

SQUID GAME 2

204

SIX LEGS

힘 차 게

씩 씩 하 게

굳 세 게





**Pentathlon
Arena**

Set Still



**Pentathlon
Arena**

Set Still



**Pentathlon
Arena**

Set Still



**Pentathlon
Arena**

Set Still



**Pentathlon
Arena**

Set Still



**Pentathlon
Arena**

Set Still



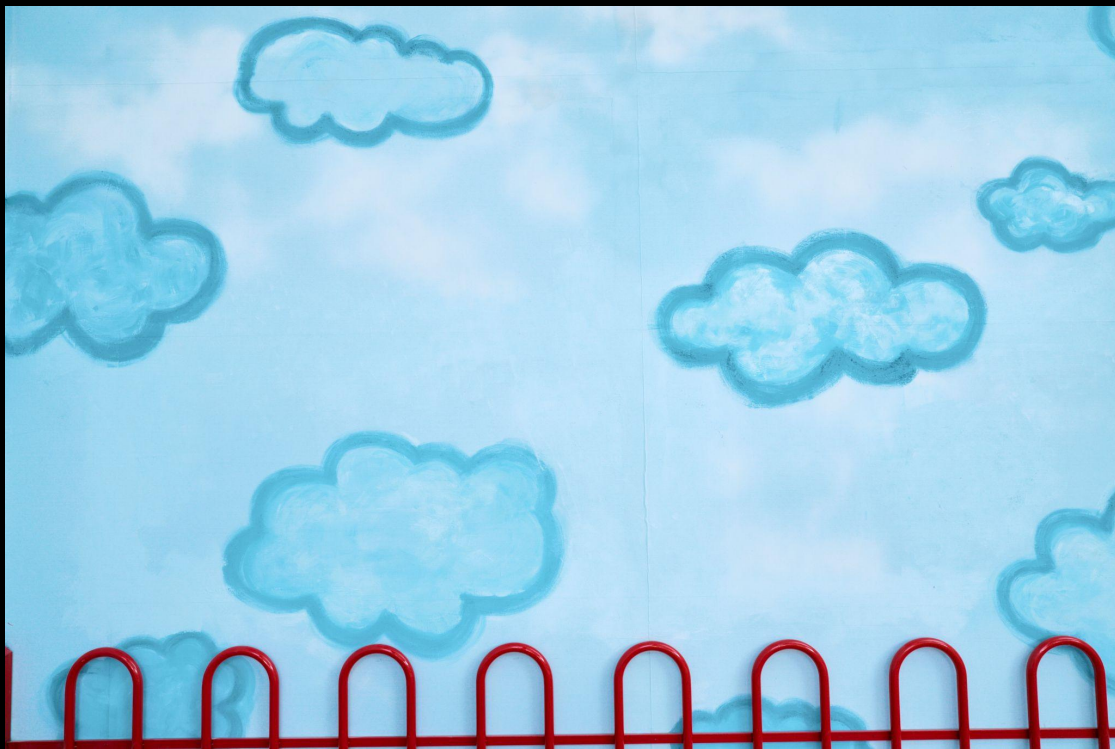
**Pentathlon
Arena**

Set Still



Pentathlon
Arena

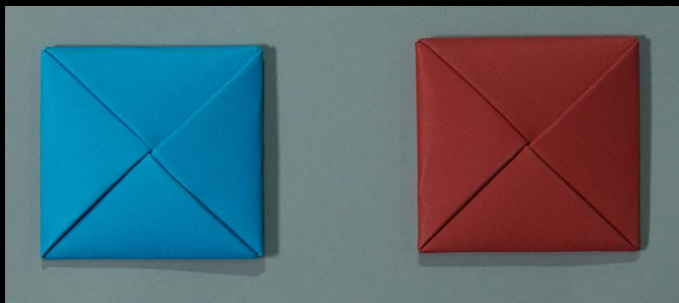
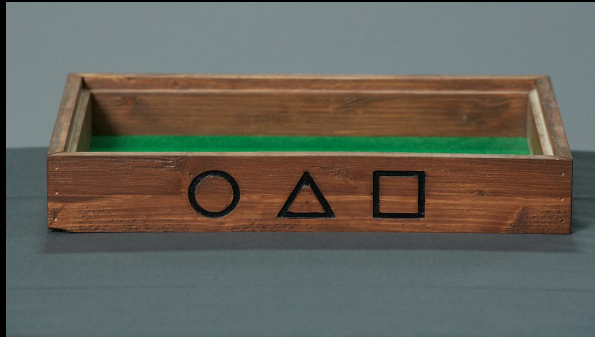
Set Still



