

V1.0

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A Brief Introduction

The Squid Game, simply known as the Games, is a privately run death tournament hidden behind layers of shell companies, offshore accounts, and powerful sponsors all around the world. Every year, desperate people from across South Korea are quietly approached and manipulated into participating. Each competitor arrives carrying some combination of debt, shame, ruin, or hopelessness- outcasts that the world have already discarded.

Hundreds of players are transported to an isolated facility and assigned numbers. The staff enforcing the rules are masked, armed, and expendable. Surveillance covers every corner of the compound. VIPs watch everything from behind golden masks and private luxury rooms. Every life lost is just another lost bet in their little fun. The Games themselves are simple children's challenges reimagined and redesigned so that failure is fatal. A single mistake can lead to the end of one's life.

You enter this world as yet another player. You are just one more contestant waking up in a room full of bunk beds with nothing but a numbered tracksuit. You've been promised a staggering cash reward: a towering prize pool that grows with every death, up to ~~₩~~46,500,000,000 prize money (which is equal to about $31,000,000), which you keep at the end of the Gauntlet.

You have no access to other perks, items, or companions that you might have, except for the ones bought here. Death means failing the Gauntlet. Be the last player standing or leave in a wrapped box.

You start with 0 CP.

Drawbacks

If you want to buy any perks or items, you'll have to earn some CP by picking a few drawbacks.

- Debt [+100 CP]
    - You have a significant debt of ₩1,000,000,000- equivalent to about $680,000- with either corporate-backed creditors or gang-affiliated loan sharks coming after you. Unless you can find a way to earn enough money within a short time, it's likely that you'll be caught and sent to an unfortunate demise.
    - Should you win the Games, this debt will automatically be paid off by withdrawing from your prize money. Naturally, the debt cannot be more than your prize money.
    - You can take this drawback as many times as you like, adding an additional ₩1,000,000,000 to your debt each time.
- Broken [+100 CP]
    - You have a particularly negative personality trait that makes life difficult enough to warrant a change in pace. Maybe you are prideful and have a stubborn streak. Maybe your anger issues cause a lot of relationship problems. Perhaps you impulsively gamble, eat gluttonously, stay inside in anxiety and paranoia, or are chronically lazy. While negative traits can be channeled for better purposes, this will often cause more problems than it will solve.
    - You can take this drawback as many times as you like, adding an additional detrimental personality trait to yourself each time.
- Outcast [+200 CP]
    - Even among the desperate and disliked, you are a social outsider. Whether you are a victim of racism, transphobia, or some other form of prejudice, you find it harder to make meaningful relationships and friends.

That said, there are still people out there who are open-minded enough to treat you with proper decency, if you can find them.

- This Body of Mine [+200 CP]
    - You find it slightly harder to keep up with other players due to some sort of physical disadvantage. This can be feebleness from old age, missing fingers from a work accident, a blind eye, etc. That said, there are a wide variety of games that involve many factors besides physicality, such as intelligence and teamwork.
- Do You Have Any Chocolate Milk? [+300 CP]
    - The usual standard of food in-between the Games ranges from boxed lunch sets to a handful of small yet tasty snacks. Too bad you can't enjoy the food. For the entirety of your stay, everything you eat will taste terrible and upset your stomach. Even if you trade your food with another person, it will still have the same effect. In fact, the tastier the food, the worse it will be. Only bland meals like plain rice or water will taste somewhat fine.
- Insomnia [+300 CP]
    - For the entirety of your stay, you will suffer from insomnia. Vivid nightmares will haunt you whenever you try to sleep, and what sleep you do get will at most provide an hour or two of rest.
- Contraband [+400 CP]
    - Due to rising concerns about security risks against the Games, thorough contraband checks are now commonplace before and throughout the Games. For the entirety of your stay, you will be unable to use or buy anything from the Item section.
- Pacifist [+400 CP]
    - You abhor violence and seek a peaceful resolution in all conflicts. For the entirety of your stay, you will be unable to use any weapons or take a life by any means.
- Public Enemy [+500 CP]

