

DEMON 2025



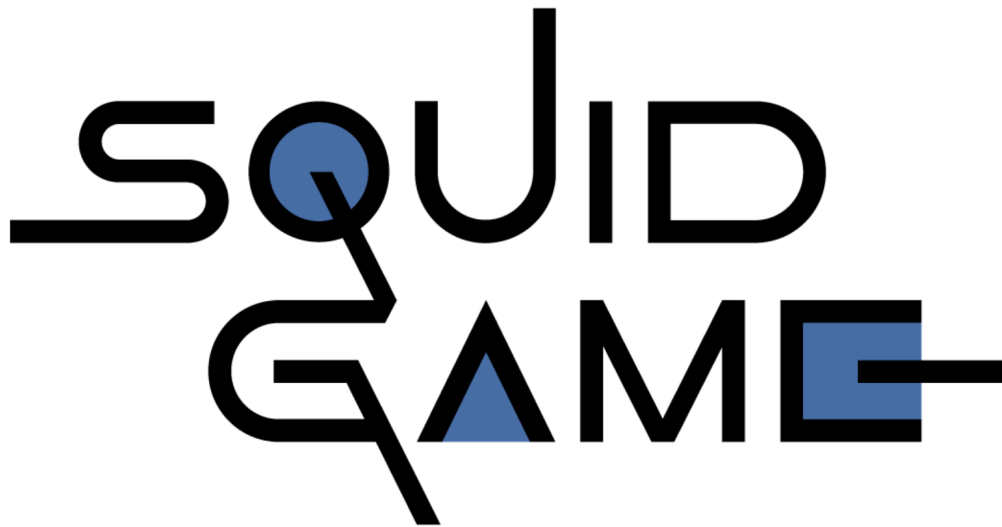
Squid Game 2025: United States

Committee Chairs: Hayley Fuld and Ripley Golden

Crisis Directors: Asha Harker and Nick Bevilacqua

Table of Contents

From your Committee Chairs and Crisis Directors.....	3
Committee Introduction.....	4
Topic Background and History.....	7
Current Situation.....	8
Guiding Questions for Players.....	10
List of Players.....	11



From your Committee Chairs and Crisis Directors

Dear Delegates,

We are Hayley Fuld, Asha Harker, Ripley Golden, and Nick Bevilacqua, your committee chairs and crisis directors, and we're so excited to welcome you to DEMUN 2025! *Squid Game 2025* is designed to be an engaging committee, so we hope you'll have as much fun making your way through the Games as we had in creating this crisis.

Over the course of the conference, we will focus on this year's iteration of Squid Game, based in the United States. In committee, we expect creative and compelling debate and directives regarding achieving player goals, evaluating the merits of staying in the competition, and questioning whether the Games should continue in the future.

We want to encourage you not to focus too much on the exact plot of the TV show; take this committee as an opportunity to showcase the research you've done on this topic, flex your imagination, and exercise your own freedom in a crisis simulation! We look forward to seeing your creativity, reading your crisis notes, listening to your witty speeches, but, most of all, watching you grow and gain confidence as delegates. We ask that you please remember to follow Parliamentary Procedure and treat your fellow delegates with respect both in and out of committee. Please do not hesitate to reach out and ask questions to any and all of the people listed below.

Hayley Fuld	Asha Harker	Ripley Golden	Nick Bevilacqua
<i>Under Secretary-General</i>	<i>Secretary</i>	<i>Ambassador</i>	<i>Ambassador</i>
<i>Committee Chair</i>	<i>Crisis Director</i>	<i>Committee Chair</i>	<i>Crisis Director</i>
fuldh@d-e.org	aharker27@d-e.org	rgolden26d-e.org	nbevilacqua27@d-e.org

Committee Introduction

Welcome, delegates, to Squid Game. Put on your jumpsuits, remember your numbers, and prepare for the challenge of a lifetime! This committee will follow standard parliamentary procedure and function like a traditional crisis committee (crisis updates, crisis notes, etc) with some creative twists. If you haven't yet participated in a crisis committee or even Model United Nations, do not fret. This section of the background guide provides an in-depth explanation of the key procedural aspects of a crisis committee. While no position papers will be required, and **all essential** information will be included in the background guide, we highly recommend that delegates familiarize themselves with the basic premise of the Squid Game TV show. If you're new to crisis and have questions about these operations, please reach out to your committee chairs and crisis directors so they can assist you in preparing.

In committee, we will use a **dual-pad system** (like most crisis committees). One pad will be labeled "1" and the other "2." These notepads should be used for taking notes during committee meetings, but once every hour or so, one of the pads will be collected and should contain your **crisis note**. The main distinction between a crisis and any other committee is a delegate's interaction with the **back room**. Delegates can only communicate with the backroom and develop their **crisis arc** through communication with the backroom.

