

Squid Game



Co-chair: Sakura Honda

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Letter From the Chairs

Hello Players!

My name is Sakura Honda (she/her) and I will be your co-chair for the Squid Game Committee. I am a junior at GBS, and have been in Model UN since my freshman year. After so many virtual conferences last year, I am excited to be able to meet all of you in-person and have the opportunity to chair a committee about one of my favorite TV shows. Outside of MUN, I spend 22 hours in the pool every week as a captain of my synchronized swimming team as well as a member of the varsity water polo team at school and club. Outside the pool however, I am involved in the yearbook as a people editor, captain of the science olympiad team, and more. I am also an avid cheese and shark enthusiast and am a self named professional at baking almond cupcakes.

My name is Daniel Park (he/him) and I will also be your co-chair for the Squid Game committee. Like Sakura, I am a junior at South and have been involved in MUN since freshman year. I am very honored and excited to be a part of such a niche committee and to see you, players, have fun. Aside from MUN, I am a part of Chess Club, History Club, and our school's learning center, which allows students to bring questions about their assignments to other students or teachers. I also volunteer at Chicago's Milal Mission, a Korean Christian organization that helps people with disabilities have fun by engaging in various activities. As for personal hobbies, I am a big fan of Pokemon and K-Dramas – a surprisingly relevant hobby.

The Squid Game will be unlike your typical crisis, and we hope that you are excited for this unique challenge. In committee, we would love to see delegates come up with fun and creative solutions using their characters' specific personalities. Above all, we hope that you all enjoy representing your players, and have a good time at the conference.

Your **hard copy** position paper is due when you walk into committee on the day of the conference. If you have any questions or concerns regarding anything, please don't hesitate to email us at 236198@glenbrook225.org (Sakura) and 236384@glenbrook225.org (Daniel). We can't wait to meet you all!

Sincerely,

Sakura Honda and Daniel Park

Squid Game Overview

The show *Squid Game* starts with 456 indebted South Koreans being invited to join a game - one that could win them 45.6 billion won – for purposes of simplicity, players may use a conversion model of 1 USD = 1,000 SKW – to help them out of debt. The invitation is a single name-card like paper, and because the “players” were sedated after being taken from their individual pick up spots, they have no idea where they are. Upon arrival, the “players” are told by masked guards that the tournament will consist of six games, and they soon discover that these games are children's games that they are all familiar with - and deadly. In every game, the players are given a choice - it could range anywhere from picking their own partners to random shapes - that will be used and determine the setting of each game. The idea for this is that the players get choices, and they get to control their own lives; they are preached that the rules are simple - if they follow the rules, they will survive - although in reality, the games are more complicated than simply just “following the rules”. For their first game, the players play “red light, green light,” and 255 players are eliminated. After seeing the brutality of the games, the players decide to vote to hopefully end the game; the players had to sign a contract in the beginning, which stated that if the majority decides to quit, the game terminates and no one wins. By one vote, the vote fails and the game continues: this is where our committee will start. Although this is all you need to know to be familiar with the setting of the committee, we suggest that you watch the rest of the show or summary videos of each episode to fully prepare for what's to come in the committee.

How Committee will Work

In the committee, each member is assigned a player, and the dais will play the role of the front man/masked men. There will be our version of the “games” running simultaneously with the debate, and the results of our games should drive the debate. You should not assume that the games we play or the choices we give you are the same as the show. As mentioned, our committee will start right after the “voting to continue the game” that happens in the show (episode one) ends, therefore we will assume that all the players (delegates) have survived the first game, and we will only be playing five additional games. We expect you to play the games fully and to your best abilities, however for the purpose of the committee, the eliminated players will still be able to join the debate. You should also note that during the games, the players may be given advantages or disadvantages, and additionally, players may also create their own advantages through crisis notes - this means that players are permitted to bring in their own material that could aid them in the games (similar to the lighter that helped player 212 in the Dalgona game).

Background to Contracts

Even though this committee won't resemble a traditional Model United Nations committee, we believe that having a platform of discussion is essential to all committees. Because of this reason, we decided to provide the committee with a more substantive topic of debate, rather than simply discussing the progressing games that we choose to throw at you. Even though this topic was not even fathomed in the show, we believe that the topic – “contracts” – can help each player adequately demonstrate traditional MUN strategies and values. Although mentions and discussions of the games are inevitable, we encourage you all to keep this topic at the forefront of debate.