**Pentathlon
Arena**

Set Still





Pentathlon
Arena

Game Props

The Red Light, Green Light game arena evokes mixed feelings of anxiety and relief in Gi-hun, as this is the same game he played last time. Consequently, the second game is designed with elements that align with the playground of Season 1's second game - Dalgona. Entering the game arena, with a sky background featuring crayon-drawn clouds and a dirt-packed playground floor, Gi-hun feels confused about whether it is the same playground arena.

The second game is the only team game. In the 1970s and 80s, elementary school sports days were one of the most exciting school events in Korea. It was a celebration and festival for all students, parents, and neighboring communities. It was an event packed with childhood memories, where team harmony and unity were more important than competing against others. During the Pentathlon, a peculiar phenomenon occurs where players earnestly cheer each other on. Success is impossible alone, and only by combining efforts in each game can the finish line be crossed. A single misstep by any team member brings them closer to the brink of death. Success brings joy, encouragement, and cheers, while failure brings voices of blame. Players move forward chanting "one-two, one-two" in solidarity and trust. At some point, the waiting players become reminiscent of childhood sports days, cheering "Go Blue Team, Go White Team" together. Thus, the concept was set to resemble an elementary school sports day.

Pentathlon Arena

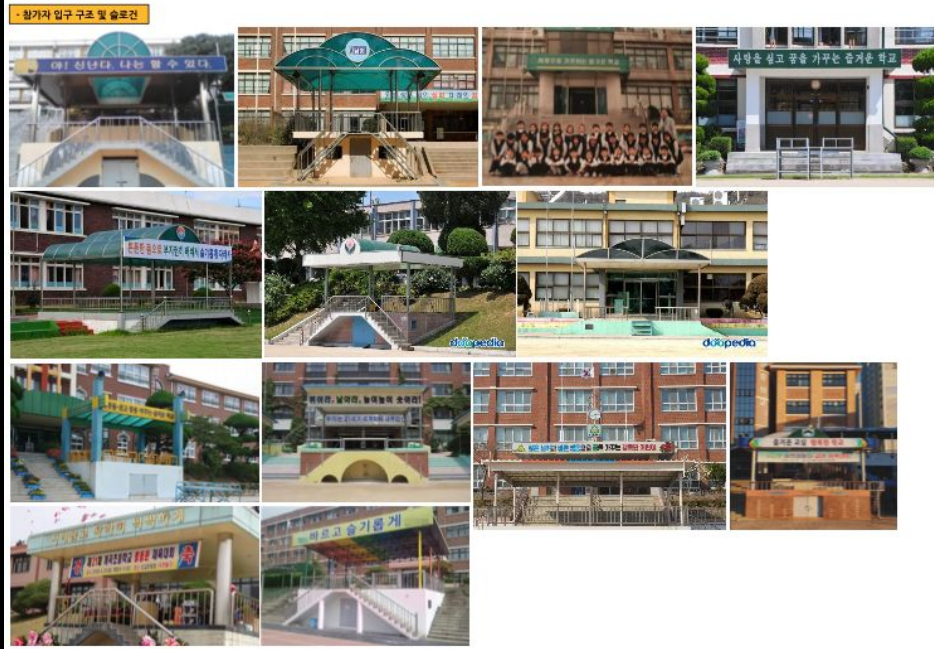
Concept

Players tie their feet together, synchronize their steps while chanting, and play five childhood games they had played with friends. The set was created to resemble an elementary school, with a background crafted like children's crayon drawings of clouds. Bulletin boards, timetables, and doodles commonly seen in classrooms were recreated, allowing players to briefly return to childhood. However, players appear desperate as their lives are at stake during the games, and failure results in blood splattering across the dirt floor and beautifully painted rainbow tracks. Objects that evoke nostalgia for childhood are crucial elements in *Squid Game*. The entrance for forklifts carrying coffins is adorned with blue and white tents that provided shade during hot sports days, and flags of various countries hang from the door, which were also commonly seen on sports days.

