pressure situations. In previous games, he demonstrated an ability to anticipate outcomes and position himself advantageously, even if it meant making morally questionable choices.

Initial Goal:

Before the games, Myung-gi was a cryptocurrency YouTuber who promoted a fraudulent coin called “Dalmatian,” causing himself and his followers to lose 15 billion won. He joined the games to pay off the massive debt, driven by greed and a desperate need to escape the fallout of his actions.



Kim Jun-hee | Player 222

Jun-hee is a compassionate and resilient participant who struggles to balance morality with survival. In the games, Jun-hee shows concern for others and hesitates in situations that require harm, setting her apart from more ruthless players. Her empathy makes her a central figure in any attempts at cooperation, though it also places her at risk in a system that often rewards self-interest.

Initial Goal:

Kim Jun-hee was an orphaned woman who worked odd jobs, became heavily pregnant and suffered financial loss from investing in a cryptocurrency scam (Dalmatian coin) recommended by her ex-boyfriend Lee Myung-gi. She entered the game to better her life and financially support her baby.



Choi Su-bong (Thanos) | Player 230

Thanos, or Choi Su-bong, is an extremely unpredictable and intense player whose actions often escalate tension. Thanos approaches the games aggressively and with little hesitation, making quick, impulsive decisions that can disrupt others. His presence creates instability, as alliances and plans can be easily disrupted by his behavior. He thrives in disorder, making him both a threat and a wildcard.

Initial Goal:

Before the games, Thanos was a desperate, suicidal individual who struggled with financial issues and an addiction to drugs. He joined not only for the prize money but is also driven by thrill and a desire for dominance, treating the games as an opportunity to assert power.

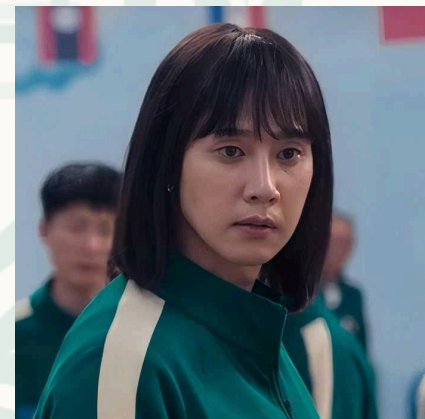


Cho Hyun-ju | Player 120

Hyun-ju is a quiet and perceptive individual who carefully observes before acting. She moves through the games without drawing much attention, making calculated decisions that prioritize long-term survival. Her ability to read others while keeping her own intentions hidden allows her to adapt effectively, making her a subtle but important presence. However, she may put those she loves before herself despite tense situations.

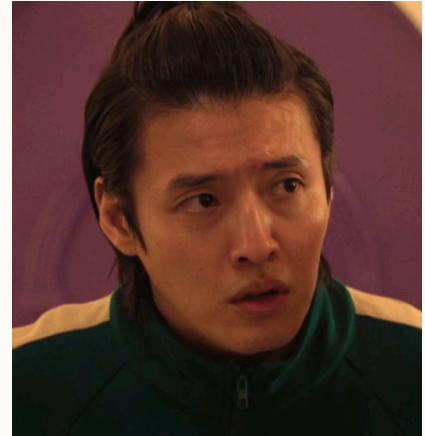
Initial Goal:

Prior to the games, Hyun-ju served as a skilled Sergeant in the South Korean special forces. Following her transition, she faced severe discrimination, which led her to lose her previous lifestyle. Due to this, she lost her family support, job, and accumulated lots of debt. She joined the games to seek funds for a new life in Thailand.



Kang Dae-ho | Player 388

Kang Dae-ho is a confident and physically capable participant who relies on strength and direct action. During the games, Dae-ho often takes initiative in high-pressure situations, sometimes stepping into leadership roles. His straightforward approach makes him effective in physical challenges, though it may leave him exposed in more strategic scenarios. Alongside this, his cowardice may swallow him up, isolating him from those who needed him most.



Initial Goal:

Growing up with four older sisters, Dae-ho developed a strong sense of responsibility but also pressure to prove himself. Despite his tough exterior, he struggled to find stability in his life and faced financial hardship. He entered the games hoping to secure money to support himself and gain a sense of control over his future, driven by both pride and desperation.

Park Jung-bae | Player 390

Jung-bae is a loyal and good-natured participant who prioritizes relationships over personal gain. He is often seen supporting others emotionally, especially Seong Gi-hun, and acts as a grounding presence in the tense environment of the games. While he may appear to take on a follower role, his empathy and willingness to help others make him an important part of group dynamics. His humor and lighthearted attitude provide brief relief from the stress, though this may sometimes cause others to underestimate his awareness of the situation.



Initial Goal:

Before entering the games, Jung-bae was an ordinary man struggling with financial instability and limited opportunities. His close friendship with Gi-hun reflects his value for loyalty and connection. He joined the games primarily out of desperation for money, hoping to improve his circumstances while staying true to his morals and supporting those around him.

Im Jeong-dae | Player 100

Jeong-dae is a calculating and opportunistic player who prioritizes his own survival above all else. He carefully assesses situations and aligns himself with others only when it benefits him, showing little hesitation in abandoning alliances if they become a liability. His composed demeanor allows him to blend in, but beneath that is a willingness to manipulate and exploit others to gain an advantage.



Initial Goal:

Before entering the games, Jeong-dae struggled with 10 billion won in debt. Like many contestants, he joined after being recruited with the promise of prize money, driven by the need to escape his financial situation and avoid the consequences of his debt.