The back room collects and responds to crisis notes, gives crisis updates, and orchestrates fun twists and turns throughout the committee. Delegates' communication with the backroom should align with their character's interest, and your arc should be centered around your character's goals. For example, in the context of this committee, if your character is described as someone all in for the prize sum, the notes you write to the backroom should aid in your winning

the Games. As long as you write your notes thoughtfully, we're happy to help you achieve your goals. Once you write a crisis note, the back room will come into the committee, take the pad you just wrote a note on, and return your other pad with a response to the note we collected during the last crisis update. You will only have one pad at a time: one will always be in the backroom, while you'll have the other to continue writing notes. When you get your crisis note back, there will be a response from the backroom that informs you of the success or failure of the action you tried to commit in your last note. The response from backroom may not always be what you expect or want, so be ready to improvise and alter your arc in committee to align with what backroom is allowing you to do. Do not be discouraged if your note doesn't get the response you want, as we are testing your adaptability in situations on a whim, and we know you can do it!

Each time crisis notes are returned, a **crisis update** will follow. A crisis update is an update about the general context of the topic of debate, with additional details and events caused by each delegate's crisis note. Be Strategic! Actions that you stage, resources you ask for, and almost anything you mention in a crisis note could end up in a crisis update. Use this to your advantage, but be cautious. The crisis updates will further the committee's direction and debate topics. Your notes can have power and influence in the committee, so be detailed! If you stage a revolt, detail the resources, Players, and logistics involved. The more you give backroom to go off of, the bigger impact your crisis can have on the committee. Conversely, if you want to keep the details of your crisis arc secret, mention secrecy in the details of your notes.

Remember, your crisis arc is your "endgame" in committee. To return to the previous example, if your character's goal is winning the prize sum of the Games, then most (if not all) of your crisis notes should be in service of achieving that goal by the end of the conference. The

more precise your arc is to backroom, the easier it will be for backroom to aid in the formation and execution of your arc.

Meanwhile, you must still be active in the **front room** with your fellow delegates! Here, you will be alerted of a crisis update and then pass **directives** in response. Unlike resolutions in GAs or Specialized Committees, directives can be short and sweet. You may, for example, write a directive with five other Players announcing that you have created a coalition working to boycott the Games in whatever way you can. Remember, be creative! Last thing, because what you do in back room should remain secret, it is okay if your actions in front room don't align with your true motivations..

Topic Background and History

Squid Game is the product of rich people having endless boredom, endless wealth, and no restrictions. Around the world, every year, hundreds of criminals, optimistic citizens, and adrenaline junkies are unknowingly brought together to compete in the deadliest Games on the planet.

Once brought into Squid Game, Players lose all contact with civilization. Their lives now depend on their success in a series of tests and trials. Every day presents a new Games, with past examples ranging from *red-light green-light* to *tug of war* to *hide and seek*. Expect the unknown when it comes to what the Gamemakers have been preparing for their newest of Players. Success in Games relies on various factors, including intelligence, strength, and teamwork; each Player has their own distinct qualities which can be either weaknesses or strengths. Players are encouraged to use anything and anyone at their disposal to achieve their goals — as long as they aren't breaking any rules of the current Games. Winners stay in the competition, while the losers are... immediately taken care of.

Between daily Games, Players congregate in the common space. This is where they sleep, eat, and conspire. Among them are countless faceless guards, surveilling every step. These guards will follow all Players through the Games and in the common space, ready to listen to the Gamemakers' orders, keep tabs, or, rarely, pursue their own best interest. According to the *Squid Game 2025: United States* rule book, guards are also permitted to talk to Players.

Each iteration of Squid Game is equally unique and deadly. Hope for the best but prepare for the worst when it comes to your chances in winning the prize sum.

Current Situation

You and 455 other people are now participants in the United States' first iteration of Squid Game. A \$456 million dollar prize pool dangles above your head as you are faced with daunting challenges that can only be solved with both intellect and skill. It is now up to you — and others, if you choose to make alliances — to work together to overcome the challenges thrown your way to win the \$456 million dollars split amongst the finalists.

This year's Squid Game competitions will function differently from the infamous Games on the other side of the globe, in part due to numerous humanitarian rights concerns reported by the survivors of the Games. The Games as a whole will end — at any time — when the majority of Players remaining vote to leave. These Players will then split the prize pool amongst them equally — unless other arrangements for the prize pool are made in committee.

It is important to remember that, given the challenges from the previous Games, should the general public be made aware of Squid Game, it would undoubtedly be shut down completely. Thus, as a Player, it is up to you to decide if Squid Game should continue or should it be shut down on the grounds of being inhumane and unfair.