Alongside the rainbow track, wooden desks and chairs for the pink guards are positioned in each game section. In this vibrant space, players rely on each other, making bold strides on the rainbow-colored track, but those who fail face a tragic death. Despite slogans encouraging strength and vigor, it ultimately signals the beginning of fierce competition. The circular track, with no start or end, represents the 456 players' fate and the endless competition, infinite conflict, and suffering in this Squid Game world.

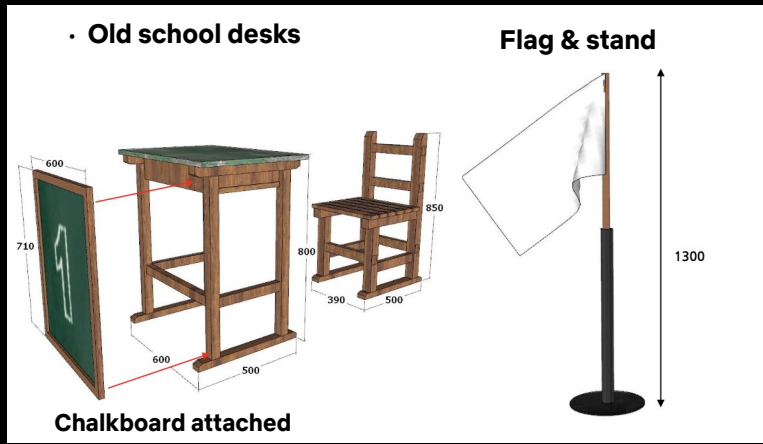
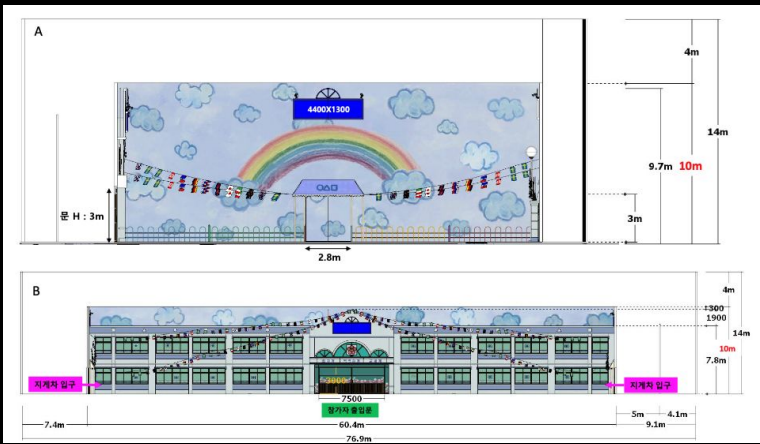
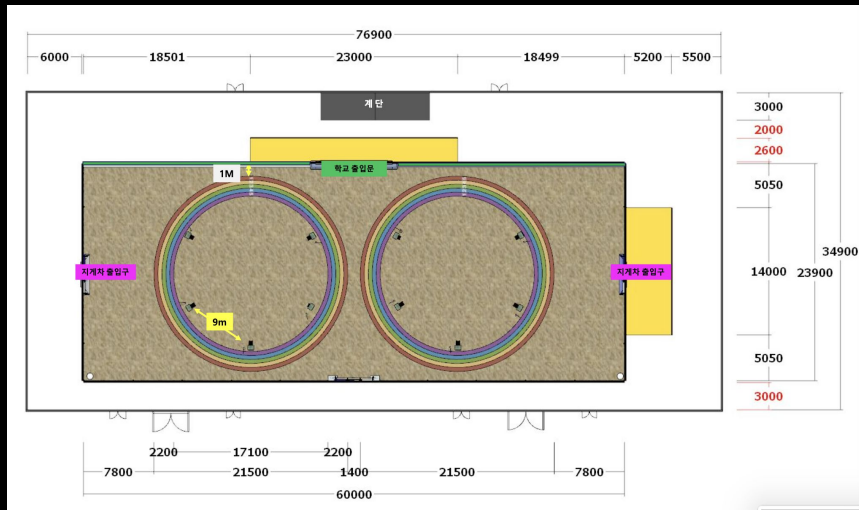
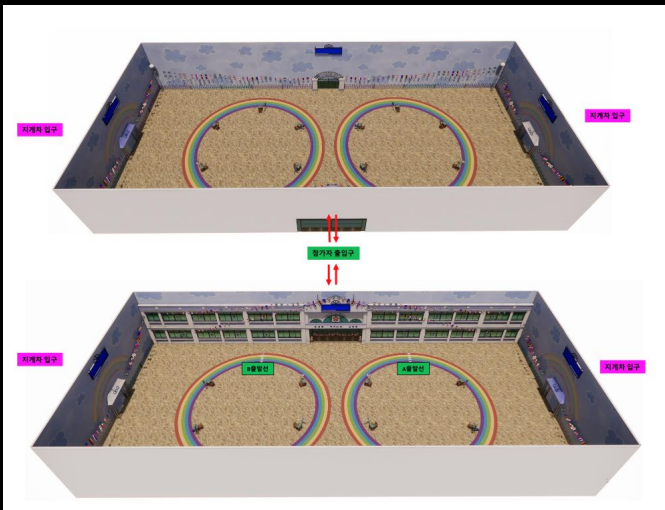
Pentathlon Arena