Near the beginning of the show, each contestant is required to agree to a set of clauses. Currently, this is what the “player consent form” states:

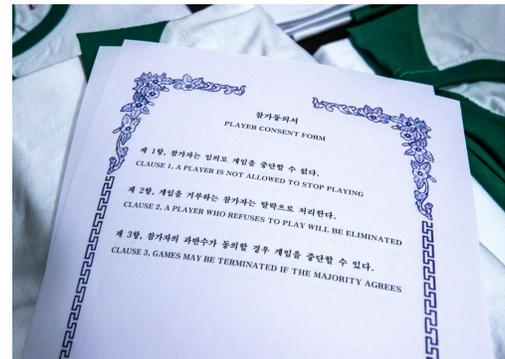
Player Consent Form

1. A player is not allowed to voluntarily quit the games.
2. A player who refuses to play will be eliminated.
3. The games may be terminated upon a majority vote.*

* In committee, we will follow the model of the show and require only a simple majority for the clause to go into effect. Furthermore, this clause will go into immediate effect when the motion is raised and seconded by another player, and a roll-call vote to terminate the games will commence. However, if we believe that the raising of the motion is being unnecessarily repeated and being disruptive to the flow of committee, we will rule it dillatory.

Obviously, this “contract” is incredibly short and vague. We will be deviating from the show by allowing players to modify this contract as well as making your own. This inherently creates two distinct types of contracts, which should be clarified. We will be distinguishing them by calling them “Administrative Contracts” and “Behavioral Contracts.” (These contracts will act as our directives.)

Administrative Contracts: these include the Player Consent Form as well as other contracts that we, the “hosts,” have to actively enforce and abide by. It is important to note that we can reject any contract that is given to us and sometimes might have dire consequences. This is the reason why you all should be careful in what you put into these contracts; it must be something that the “hosts” won’t consider out of the spirit of the games. It’s also recommended that you try to pass very few of these contracts.



Behavioral Contracts: these contracts are maintained between each player in committee rather than between the players and the hosts. Although unenforceable at an administrative level, violations can prove great grounds for voting someone off. These personal agreements, however, are allowed to have consequences enforced by a collective effort or agreement. It’s recommended that the majority of contracts be of this variant.

The contents of the contracts can include various topics and concerns. The determining of which issues to focus on will ultimately be in the hands of the players, but we believe that cheating and the prevalence of it will be at the center of discussion.

“Rules are meant to be broken.” It’s a philosophy that some players will live by. And since we give a window in the beginning of the committee to bring in prohibited items into the

games, cheating will be inevitable. There are inherently different types of cheating. How will the committee react to each one? Will it be encouraged since it allows everyone to improve their parameters of victory or will it be met with harsh consequences since it ruins the spirit of the games?

Examples of Cheating in the Show

The show provides many examples of cheating that some players pursue, and players may draw inspiration from each form of cheating as long as it is within their character's personality to do so. Players can always use examples or their own creative forms of cheating that are not listed below.

Potentially the most simple form of cheating is smuggling in an item that was not provided by the hosts to aid a player complete a game. In the show, Player 212 had smuggled a



lighter into the games, which ended up helping her complete the second game – Dalgona cookies. The same lighter helped Player 101 complete the game, which goes to show that not all forms of cheating have to benefit only one player. Since we will be

providing our own games, the contents of the games can't be assumed from the show, so players will have to be creative when deciding what to bring into the games.

As simple yet harder to accomplish, skills or previous occupations can be great assets to the games. These skills can be directly applicable to the games, aid players to gather intel about following games, or be used creatively to benefit themselves to an advantageous situation. In the

show, Player 017 can be seen using his skills as a glassmaker to navigate through the fifth game – tempered glass. Although he did not reveal his intellect until near the end, he did provide help to the players, further proving that cheating can potentially benefit everyone.



Another example in the show is when Player 111 is approached by workers of the game to

harvest organs of the eliminated players to sell them on the black market. In exchange for his services, the player got information on what the next games were. Such a deal will not exist at the start of the committee. We strongly encourage that if you have a seemingly useless occupation or skill to use it to your advantage.

One extreme form of cheating would be murder your fellow players. We discourage the use of this form of cheating, especially at the start of a conference, but we acknowledge that it can happen. It was first revealed to the players in the show that murder was allowed when Player 101 had beat someone to death over the rations they were given. This caused a mass paranoia among all players and caused a murder chaos during the night, which was promptly stopped by the workers. We will follow the model of the show and will not stop small scale assassinations.