    - You've made many enemies in your life. A sizable faction of players now hate you, either because you messed with them first or because you're the perfect target for them. While this group can be reasoned with and will prioritize their own survival first, they will target you whenever convenient, harassing or even assaulting you if given the chance.
- Bad Blood [+500 CP]
    - Someone from your outside life- an ex, rival, coworker, or someone else- is also playing in the Games and absolutely despises you. Or perhaps you immediately meet and anger someone who now completely hates you. Regardless, they have now made it their life's purpose to kill you. They will do everything to sabotage your chances of survival, even if it means tanking their own odds of winning, or even risk breaking the rules if they think they can get away with it.
- Addict [+600 CP]
    - You are a drug addict. You will go through painful withdrawals that will persist for the duration of your stay. Consuming your choice of drugs will stave off these effects for a mere day.
- Hangul [+600 CP]
    - Typically, everyone who plays these Games will all be able to speak and read Korean proficiently. Not for you. While everyone else can communicate with ease, you must now learn Korean from scratch, entering the Games without an ounce of lingual fluency or knowledge.
- I've Played These Games Before! [+1000 CP]
    - Oh you thought it was over? Too bad. You must now play in the Games an additional time, risking your life again with near-death experiences.
    - You can take this drawback as many times as you like.

Perks

- Subtitles [100 CP]
    - Spoken dialogue and written text appear as customizable subtitles that only you can see. The translation is limited to languages you already understand, and the quality will reflect your own fluency. If you barely know a language, expect absolutely terrible subtitling with horrendous grammar; if you're fluent, the subtitles come through crisp and precise.
- Dubbing [100 CP]
    - Voices and text automatically "dub" themselves for you in any language you already know. The speaker's tone and emotional cues will stay the same, but their words will shift into your chosen language in real time. The quality depends on how well you actually understand that language. Only you will be able to hear this.
- I Am A Surgeon [200 CP]
    - Your hands are quite dextrous. You have a solid foundation of medical knowledge in trauma care, wound management, disinfection, bleeding control, and improvised first aid. Even with limited supplies, you can stabilize injuries and keep someone alive long enough to get some real help.
- Innocence [200 CP]
    - You give off a harmless, trustworthy front to outside observers. People instinctively see you as someone who wouldn't hurt a fly, even if that isn't true. Acting naive, gentle, or well-meaning comes naturally to you, and others tend to lower their guard when dealing with you.
- Anatomical Smuggler [300 CP]
    - You can easily hide and smuggle items in your person. Yes, IN. Anything that you put inside your body will be completely undetectable by any means, whether technological, supernatural, or otherwise. This doesn't help with comfortably or safely inserting items in the first place, so do be careful.

- Artisan's Eye [300 CP]
    - Your eyesight reaches the upper limit of human ability. Fine details such as subtle weight differences, microscopic hairline cracks, irregular textures, and manufacturing imperfections come naturally to you.
- Ghost [400 CP]
    - You are great at staying hidden in the middle of chaos. Your footsteps are inaudible, and others find it hard to spot you. The more people there are around, the easier it is to blend in and hide.
- Shut Up and Listen! [400 CP]
    - Some people are so stubborn that they'll refuse to cooperate even in the face of imminent death. You refuse to let that happen. You have the charisma and authority to get someone to listen to you, no matter what your relationship might be. The more dangerous or imminent a situation is, the more receptive they will be.
- Spec Ops Training [500 CP]
    - Your body and mind are that of an elite special forces veteran. You gain practical close-quarters combat skills, tactical awareness, firearm knowhow, and disciplined conditioning that rivals the best of the best.
- Survivor's Grit [500 CP]
    - Your pain tolerance is exceptional. Wounds that would paralyze others fail to even slow you down. You keep moving through exhaustion, injury, and shock with a level of determination that borders on the frightening.
- Lethal Luck [600 CP]
    - You have good fortune that indiscriminately draws on the misfortune of others. Whether it's winning a death game at the cost of your best friend's death, surviving Russian Roulette while your opponent gets the loaded chamber, or avoiding a trap thanks to your teammate falling into it… Fate will split two ways, always favoring you while handing over the cost to someone else.
- We Are Not Horses [600 CP]

- You will not stop until you have achieved what you want. If you have a goal, you will find a way to accomplish it, no matter what. However, this might cost you and others much more than you might want it to, such as the loss of many lives. This also does not guarantee success but only elevates the possibility of success. Still, a 1% chance is better than 0%.