Concept



Pentathlon
Arena

Moodboard



Pentathlon
Arena
Digital Model

· Players entrance - school gate

1 * 참가자 입구
W 7500 x H 3000



· Forklift entrance

2 * 지게차 입구
W 2800 x H 3000



· School grounds entrance

3 * 사이즈
W 5560 x H 2600



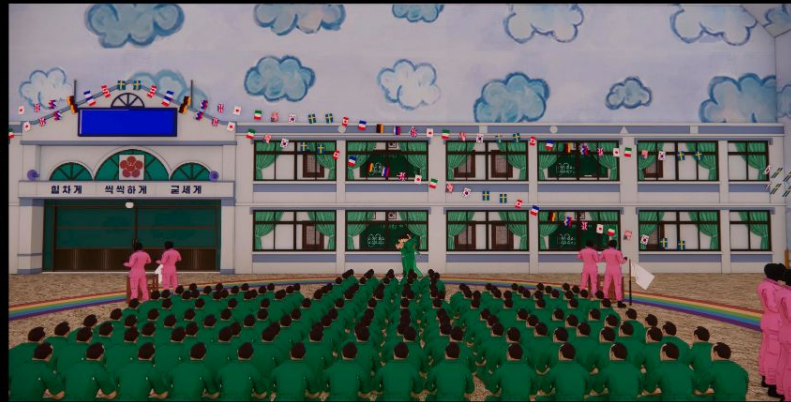
Pentathlon
Arena

Digital Model



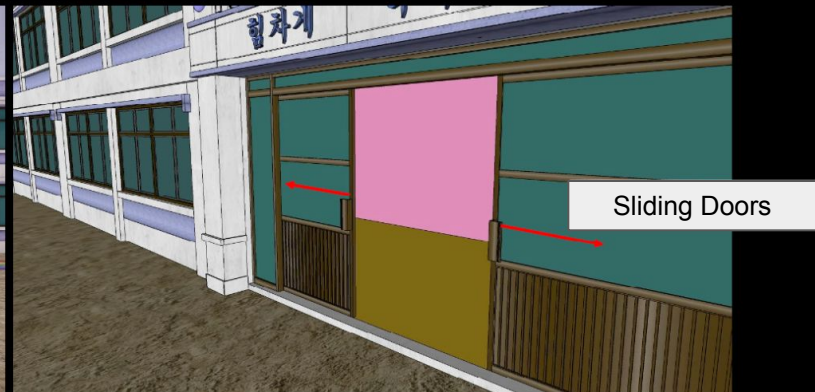
Pentathlon Arena

Digital Model



Pentathlon
Arena

Digital Model



Pentathlon
Arena

Digital Model



206

O X



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still



**Mingle
Arena**

Set Still

With the pressure of time and numbers closing in, players find themselves in an environment where they must oust the person next to them in a game where the number of players changes every turn. Despite the intensifying psychological pressure, the Mingle game arena was intended to be depicted as a scene from a festival. Like fireworks that are endlessly beautiful yet fleeting, human life is finite. The theme intended to be conveyed in *Squid Game* is that life and death are inevitable for everyone. Each game arena prompts reflections on the cycle of life and death. With this thought, the concept for the design of the Mingle game arena is a carousel under sparkling, glamorous lights.

If Season 1 featured a game arena that glimpsed into the host Il-nam's memories, Season 2 aims to depict a game arena reflecting Front Man's memories and imagination, as he is the host this time. For Front Man, who lost his family, the arena is crafted to embody an amusement park he might have wanted to visit with his wife and child, symbolized by a carousel.

This game arena has a circular stage with multiple doors. The central stage serves as the carousel's core, and the current design was built from the imagination of players running around like carousel horses. The harmony of blinking lights, carousel horses, and the various colors symbolize the players, who, like the horses that lost their paths and directions, wander aimlessly. Thus, an amusement park, a place of dreams and hope for children, becomes a cruel space for the players entering the *Squid Game* arena.

Mingle Arena

Concept

It is also a game where only by securing one of 50 rooms can players leave alive. The intention was to depict situations where there isn't a single room left for the players who have nowhere to go. The fierce competition to secure one of the 50 rooms, along with the desperation of not even being allowed a small space, reflects the reality of life.

The main colors are white and orange, along with the ten colors of the doors. By using the high-saturation primary colors commonly found in children's crayons, the design emphasizes the whimsical nature of a child's world. The color orange carries many meanings. Among them, it symbolizes the warmth of life, restrained vitality, cheerful festivals, and joy. The desire was to encapsulate the most fantastical and happiest dreams of a moment in life, for all players and ourselves, within the color. The white color serves as an element that gradually becomes stained with the blood of players, enhancing the visual effect of destruction and death. It brutally highlights the players' predicament.

**Mingle
Arena**

Concept

Envisioning a theme park the the Front Man would have wanted to go with his family