Over the course of this two-day committee, work with the other Players in committee to achieve common goals and overcome challenges thrown your way. Individually, be smart about furthering personal ambitions. Remember that all the Players in this Games have their own motivations and are participating to achieve unique end goals, so it is important to stay vigilant and make sure that your goal always remains in sight while working to address the overall topic of the committee.

Keep in mind that you should be creative in your approach. “Winning” the Games carries a different sort of meaning to each Player. Some are only in it for a certain amount of money, some want the whole prize pool for themselves, others have more lofty ambitions entirely. Do your best to achieve your goals and leave your impact on this year’s iteration of Squid Game.

Good luck, Players!

Guiding Questions for Players

1. Should the Games be put to an immediate end? Does it make sense for you, as a Player, to only vote to end the Games once your goal has been achieved?
2. Is there a certain amount of money (e.g. \$500 thousand, \$1 million, \$25 million) that justifies the means it takes to acquire that sum? How will you convince those who want to end the Games early (in your opinion) to keep playing?
3. Who is responsible for the Games, and how can they be confronted by the Players?
4. Should the prize money be split equally? Should those who are in the Games because of their personal circumstances be given a greater share than those who are in it for fun?
5. How will alliances benefit you as a Player? What common goals do you have with others that you can capitalize on to achieve your ambitions? Who can be trusted and who obviously has ulterior motives?
6. Should the Games, regardless of whether or not they end early this year, happen next year at all? After this year's iteration, should the winner(s) communicate with the outside world? How?

List of Players

001

The streets of New York City are not kind, especially toward Player 001. Homeless, often cold, and often hungry, Player 001 feels nothing but attacked by life, leaving them with little hope for paving the way for a better life in the Big Apple. After spotting an ominous invitation, it seemed like their only chance to get out of their current situation. Now, in the Games, Player 001 must decide how much money it will take for them to leave, if they want to leave at all.

037

Player 037 has been a successful athlete since competing was first available to them as a baby in their small hometown. However, competing at a Division I level as a now mediocre college athlete has ruined their once-perfect competition record. The Squid Game invitation letter arriving at their door presents Player 037 with a unique opportunity to prove that they are still a successful athlete and that they can win the most challenging competition they've faced yet.

007

Hi sisters! Player 007, James Charles, has faced quite the journey in recent years as a celebrity. Lately, after accusations and declining views, he's seemingly hit a dead end. The letter inviting him to these mysterious Games might be his only chance to reconcile with the media. James hopes to exude the right attitude throughout this challenge, communicating with his fans to project the version of himself he wants the internet to see.

052

Player 052 is used to a lavish lifestyle, doing whatever their heart desires. That all changed when their assistant informed them of a lawsuit against their tech company. Now, they owe a whopping \$450 million — a sum that could've been paid off before it was spent relentlessly. Convinced their life was over, when an invitation appeared to win all the money they needed & some more, Player 052 had no choice but to agree.

059

From being one of the most well known content creators to now thriving as a successful boxer, player 059 — Jake Paul — is *peaking*. However, after a while, having millions of followers and millions of dollars gets boring. Recently, Jake has started to be a bit unhinged with his new videos. The Gamemakers took notice, spotting a perfect contender for this year's iteration of Squid Game. Promising drama and competition, Player 059 is ready to stir the pot in these Games — anything goes by as long as he's having fun.

101

Player 101 was too deep into an intense round of Truth or Dare in the common area of their college dorm when their friends decided to dare them to participate in the Games and win at least \$500. Too stubborn to back down from any dare thrown their way, Player 101 signed up and now finds themselves in the Games. However, this Player is terrified of what the Gamemakers and Front Man have in store. Player 101 hopes to end the Games for good as soon as possible. However, they've never backed down from a dare...

078

Player 078 is weighed down by the guilt they hold; they personally feel responsible for not only their homelessness, but the little they can do to support their family, living outside, constantly looking for food, and never experiencing a normal life. The invitation given to them displayed a prize sum more than necessary to fix what they've put on their family. This Player is only looking to survive and get back to their family, but how will they manage to survive and convince other Players when enough is enough?

158

Player 158, like most other Players, is in need of one thing: money. As a young single mother, it's been hard to provide for her small family, working multiple jobs at once and doing anything else to give her child the best life possible. The invitation she stumbled upon — between commuting from one shift to another — offered a prize promising a different reality. She never would have to work; she could focus on her child. However, Player 158 would first have to survive the Games...

193

Player 193's career serves as a testimony to the common stereotypes of starving artists. From a young age, they've decided to follow their heart and pursue their passion, painting. However, a few years down the road from moving out, this artist — more specifically, their bank account — regrets that decision more and more every day. Perceived as an act of divine intervention, they were offered the chance to compete for enough money to support their artist lifestyle forever. It almost seems too good to be true — so how will this Player's heart and brain guide them through the coming challenges?

