



SQUID GAME



A letter from the Chairs

Dear Members of the Board,

Welcome to The Boardroom, a chamber where power masks morality, and legacy outweighs life itself. The Director of Operations [Elisa Samuel Johnson] and The Compliance Director [Karthik Manoj] will be your chairs for this council. You have not been invited here out of courtesy, but necessity. The Squid Game, our most profitable, controversial, and elusive creation stands at a crossroads.

For years, the Game has served as both spectacle and lesson: a reflection of human greed, desperation, and survival. It has made legends of the fallen, and monsters of the victors. Yet now, whispers echo through the ranks of our financiers, organizers, and even among the surviving players:

Should the Squid Game evolve... or should it end?

This session convenes The Boardroom to deliberate that very question.

You, our members, embody every side of this moral and financial equation: the masterminds, the players, the enforcers, and the elite. Some of you have watched the bloodshed from gilded balconies. Others have stood in the dirt, fighting for a chance at life. Today, all are equals at this table.

Your task is not simple. Should you preserve the Game as a symbol of truth and human nature? Reform it into something more civilized? Or end it altogether, closing the curtain on one of the darkest chapters of modern entertainment?

The world beyond these walls may never know what happens here.

But history and perhaps our own conscience will.

Let the discussion begin.

Let the Game decide its own fate.

With respect and watchful eyes,

The Director of Operations – Elisa Samuel Johnson

The Compliance Director – Karthik Manoj

NMMUN'25

Board Room Council

Topic: *Preserving the Legacy: Should the Squid Games Evolve or End?*

1. Setting the Scene

The year is 2032. Over a decade has passed since the first revelation of the Squid Games shook the world to its core. What was once dismissed as rumor or urban legend has now been confirmed as one of the most sophisticated, deadly, and exploitative underground networks of the 21st century. Millions across the globe tuned into documentaries, exposés, and leaked recordings that revealed the horrors hidden behind the brightly colored playground walls and masked enforcers.

Now, the Games' secrecy has shattered. The truth is public. The organization that once thrived in the shadows faces unparalleled scrutiny. Once known only to a handful of the world's wealthiest elites and desperate contestants, the Games have become a global scandal. The public demands accountability. Governments grapple with how to handle an organization that is neither fully private nor fully state-owned, yet tied through financial webs to some of the world's most powerful economies.

Inside a sterile, high-security boardroom, the final meeting has been convened. Survivors, former players, investors, enforcers, and whistleblowers now sit across from one another, their eyes heavy

with both history and expectation. Each voice carries weight, but their goals diverge sharply. To some, the Games represented entertainment at its most raw — the ultimate reflection of human struggle and a brutal proof of humanity's true nature. To others, they were nothing less than an unforgivable atrocity, a system built on blood, despair, and greed that could never be redeemed. And for many who once risked everything within the arena, the Games were survival itself — a desperate path out of debt, poverty, or obscurity, though one carved at a cost too devastating to justify.

The world watches as the council debates the Games' fate. The decision made here will determine whether the Squid Games become a chapter closed in human history, a reformed global spectacle, or an even more powerful institution cloaked in legitimacy.

2. Background and Context

The Squid Games originated decades earlier in South Korea, conceived as a cruel experiment to entertain the powerful and test human nature under extreme duress. Hundreds of desperate, indebted individuals were lured into participating, unaware of the stakes, until it was too late. What appeared to be "children's games" quickly revealed itself as a brutal tournament where losing meant death, and winning brought immense wealth.

At the core of this system was Oh Il-nam [Player 001], a wealthy old man who helped design and finance the Games, believing they revealed the truth about humanity, stripping away pretense to show who people really are when survival is at stake. Behind him stood the VIPs, international elites who wagered fortunes on the

outcomes, viewing human lives as little more than chess pieces in a grotesque show.