Center - moving pin lighting

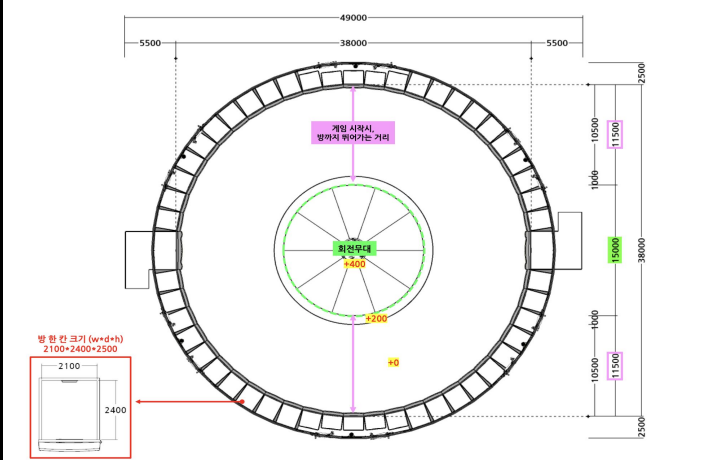


Mingle
Arena

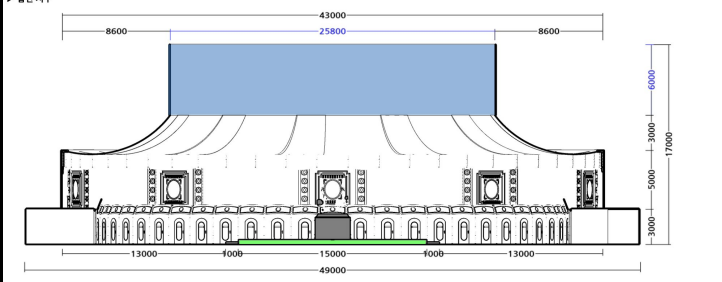
Moodboard

▶ 평면 차수

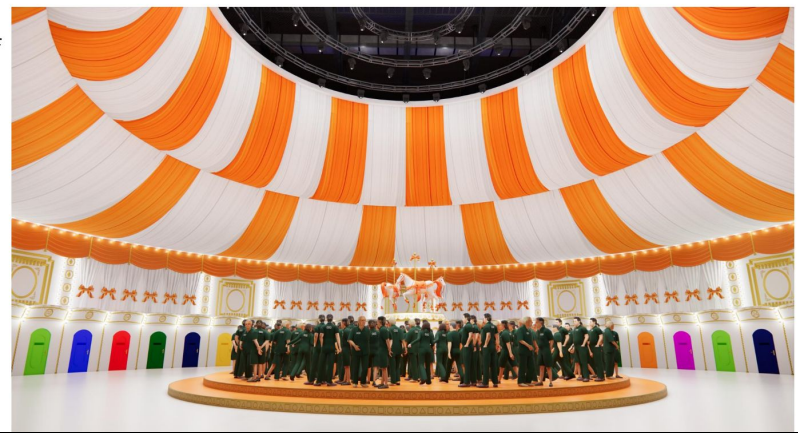
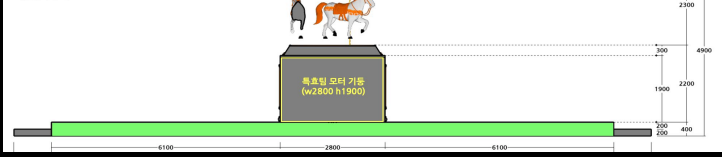
- 세트 전체 평수 : 450평



▶ 입면 차수



▶ 회선무대 상세



Mingle
Arena
Digital Model



Mingle
Arena

Digital Model



Mingle
Arena

Digital Model



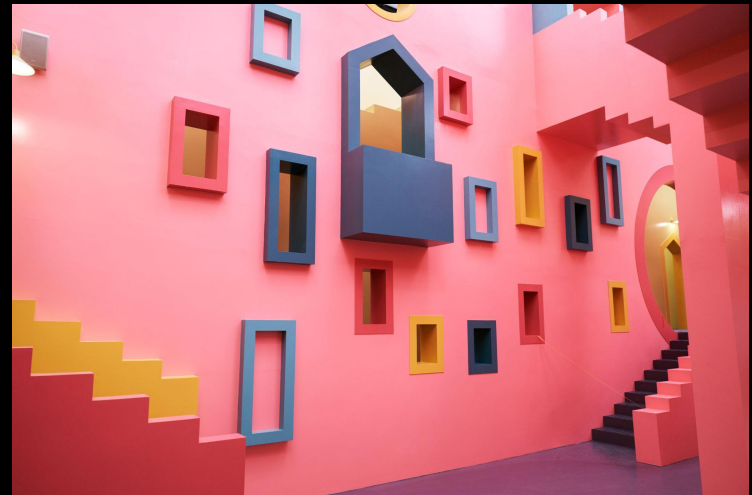
Dormitory

Unit Still



Dormitory

O X Buttons



Maze Staircase

Set Still

SQUID GAME-2

PRODUCTION DESIGNER **CHAE KYOUNG-SUN**

ART DIRECTOR **GIM EN-JEE**

ART DIRECTOR **JEON HEE-KYUNG**

ART DIRECTOR **PARK JEONG-HYEON**

ASSISTANT ART DIRECTOR **KIM HEE-JU**

ASSISTANT ART DIRECTOR **KIM TTEUT-MO-A**

ASSISTANT ART DIRECTOR **KIM HYEON-MI**

ASSISTANT ART DIRECTOR **LEE GI-YOUNG**

SET DESIGNER **SUNG YU-SEOK**

SET DESIGNER **SEO MIN-JI**

SET DESIGNER **KIM SE-YOUNG**

SET DESIGNER **OH SEO-BIN**

SET DECORATOR **KIM JEONG-GON**

CONCEPT ARTIST **SUH JOO-YEON**