There were a few more examples of murder, including Player 218’s assassination of Player 067 before the final game and Player 212’s decision to take both her and Player 101’s lives at the tempered glass game. While murder might be for personal gain or “to send

a message,” the general premise is that it reduces the number of participants, so the player has a greater chance in winning the overall Squid Games. It’s important to note that the condoning on murder allows contracts to include execution as consequence to a violation of the contract.

One not-so-clear form of cheating is collusion among players. Of course, alliances will form in the duration of the committee, there is concern if intel is only being circulated through a select group of players. Although there are no prevalent examples found in the show, certain



scenarios can be created to help depict what collusion is. For example, Player 111 could only offer medical services to a select group of players but not to anyone else. Player 067 can work with Player 218 to collect and

decipher information about the next games, but not offer any of the intel to anyone else. To some players, this might not be considered cheating at all: just a simple alliance. Whether it is cheating and a punishable offense can be decided during discussions of the topic.

Keep in mind that the hosts, although may not always be aware of what’s going on amongst the players, will always deliver extreme consequences to people who cheat. In the show, Player 111 was executed by the Front Man after he discovered that he was colluding with workers to gain an unfair advantage against his foes. The hosts will always try to maintain the spirit of the games – allowing participants to gain a sense of equality they couldn’t achieve in the outside world and a sense of consequence to every move they make.

Final Word

Based on the players, concerns may lie elsewhere other than cheating. Perhaps a player might have a specific aspect about cheating that they have a concern about. It is the job of every delegate to act in their own interest and try to reap the benefits through these contracts. The way in which each player achieves their advantages will, as always, vary on the character: some might be fine with collateral damage and others may not.

You determine your own fates, players. Each and every decision you make in this committee – the players you team up with, the strategies you enact, the notes you pass – will affect your chances of success in the Squid Games. There can be only one winner of the 45.6 billion won prize; it is inevitable that players will get eliminated.

We ask that each player treats each other with respect as this is still a Model United Nations conference and some form of diplomacy must be maintained. Any offensive material found in notes or speeches will be met with consequences.

Above all else, have fun at this conference as the unorthodox nature of this committee is its charm. We wish you the best of luck players! We hope we can see you in the last round.

Positions

Oh Il-nam: Player 001-

Player 001 was the original player in Squid Games and we later find out that he was one of the founders of the whole scheme – this part of his character will not be a part of the committee. He manages to still partake in the games because he said it was fun and an enjoyable way to live his life. During the games, he has dementia and is very weak, yet Player 456 still takes him into their team. He stands back and lets the leaders of the team takeover but proves he is still a strong player. Later on, he tells



Player 456, while he's in the hospital, how the games all started and why he kept letting them happen.

Player 017

Player 017 is known as the glassmaker who is able to figure out the type of glass during the glass bridge game but is unsuccessful when the VIPS decide to turn off the lights, impairing his knowledge of which glass is tempered or real. As the time is ticking, he takes too long, so he is pushed off the bridge into the glass allowing for the rest of the players



behind him to know that it was tempered glass he fell through and the final three finished successfully.

Player 040

Player 040 has a tough persona when he surrounds himself with a group of players including Player 101, which makes him feel protected. They are encouraged to kill everyone and win the money, so Player 040 tries to strangle Player 067 yet fails. During a riot one night, he managed to kill 27 people with his team and does not want to stop there, but the team is stopped by the masked men who enter the living area. During the cookie cutting game, he almost dies. Fortunately, he copies Player 456's strategy of licking the back of the cookie he is given and manages to live. However, he dies during the marble game when he loses all of his marbles to his partner and is shot.

Kang Sae-byeok: Player 067-

Player 067 was a North Korean defector and had an orphaned brother who she took care of, and she wanted to win the money to get him out of the orphanage to give him a better life by bringing her family back from across the border. She was a very quiet player who would put herself first. In the show, she made it almost to the end of the games but was stabbed by Player 218, which led her to bleed out and not finish the games.



Kim Yun-Tae: Player 069-

Player 069 was a character who made it towards the end of the games, but he started pleading to go home during Episode Seven. He did not want to keep going since he hated how violent the games were becoming and that everyone around him was dying so quickly, including his wife. In the show, he hated the games so much that he hanged himself one night.

Player 070-

Player 070 is the wife of Player 069. She and her husband always chose to stick together and not separate even when he was asked to join a different team during tug of war. She stood by his side throughout the games until the marble game eliminated her because one of the two from the pair had to lose.