The Games remained hidden for decades thanks to layers of secrecy, bribery, and fear, but that veil of silence shattered when Detective Hwang Jun-ho infiltrated the organization and leaked critical documents to international authorities. The revelations sparked a wave of consequences that rippled across the globe. Mass public outrage erupted, with millions flooding the streets in protest and demanding justice for the victims whose lives had been exploited. Politically, the scandal exposed deep ties between the VIPs and influential figures in government and business, shaking public trust in institutions and igniting calls for accountability at the highest levels. Economically, the disclosure triggered turmoil, as the Games were revealed to have funneled billions through global markets, destabilizing financial networks and implicating industries that had quietly thrived off their shadowy operations. What had once been an untouchable secret now stood in the harsh light of global scrutiny.

In response, the VIPs proposed a controversial plan: rebranding the Games as a legitimate international event, complete with safety regulations, media rights, and sponsorships. They argue that the Games' cultural momentum is unstoppable, better to "control and profit" than to try and erase them.

Survivors like Seong Gi-hun [Player 456] and advocates for fallen players, however, reject the proposal. For them, the Games are not entertainment, they are murder. They demand closure, reparations, and justice.

This is the crossroads: Can the Squid Games evolve into a sanctioned phenomenon, or must they end forever?

3. Character Dynamics and Motivations

Each member of the Board Room holds influence and motive. Understanding these relationships is key to survival and resolution.

- **Front Man:** Torn between loyalty to the system and his growing awareness of its moral decay. He seeks control but fears collapse.
- **Oh Il-nam [Player 001]:** The original creator and financier of the Games, now frail but unapologetic. Believes the Games reveal truth about human nature.
- **The Salesman [Recruiter]:** Sees the Games as opportunity pragmatic, persuasive, and loyal to profit. Advocates rebranding, not reform.
- **VIP 1-6:** Each represents global elites profiting from spectacle. They differ in approach, some fear exposure, others want expansion.
- **Seong Gi-hun [Player 456]:** The last winner. Carries trauma and survivor's guilt. He demands justice and accountability.
- **Cho Sang-woo [Player 218]:** Once a fallen genius, now driven by logic. Sees reform as the only practical path forward.
- **Kang Sae-byeok [Player 067]:** Represents resilience and distrust. Advocates ending the Games permanently.

- Abdul Ali [Player 199]: Symbol of exploited innocence. His supporters argue his death must stand as a warning not entertainment.
- Han Mi-nyeo [Player 212]: Opportunistic and adaptable. May side with whichever faction offers personal gain.
- Ji-yeong [Player 240]: Quiet moral voice, urging empathy and closure. Seeks remembrance for the fallen.
- Doctor Byeong-gi [Player 111]: Holds insider medical knowledge of how the Games manipulated bodies. Could expose or defend operations.
- Detective Hwang Jun-ho: Whistleblower and moral compass. Pushes for justice, but may hold leverage to influence outcomes.
- Jang Deok-su [Player 101]: Brutal and self-serving. Believes strength and competition define humanity a voice for continuation.
- Head Guard [Square Mask]: Focused on discipline, structure, and maintaining control. Fears chaos if the Games end.
- Guard Supervisor [Triangle Mask]: Represents the working enforcers conflicted between duty and conscience.
- Choi Su-bong [Player 230]: A devout man who sees the Games as divine trials. Supports evolving them into a spiritual test of humanity.
- Cho Hyun-ju [Player 120]: A young math prodigy who views the Games as rigged and unjust. Demands full dismantling.

- Kang No-eul [Player 011]: A hardened soldier who believes in survival through strength. Supports continuation with stricter discipline.
- Jo Yu-ri [Player 222]: A social media influencer who sees profit in spectacle. Advocates rebranding as global entertainment.
- Jung Min-tae [Player 322]: A factory worker symbolizing the exploited class. Calls for dismantling and reparations for victims.