Items

- Coochie Capsule [100 CP]
    - A small, smooth storage capsule designed to be concealed inside the body with minimal risk. The interior features an unlimited volume, though the weight of stored items still applies. Crude but extremely useful in a place where searches are frequent.
- Traditional Hairpin [200 CP]
    - A classic Korean hairpin with a concealed, slender blade hidden inside the ornament. Not built for real combat, but deadly enough if used in a surprise attack.
- Pill Storage Cross Necklace [300 CP]
    - A metal cross necklace containing a small, hidden compartment. Whatever drugs you wish for will fill it up each time the compartment is closed. These drugs are limited to whatever exists in the current setting.
- Lighter & Cigarettes [400 CP]
    - A simple lighter and a pack of cigarettes that never run empty. Useful as a negotiation tool, stress relief, or a source of steady flame when you need it.
- Spring Loaded Knife [500 CP]
    - A compact blade hidden in a spring mechanism. As long as you mentally will it, the knife cannot be detected by metal detectors, guards, or any kind of searching method. When you want to use it, the blade will instantly appear in your hand.
- Police Revolver [600 CP]
    - A standard S&W Model 36 snub-nose revolver. Its five chambers always feature one empty, one blank, and three holding live rounds, as standard police protocol would have it. You will always perfectly hit your target at their weakest point whenever you fire this gun, no matter what. This gun will automatically be reloaded every 10 years (or at the start of every Jump, whatever comes first).

The Games

You must pick 6 games to participate in. Two of these are already determined. The rest that you pick will occur in a random order.

Standard Games

These are the most commonly featured games across different iterations of the Games.

- Red Light, Green Light [Required]
    - Players must race across a large field toward a finish line. A massive motion-detecting doll alternates between calling “Green Light” and “Red Light.” Anyone caught moving during “Red Light” is shot on the spot. Anyone not across the line by the end of the timer will also be eliminated.
    - This will always be the first game.
- Sugar Honeycombs (Dalgona)
    - Each player receives a thin candy wafer containing one of four shapes: circle, triangle, star, or umbrella. The goal is to carve the shape out with a needle without breaking it. Players who break their candy wafer or fail to complete it at the end of the timer will be eliminated.
- Tug of War
    - Pairs of teams will compete on opposite platforms suspended over a deadly drop. A single rope connects both sides, which will be cut when one team loses. When the game begins, teams must pull the rope; losing ground means being pulled off the platform and falling to your death.
- Marbles
    - Players form pairs of their choosing. Each pair receives ten marbles. Players may then play any marble game they both agree on (e.g. odds and evens, closest toss, guessing games). At the end of the time limit, whoever has all 20 marbles lives. The other is executed.
- Glass Stepping Stones

        - A long bridge is divided into pairs of glass panels. One is tempered and strong enough to hold two people; the other is regular glass that shatters under a person's weight. Players must jump from pair to pair to reach the other side. Be wary of other players who might push you forward or refuse to move at all. The glass bridge will be destroyed at the end of the time limit.
- Six-Legged Pentathlon
    - Players must form teams of five and have their legs tied together to form "six legs". Each player in a team must complete one of five short children's games within a general time limit:
        - Ddakji (Paper Tile)
            - The player in charge of this game must use one of the ddakji to flip the other ddakji over. Once the ddakji is flipped, the team passes this mini-game.
        - Biseokchigi (Flying Stone)
            - The player in charge of this game must use a stone given by the guard to hit a small tombstone marked with three shapes by throwing it. Once the tombstone is knocked, the team passes this mini-game.
        - Gonggi (Jacks)
            - The player in charge of this game is given five stones. They must throw one stone in the air, pick up a certain number of stones from the ground while it's airborne, and catch it on its way down, repeating this for 5 "levels" with increasing difficulty. Once all 5 levels are cleared and the player catches all 5 stones at the end, the team passes this mini-game.
        - Paengi (Spinning Top)
            - The player in charge of this game must spin a top by wrapping a fiber string around the top and launching it by

pulling the string. Once the top is spun on the ground, the team passes this mini-game