201

Player 201 has been going to the Jersey Shore since they were a little child and, as a die-hard Shore-goer, has now become angered by the lack of projects addressing the current state that the Shore has fallen into. As such, this Player is looking to benefit from the Games in a way that will allow them to create and fund beautification projects for their beloved beach. Of course, money is always helpful when it comes to goals such as this one, and the prize pool certainly promises a lot. However, Player 201 further wonders how they can help their beloved Shore.

209

Player 209, a famous plastic surgeon, has been on the run ever since it was discovered that they had a history of purposefully botching operations on annoying clients. Chased out of Los Angeles by both law enforcement and angered clients, Player 209 is looking to escape the consequences of their medical malpractice. The invitation letter to the Games made this Player very excited, as participating in the Games offers a temporary escape from everything Player 209 is running from. Not only that, but the prize pool is also enticing.

215

Player 215 has crossed a lot of things off their bucket list: Acquire the family trust fund? Check. Buy three homes? Check. Be a billionaire? Check. So, when a mysterious invitation arrived offering a novel opportunity, this bored billionaire had nothing better to do. Unlike other Players, Player 215 views the prize money as mere pocket change. Rather, they experience the Games as the only fun pastime they've had in decades. With a questionable source of income and a suspicious history, no other Player can fully understand Player 215's real motivations.

299

Player 299's life goal has been to report it all. From flying to new countries for tourist content, traveling to warfronts for live coverage, and speaking to locals for every breaking update, the act of trying new things is the only normalcy in their life. Upon witnessing a random stranger receiving a mysterious invitation, this reporter investigated. After finding enough information to call up a number, Player 299 was offered a place themselves in these Games. Curious, and never turning away from a story, how will this Player react to the Games and uncover the truth about them?

321

Player 321 would say it's been a miracle they haven't been caught, but it's not. It's simply the result of their cunning, caution, and precision. After murdering half a dozen individuals from different small towns, still no evidence points to them as the cause. However, strolling around a new town, they stumbled upon a note containing details of all their crimes, along with an invitation to faraway Games, with a big 'OR' written next to a number. They had no choice but to pursue the invitation, seeing that the alternative is the police...

333

Working as a teacher in the United States is not for the weak — especially for Player 333, who has to juggle their full-time teaching job and taking care of their nearly 90-year-old grandma. Every day is an exhausting climb for this Player. Miraculously, an invitation appeared, offering them the chance to win enough money to treat their grandma and never work again. After taking off work, emptying their savings, and making all necessary arrangements, Player 333 is determined to be successful in these Games... but for how long can they leave their real life?

365

Player 365, Charli XCX, embodies her number: she's a 365 party girl. Charli's manager presented her with a big problem after her tour finished: the concert merch didn't sell. According to her manager, the Brat Summer trend died off a long time ago, so no one wanted to buy the merch. Charli needs to promote the aesthetic again in order to rack in merch money again. Participation in the Games could take time away from promotions, but could also go down in history as the greatest marketing strategy ever.

420

When Player 420 — most notably known as Mr. Beast — first received his letter inviting him to Squid Game, he couldn't believe he hadn't thought of the idea to bring the Games to the United States by himself. The structure of the Games perfectly fits the style of videos featured on his incredibly popular YouTube channel: challenge videos with large prizes attached to those who win. As a famous and wealthy celebrity, Mr. Beast isn't as focused on the prize pool as many of the other Players, but rather how he can observe the Games and cause chaos.

439

Player 439, David Goggins, is a famous retired Navy SEAL. Ever since retiring, this Player has been searching for meaning in his life besides posting motivational content on social media, which is why he jumped at the chance to join the Games when the letter arrived on his doorstep. Player 439 has one-of-a-kind skills that he is excited to show off in the Games. For example, Goggins knows the importance of teamwork and perseverance. Famous for his quote "Who's gonna carry the boats?" this Player is also a talented motivator who will be a powerful asset and leader to any alliance and/or team.

451

Player 451 has dreamed of being famous ever since she was young. She made it through acting school and has a degree but has been struggling to both be cast and become famous, which also means her bank account has been scarily empty for a long time. Her absolute dream is being a contestant on Love Island, but she knows she won't be cast without first becoming popular. This Player was very excited to receive her invitation letter as she believes the Games are the perfect opportunity to skyrocket herself to international fame.

456

Player 456 is frequently featured in the news under the name "Florida Man" and has recently made headlines for training alligators to build a "gator army." This Player also has experience evading police in creative ways, as shown recently when they became infamous for cartwheeling away from cops in an escape attempt. This Player is an unconventional participant in the Games, as they aren't as focused on winning the prize money as some of the others. However, Player 456's unique skills and experiences will prove useful when faced with the Game's various challenges however such knowledge is applied.