4. The Central Dilemma

The council now faces its most difficult decision: to preserve the Squid Games in some form or to dismantle them entirely. At the heart of this dilemma lies the tension between survival, morality, and legacy. For decades, the Games thrived in secrecy, feeding on desperation and profiting from human suffering. Now, with their existence exposed, the question becomes whether such an institution can be reshaped into something more acceptable, or whether its very foundation is so corrupted by blood that the only solution is permanent erasure.

On one side, the proponents of evolution argue that the Games could be transformed into a regulated, international competition that reflects human struggle without requiring death. With proper oversight, ethical rules, and global transparency, they claim the Games could become a legitimate sporting event, maintaining their cultural fascination while eliminating their brutality. Some even suggest that the world has always had a hunger for spectacle and

competition — from ancient gladiatorial arenas to modern combat sports — and that attempting to suppress this demand will only drive it underground in more dangerous forms. According to this vision, the Games would no longer be a shadowy death trap but a rebranded legacy, reshaped to suit a modern, media-driven age.

On the other side stand those who believe that the Games can never be redeemed. They argue that no amount of rebranding or regulation can erase the thousands of lives lost, nor the cruelty that the Games embodied. To continue, even under new rules, would only insult the memories of the dead and perpetuate the idea that human suffering can be monetized and consumed as entertainment. Survivors such as Gi-hun, Sae-byek's advocates, and Ali's supporters see continuation as a betrayal of justice, an attempt to whitewash an atrocity for profit. For them, dismantling the Games, exposing every figure who enabled them, and preserving their memory as a warning is the only path to redemption.

The debate is complicated further by the issue of power and authority. Who has the right to decide the Games' fate? The VIPs argue that as investors and financiers, they remain the true custodians of the institution, capable of reinventing it to suit global standards. Survivors demand that their voices be prioritized, insisting that those who endured the trauma of the Games carry the greatest moral weight in determining their outcome. Governments, however, see the Games as both a liability and an opportunity — destroying them would appease public outrage, but regulating or absorbing them into international structures could yield economic and political benefits. Each side claims legitimacy, yet none can escape the contradictions inherent in their position.

Underlying all of this is a larger philosophical question: do the Games reveal a brutal truth about human nature, or are they an aberration that must be erased? Some, like Il-nam, claim that the Games exposed the reality of desperation and greed that exists within society, a reality that should not be hidden but confronted. Others insist that accepting the Games as a “reflection” of humanity is dangerous, for it normalizes cruelty and exploitation as inevitable. To them, ending the Games is not just about justice for the dead — it is about proving that humanity can transcend its darkest instincts.

Finally, there is the practical concern of what happens if the Games are dismantled. Billions of dollars are tied to their secret networks, and tearing them down could destabilize markets, unleash black-market imitations, and create a power vacuum that opportunists would rush to fill. Ending them may bring moral clarity, but could it also unleash greater chaos? Likewise, evolution may promise order, transparency, and control — but at the cost of legitimizing a legacy built on blood.

Thus, the central dilemma is not a simple choice between continuation and closure. It is a choice about how humanity defines justice, power, and memory. Will the council preserve the Games by evolving them into something new, or will it end them entirely, leaving behind only a scar in history? And if they are ended, will that scar remain as a wound that festers, or as a reminder that the world chose humanity over spectacle?

5. Key Issues to Debate

1. Ethical Redemption:

The central question of whether the Games can ever be morally rebranded or redeemed looms large. Supporters of reform argue that by creating a new, “ethical” version — with transparent rules, non-lethal outcomes, and voluntary participation — the Games could transform into a symbol of discipline, resilience, and competition without the stain of mass slaughter. However, critics counter that no matter how much the format is altered, the Games were built on a foundation of bloodshed and exploitation, making redemption impossible. The dilemma lies in whether reform is genuine progress or merely a cosmetic disguise that profits off the pain of the dead.