- Jegi (Hacky Sack)
    - The player in charge of this game must kick the jegi 5 times in a row with their foot. Once the jegi is kicked 5 times, the team passes this mini-game.

- Mingle
    - When a predetermined number is called, players must group up to meet that number, enter a room, and close the door. If players do not manage to make it into the rooms in time, or if a room does not contain the exact required number of people, they will be eliminated. This game will repeat for several rounds.
- Hide and Seek
    - Players are randomly split into two teams and provided colored vests. The red team will become the Seekers and receive knives; the blue team will become the Hiders and receive keys. Before the game starts, players are allowed to switch teams if they wish. In order to do this, they must swap with a member of the opposing team with the mutual consent of both players.
    - The Seekers must kill at least one Hider within the time limit. While they are allowed to kill more than one, if two Seekers kill a Hider at the same time, it will only kill as a half-kill. Failing to kill a Hider within the time limit will result in their elimination. Seekers cannot kill each other.
    - The Hiders are given a few minutes to explore the area before the Seekers are released. The Hiders must then either use their keys to unlock marked doors and find an exit, or hide until the time limit is reached. Hiders are allowed to kill Seekers.
- Jump Rope
    - The game arena features two large mechanized dolls holding a large metal Jump Rope that swings over a narrow bridge. Players must cross the narrow bridge, which is over a deadly pit, while jumping to avoid the

rotating metal rope, which increases or decreases in speed as time passes, before the timer ends. Failure to do so results in elimination.

- Squid Game [Required]
    - Players gather on a field that is roughly shaped like a squid, divided into offense and defense zones. Likewise, players are randomly split between two teams. The attackers must enter the squid-shaped court, run past the defense and tap the area inside the squid's head with their foot to secure the win. The defenders must block the attacker's advance and force them outside of the court's bounds in order to win.
    - This will always be the last game.

Alternative Games

These are some alternative games that have also been prepared across different iterations of the Games.

- Color Flip
    - Players are divided into a red team and a blue team. They enter a large room containing 1,000 double-sided paper tiles scattered across the floor. Half begin red-side-up and half blue-side-up. When the timer begins, both teams must attempt to flip as many tiles to their own color as possible. Physical interference is allowed (and encouraged). When the timer ends, the team with the greater number of tiles showing its color survives. The opposing team is eliminated.
- Stacking Stones
    - Each player receives six stones of random shapes and sizes. The objective is to stack all six stones into a single vertical tower that remains standing for at least three consecutive seconds. Players may trade stones with each other. When the timer expires, any player who has not produced a stable stack is eliminated.
- Deadly Floor
    - Players stand in a room that will become electrified at ground level. When the countdown begins, they must climb onto the available elevated structures before the floor becomes lethal. Some structures hold multiple players but are impossible to climb alone, while others are easily accessible but only support one person. When the timer ends, the floor is electrified. Anyone still touching the ground is eliminated.
- Four Corners
    - The arena contains four large colored platforms, each functioning as a giant trapdoor. At the start of each round, players choose one of the four corners to stand on. When the timer reaches zero, one trapdoor is randomly selected and opened. All players standing on that trapdoor fall

and are eliminated. The process repeats until the required number of survivors remains.