Nam-gyu | Player 124

Nam-gyu is devious and highly manipulative, often relying on deception rather than strength. He carefully studies other players and exploits their weaknesses, making him especially dangerous in group situations. His unpredictable nature creates tension, as his loyalty is always questionable.



Initial Goal:

Before entering the games, Nam-gyu was struggling financially and likely involved in dishonest or unstable situations. He joined the games after being recruited, intending to rely on manipulation and strategy to win the prize money.

Jang Geum-ja | Player 149

Jang Geum-ja is calm, resilient, and emotionally controlled. She maintains composure in high-pressure situations and avoids drawing attention to herself. Her quiet endurance allows her to survive while others panic, making her easy to underestimate.

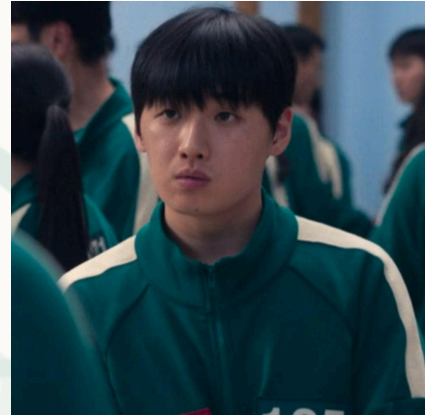


Initial Goal:

Prior to the games, Geum-ja was dealing with financial hardship, likely tied to personal or family responsibilities. She entered the games after recruitment, seeking the prize money as a way to regain stability and rebuild her life.

Park Min-su | Player 125

Park Min-su is cautious and observant, preferring to avoid conflict whenever possible. He evaluates risks carefully and focuses on survival rather than dominance. His quiet nature allows him to go unnoticed, though it can also limit his influence.



Initial Goal:

Before the games, Min-su was experiencing ongoing financial struggles. He joined after being recruited, seeing the competition as his only realistic chance to escape debt and start over.

Seon-nyeo | Player 044

Seon-nyeo was a formerly renowned shaman who claimed to be all-seeing and chosen by the gods themselves. She is very religious and uses her reputation as divine to sway other players to become loyal to her. Her ability to manipulate others allows her to be a formidable player who can change the fate of many at once. However, her superiority complex and arrogant personality might instigate trouble.



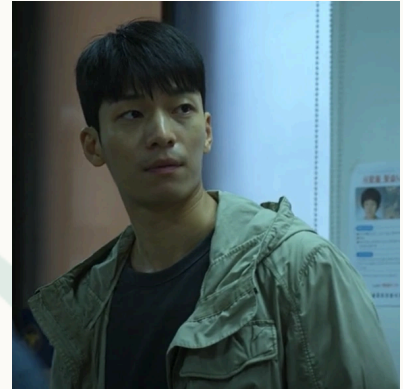
Initial Goal:

Seon-nyeo, like many other contestants, had joined the games to repay a debt she owed. She uses her 'spiritual insights' to gain the upper hand, often manipulating others to survive and win the grand prize.

MISCELLANEOUS PARTICIPANTS

Hwang Jun-Ho | Police Officer

Hwang Jun-ho is determined, intelligent, and resourceful. Unlike the players, he operates from outside the system, infiltrating the games to uncover the truth. He carefully observes and adapts, disguising himself as a worker to move through the hierarchy without detection. His persistence and sense of justice drive him forward, even in extremely dangerous situations.



Initial Goal:

Jun-ho is a police officer searching for his missing brother, Hwang In-ho. After discovering clues linking him to the games, he infiltrates the organization by posing as a guard. His goal is to gather evidence and expose the operation, rather than win money, making him one of the only characters motivated by justice instead of desperation.

VIP Richard | Lion Mask

Richard is a wealthy and detached observer who views the games purely as entertainment. Hidden behind a lion mask, he represents power and dominance, treating the suffering of players as a spectacle. His behavior is often arrogant and dehumanizing, reinforcing the idea that the players are objects rather than people.



Initial Goal:

Richard is part of the group of ultra-rich VIPs who fund and watch the games. Unlike the players, he does not participate out of necessity, but out of boredom and a desire for extreme entertainment, using his wealth to indulge in the suffering of others.

VIP John | Eagle Mask VIP

John is analytical and observant, often commenting on the strategies and decisions of players. His eagle mask reflects a sense of oversight and control, as he watches events unfold from a position of power. Despite his more measured demeanor, he still treats the games as a form of entertainment, showing little concern for the players' lives.

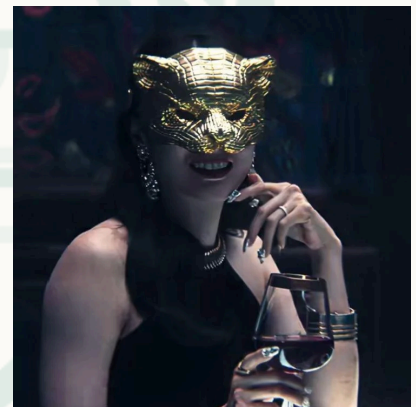


Initial Goal:

John attends the games as a VIP, part of the elite group funding the operation. His involvement is driven by curiosity and amusement, using the games as a way to observe human behavior under extreme conditions.

VIP Jennifer | Tiger Mask VIP

Jennifer is bold and expressive, openly reacting to the events of the games with excitement. Her tiger mask symbolizes aggression and dominance, matching her enthusiastic engagement with the violence unfolding before her. She treats the competition as thrilling entertainment, showing no empathy for the players.



Initial Goal:

Jennifer is one of the wealthy VIPs who support and observe the games. She participates as a spectator, motivated by the thrill and exclusivity of the experience rather than any financial need.

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