2. Control and Exposure:

The Games’ greatest strength was always secrecy, and now that secrecy has collapsed. With documents leaked by Detective Hwang Jun-ho and fragments of evidence already circulating online, the council must debate how to deal with exposure. Some argue that transparency — cooperating with governments and owning the narrative — is the only way forward, while others insist that silencing whistleblowers and destroying evidence is critical for survival. If the council chooses suppression, it risks further scandal when the truth inevitably resurfaces. If it chooses

transparency, it risks being dismantled under the weight of global outrage.

3. Economic Fallout:

For decades, the Games were not only an underground spectacle but also a massive economic machine, secretly funneling billions through global markets and sustaining industries that thrived on hidden investments. Ending the Games entirely could cause severe ripple effects, collapsing illicit financial systems, exposing governments and corporations who were complicit, and triggering lawsuits from every direction. Yet continuing them in any form could create even greater instability, as nations may sanction or embargo institutions tied to the Games. The council must weigh whether financial survival justifies perpetuating a tainted legacy, or whether economic sacrifice is necessary to close this dark chapter.

4. Survivor Justice:

The survivors — and the families of the thousands who perished — demand recognition, reparations, and closure. Without concrete measures of justice, public rage will only grow, and the legitimacy of the council's decision will collapse. Some propose building a reparations fund from the vast fortunes of the VIPs to compensate victims, while others argue that survivors' testimonies should be suppressed to avoid inflaming sentiment. There is also the issue of remembrance: should monuments, public trials, or truth commissions be established to honor the fallen, or would such

memorialization only keep the wounds fresh and destabilize attempts to move on?

5. Power Vacuum:

If the Games are dismantled, who ensures that the power structures tied to them do not simply resurface in another form? The network spans international elites, corrupt governments, and underground financiers, many of whom will resist losing their influence. A sudden dismantling could leave behind a vacuum where rival groups attempt to revive or replicate the Games illegally, perhaps even in more dangerous, uncontrolled ways. On the other hand, allowing the Games to continue under new leadership risks perpetuating the same cycle of abuse. Delegates must therefore confront whether the true danger lies in ending the Games — or in failing to end them completely.

6. Guiding Questions

1. Can an institution born from exploitation evolve into something moral without losing its essence?
2. What does justice look like, punishment, reform, or remembrance?
3. If the Games are dismantled, how can the council prevent underground replicas or black-market spin-offs from emerging?
4. Does preserving the Games' legacy justify the cost in human lives, or is that cost too high to ignore?
5. Should the Games be forgotten entirely, remembered as a warning, or repurposed into a new form of societal reflection?
6. How should the council balance economic considerations against moral responsibility when billions are at stake?

7. How should the council weigh the voices of survivors and victims' families compared to those of the VIPs or other powerful stakeholders?

8. Can reform be genuine, or would it simply be a way for the VIPs to profit while glossing over atrocities?

7. Conclusion

The Board Room Council holds the final vote, but this decision reaches far beyond the walls of the sterile chamber. Whatever outcome is chosen will not only determine the fate of the Squid Games but also set a precedent for how humanity confronts institutions born from exploitation, secrecy, and greed. For some, this council represents an opportunity for redemption — a chance to reshape a legacy of horror into one of discipline, spectacle, or even global unity. For others, it is a final reckoning, where the only honorable path is dismantlement, ensuring that no amount of profit or rebranding can ever justify the suffering that created the Games.

Yet the choice is not so clear-cut. To evolve the Games is to risk normalizing violence under the guise of reform, but to end them is to risk chaos — economic collapse, international scandal, and the rise of uncontrolled underground alternatives. Delegates must weigh whether preservation of order outweighs the moral cost, or whether the destruction of the Games would unleash consequences worse than the Games themselves.

Whether you choose evolution, reform, or total destruction, your decision will redefine history. The Squid Games are no longer a hidden contest — they are a symbol, one that the world is watching

closely. If they are to continue, they must evolve into something unrecognizable from their bloody past. If they are to end, they must be buried so completely that they can never be revived. The fate of this legacy lies in your hands.