- Musical Chairs
    - A set of chairs is arranged inside a marked circle. The number of chairs is always lower than the number of players. All players must wait outside the circle until the music stops. When the music ends, players must rush inside and attempt to sit in a chair. Anyone who enters the circle early, fails to properly secure a seat, or sits outside the marked boundary is eliminated. Additional rounds are played with fewer chairs each time.
- Tag
    - Each player wears an explosive collar. Every thirty seconds, the system randomly designates one player as “it.” The tagged player must tag another participant to transfer their status. A one-second cooldown prevents immediate re-tagging. When the round timer ends, all players currently marked as “it” explode quite violently (potentially injuring nearby players). Multiple rounds are played, with additional “it” players assigned each time.

Special Events

These are non-Game events that may occur between official rounds. They do not count toward the required total of Games.

- Clause 3 Vote
    - A vote may be called to determine whether the Games should continue. If a majority votes to end the Games, all participants are released. If the vote fails, the Games proceed as normal.
- Lights Out
    - During the night, the lights in the dormitory may suddenly activate with strobe lightning and loud sirens. Violence between players is encouraged during this time.
- Dinner
    - Before the final Game, the remaining participants are dressed up and provided an elegant last meal. This event gives the finalists time to rest before the last round… or eliminate each other.

Scenarios

You have the option of choosing one scenario.

The Nth Squid Game

You are now in the canon timeline. Maybe you'll participate in the 33rd Squid Game where Gi-Hun first started. Maybe the 37th when he came back. Maybe the 28th where Hwang In-Ho survived before he became the Frontman. Maybe even the 1st one where Oh Il-nam first started the games. Regardless, you must still win the Games all the same.

Reward:

- I Am The Winner
    - You carry an uncanny instinct for surviving structured competitions of any kind. Rules, patterns, and loopholes stand out to you the moment you enter a contest, and you intuitively adjust your strategy as the game shifts. Opponents become easy to read, and you can easily see through a person's bluff or hesitation. Once the conditions are set and everyone is working under the same rules, you naturally steer yourself toward the winning path. In any fair contest, beating you becomes nearly impossible. Do be careful, though, as this edge does not save you from games that are rigged, uneven, or obviously stacked against you.

Player 456

How dare these people take advantage of the poor and desperate! Your goal is not to win the Games but to end them, once and for all!

You must manipulate, persuade, or otherwise convince a majority of players to unite in a coordinated rebellion strong enough to terminate the Games entirely. Whether this is a permanent Clause 3 vote or a violent uprising, any other method that shuts the Games down for good counts as a victory. If the Games continue to completion without being stopped, or if you die before successfully triggering a shutdown, the Gauntlet ends in a failure.

Reward:

- We Are Humans
    - You have a presence that cuts through fear, desperation, and distrust. When you speak, people pause long enough to hear you out. When you act, they instinctively look to you for direction. You can build teamwork and synergy where none exists, pulling strangers into a united front even when death is staring them down. The more people are gathered under you, the stronger your influence becomes, making it easier to create solidarity and courage where needed.

Player 001

You are the Frontman, the head overseer of the Games, but this year you have secretly joined as a player. Perhaps you wish to ensure everything runs smoothly from within. Maybe you want to test your own subordinates' conditioning and training. Of course, you could also simply want to play for the thrill of it.

While there's no real threat of failing the Games for you, this year's Squid Game is under significant threat of internal rebellion from rogue players and repeat participants who seek to bring an end to it all. Add in the increasingly difficult demands of entertainment and service from your VIP guests, and you have quite the trouble on your hands.

While your staff is ensuring that the VIPs are satisfied and will provide security in an emergency, your goal is to squash any notion or chance of ending the Games while staying undercover. If your VIPs are unhappy by the end, it will count as a failure to your Gauntlet.

Reward:

- There Is No End
    - You excel at keeping unstable systems from falling apart. Whether you oversee a small team or an operation sprawling with moving parts, you can sense where pressure is building long before the cracks show. Even when tensions rise and chaos spreads, your instinct for control remains calm and precise. The larger and more complicated the structure under you becomes, the steadier your grip grows, making collapse a distant thought rather than an imminent threat.

Notes

- Much of the descriptions were taken from the Squid Game fan wiki.

Changelog:

v1.0:

- Created the gauntlet.