Player 096

Player 096 chose the number one in the glass games, which meant he went first for trying to guess which glass was safe to step on. He was unsuccessful with guessing the correct step after advice from those behind him and died. Ironically, he was bet on by one of the VIPS to make it out alive. He switched his number 16 vest to the first vest seconds before the games started, which he instantly regretted.



Jang Deok-su: Player 101-

Player 101 was a very risky dealer and a ruthless, strong character who immediately presents himself as a violent player at the beginning of the Squid Games when he engages in a fight. Throughout the games, he manages to be very aggressive, although he becomes romantically involved with Player 212 and then shortly thereafter betrays her because he doesn't think she is a strong player. He gives no mercy to other players and kills a man during the Glass Game. Then, Player 212 challenges him, and they die together when she jumps off the Glass Bridge with her holding him.

Byeong-gi: Player 111-

Player 111 participated in the games while also dissecting the bodies of those killed during the games with the people running the games since he is a surgeon. He manages to make money for the guards because they would sell the organs that he got from the dead players, and then, he would receive extra information about the games and food for fuel. The director of the games found out about this and had Player 111 along with all the guards associated executed because he hated the unfair advantage it gave him since he based the games on equality. The premise of harvesting organs will not be assumed in committee but can be recreated.



Abdul Ali: Player 199-

Player 199 stole a packet of money during a tussle with his boss at work who wasn't paying him his wages which led him to lose his job after he fled. He had lost fingers during his factory work, so he hid that from most of the players in order to not seem weak. He needed money to go back to his wife and kids who he sent home with the money he stole to keep them safe. During the games, he also teams up with Player 456 but dies when he was tricked into giving his marbles away during the fourth game.

Han Mi-nyeo: Player 212-

Player 212 makes her voice known in Episode Two when she starts pleading for the games to end. Many of the other characters agree with her, so they enter a vote to leave. Mi-nyeo says that she has children at home, so that is presumably why she needs to play the games. As the show continues, she becomes more and more of a prominent character and becomes involved in a romantic relationship for some time with Player 101. After he betrays her, she is heartbroken but ever so more motivated to win the games and beat him. In the end, they die together because he tries to stop everyone from continuing on the glass bridge.



Cho Sang-woo: Player 218-

Player 218 is the childhood friend of Player 456, who became very rich and successful when he moved to America to study in college and became a stock-broker. However, he ended up losing millions in poor stock investments and became bankrupt, so he needed to play Squid Games to get out of his debt. He is very analytical yet hesitant because he tries to play



every game with a strong strategy. We know that not all of the games are based on strategy and most of them are based on luck. In the show, Player 218 is able to make it to the final Squid Game but is defeated by Player 456.

Ji-yeong: Player 240

Player 240 forms a bond with Sae-byeok, Player 067, when she is asked to join her team for tug of war because Player 240 was sitting all alone. She was quiet and the reason why she is playing the games is because she killed her abusive father and lost money after she went to prison. In the show, the two girls play the marble game but Player 240 lets Player 067 win because she knows she has nothing to live for even if she does get the money, but Player 067 has a family that she loves to go back to.



Player 244

Player 244 is a Korean Pastor who holds tight to his faith while competing in the games. Throughout the show, he makes remarks regarding the sins he commits when other players die. He decided to stand and pray during the glass bridge game, which took a lot of time away from the players behind him who were waiting to get across the bridge. As a result, he was pushed off the bridge to death by another contestant. He was portrayed as very religious and calm when it came to deciding what to do in the games and he always looked to God for guidance.

Seong Gi-hun: Player 456

Player 456 was the last player to be selected to play the games. He was a constant gambler who blew all his money and was hunted by those he borrowed money from since he was never able to repay them. He had a daughter who lived with his divorced wife since he was incapable of taking care of her financially. He entered the games because he was so desperate for money. Canonically, he did win, but with the cost of trauma and tracking even after the games by the leaders of the games. He beat his childhood friend Player 218 in the final round. He barely escaped the glass bridge game because he agreed to switch from number one to the last number with Player 096.



*It's important for all players to note that all information, besides personality traits, revealed after the characters were brought back into the Squid Games cannot be assumed for this committee. Of course, each player can draw inspiration – or directly replicate, if needed – from the character's actions from the show.

Questions to Consider

- Who would be the smartest and most successful player to work with?
- Are the rules in the contract fair or how should they be changed?
- Is there a possibility to end the Squid Games permanently?
- Why are the players cheating and not just all working together to find a solution?
- Which games were based on luck and not true skill to survive?
- How will you win the games you must play?