

CHANTILLY MODEL UNITED
NATIONS PRESENTS

Squid Game

CHMUN XXI

Specialized Agency

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1. Seong Gi-hun (Player 456)

Once desperate, now prey turned pursuer. His strength is moral influence; he can inspire others with his sense of justice, but his compassion may be used or betrayed by those around him.

2. Kang Sae-byeok (Player 067)

A North Korean defector, quiet but exceptionally resilient. She learns to read social cues, trusts few, and is excellent at disappearing into the background until forced into the spotlight. Her loyalty runs deep, but scarcity and danger push her toward pragmatic decisions.

3. Cho Sang-woo (Player 218)

Former investment banker with high intellect and cool composure. Sang-woo is a strategist by nature: calculating, persuasive, and willing to bend morals for efficiency. His ability to plan makes him a powerful leader — but also someone others watch with suspicion.

4. Abdul Ali (Player 199)

A migrant worker known for strength, loyalty, and a fierce sense of fairness. He's physically capable but socially vulnerable; other players often take advantage of his trusting nature. He can become a rallying point for alliances built on compassion, yet his sense of justice sometimes clashes with survival.

5. Jang Deok-su (Player 101)

The classic bully, wielding fear, physical aggression, and intimidation. Deok-su's power lies in coercion: he pressures others, forms violent alliances, and uses threats to control outcomes. However, his overt aggression also makes him many enemies.

6. Han Mi-nyeo (Player 212)

Loud, dramatic, emotional — yet cunning beneath the noise. She leverages sympathy, manipulation, and chaos as tools, flipping allegiances for her benefit. Her unpredictability is her power and her danger.

7. Oh Il-nam (Player 001)

A cunning facade of weakness. Elderly and charming, he draws others' trust and sometimes influences moral debates. His value is often underestimated — he can see patterns and provoke



thought among players about sacrifice and the Game's structure.

8. Cho Hyun-ju (Player 120)

An ex-Special Forces soldier, discharged after coming out as a trans woman. Strong in discipline, combat, and survival skills, she is deeply motivated by personal stakes (e.g., gender-affirming surgery). Her leadership arises from both respect (military ability) and empathy (shared suffering).

9. Thanos / Choi Su-bong (Player 230)

A rapper fell into debt via a failed cryptocurrency investment. Violent, erratic, and craving attention, he uses drugs, intimidation, and spectacle to shift power. His unpredictability causes fear — others are unsure if he'll help or betray at any moment.

10. Lee Myung-gi / "MG Coin" (Player 333)

Former crypto influencer whose followers lost everything. Genius in persuasion and media uses reputation and public image as tools. Though not physically imposing, he understands optics, influence and can manipulate information or people for leverage.

11. Jang Geum-ja (Player 149)

Mother figure to others; blunt, opinionated. She entered to save her son from debt. Her power is social cohesion — she builds trust with others, sometimes provides emotional shelter, but also clashes when betrayal or moral compromise arises.

12. Gyeong-seok (Player 246)

An artist with a daughter suffering from illness. Though not physically dominant, his creativity lets him see unconventional paths and moral reasoning. He values relationships (with his daughter, with allies) more than others do, which can both anchor him and put him at risk.

13. Kim Jun-hee (Player 222)

Pregnant, loyal, but haunted by past betrayal (trust issues because of a failed investment). Her vulnerability (physical and emotional) makes her a potential foil for stronger players: some protect her, others see her as a liability. She has a strong moral center.



14. Park Yong-sik (Player 007)

Gambling addict with lots of debt, impulsive, often reactive. He has a complicated relationship with his mother, who also enters the game (Jang Geum-ja). His power is emotional volatility — he can shift direction, loyalties, and mood quickly, which can upset plans.

15. Se-mi (Player 380)

Thin alliances, calculated actions. She aligns with stronger players (like Thanos) but maintains her own moral compass. She uses strategic observation and conditional loyalty — she'll stick with someone until their power wanes or risks grow.

16. Nam-gyu (Player 124)

Thanos's henchman of sorts. Cruel, opportunistic, bullying those weaker than him. His power lies in physical intimidation and loyalty to a stronger threat, but in big moral or strategic decision points, he may be forced to show weakness or switch sides.

17. Seon-nyeo (Player 044)

A former shaman, past her prime, extremely confident. She uses cryptic speech and spiritual metaphors, sometimes unhinged, to unsettle others. Her mystique (and arrogance) gives her psychological leverage; others aren't sure whether to trust or fear her.

18. Park Min-su (Player 125)

Timid, frightened, socially malleable. Usually follows stronger personalities, sometimes to survive, sometimes to feel protected. His power is stealth: avoid detection, avoid confrontation, but that also means less influence until forced to act.

19. Kim Young-mi (Player 095)

Less is known publicly, but she aligns with morally strong figures like Hyun-ju. Her power might lie in moral persuasion: capable of forming alliances based on principles rather than fear or greed.

20. Kim Seung-jin (Player 41) **Fictional

Once the head of a mid-sized tech company, Seung-jin lost everything in a cryptocurrency collapse, leaving him bankrupt and disgraced. His power is strategy: he has a corporate brain, able to organize groups and predict human behavior like market trends. However, his arrogance and condescending leadership style may alienate allies as quickly as he attracts them.



21. Choi Hana (Player 23) **Fictional

A migrant worker who stitched luxury clothes she could never afford, Hana was crushed by debt from medical bills. Her power lies in precision and patience — she notices small details others overlook, from frayed ropes to hidden patterns. Quiet and underestimated, she can survive by staying invisible until it matters most.

22. Park Dae-ho (Player 444) **Fictional

Once a loyal enforcer for Seoul's largest gang, Dae-ho abandoned the underworld after being betrayed by his boss. His power is brute strength combined with loyalty — he protects those he deems worthy and intimidates anyone who crosses him. Though hardened by violence, his moral compass makes him less predictable than other fighters.

23. Min-kyung (Player 172) **Fictional

A former activist silenced by lawsuits and surveillance, Min-kyung joined the Games believing they would reveal the true face of systemic oppression. Her power is rhetoric — she can rally others, expose hypocrisy, and reframe survival as resistance. However, her idealism makes her a target for both cynical players and the Gamekeepers.

24. Takashi Ren (Player 000) **Fictional

A Japanese national living in Korea, Ren fled his home after debts from underground casinos left him hunted by the yakuza. His power is probability and risk-taking — he can calculate odds in seconds and thrives under pressure where others freeze. Yet his compulsive gambling nature may drive him to reckless choices that blur brilliance with self-destruction.

