

SQUID GAME 3



302

THE STARRY NIGHT



**Hide-and-seek
Arena**

Set Still



**Hide-and-seek
Arena**

Set Still



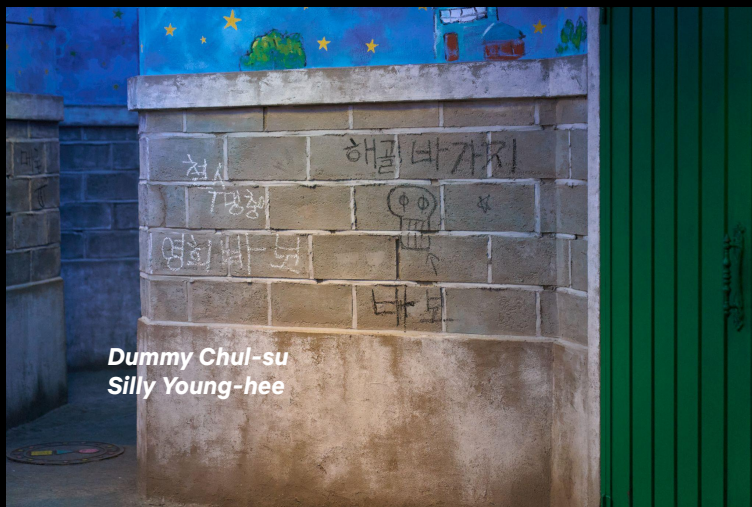
**Hide-and-seek
Arena**

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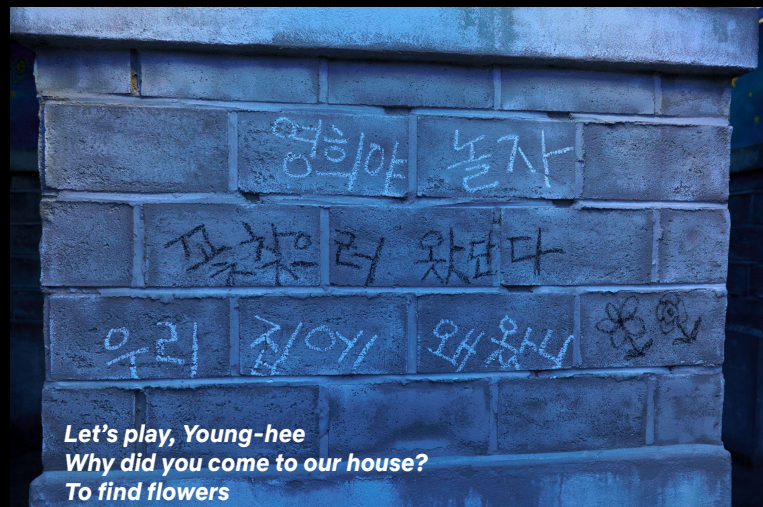


**Hide-and-seek
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Set Still



Dummy Chul-su
Silly Young-hee

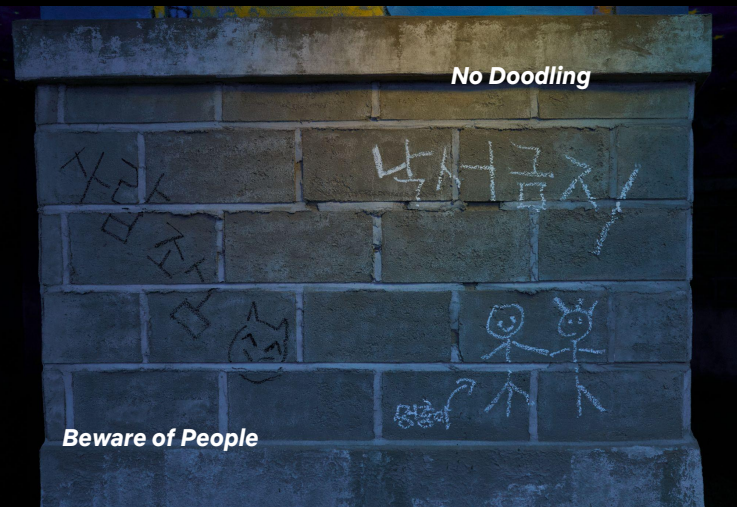


Let's play, Young-hee
Why did you come to our house?
To find flowers



Watch out for fire

Let's play, Chul-su

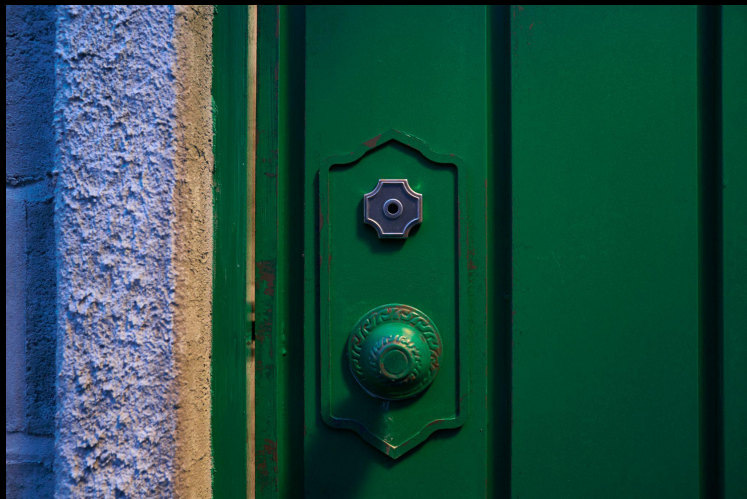


No Doodling

Beware of People

Hide-and-seek
Arena

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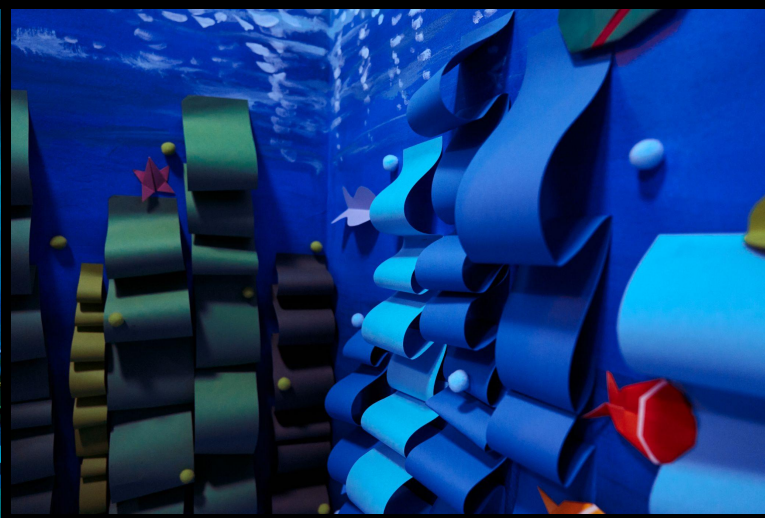
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Hide-and-seek Arena

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Hide-and-seek Arena

Set Still





Hide-and-seek
Arena

Game Props

The design concept for the Hide-and-seek arena which holds the first game of Season 3, was ‘wanderers on the road.’ On a night where everyone returns to their homes, players that cannot find their way home wander from door to door, to one alleyway to another under the starry night sky. As kids, the eerily twisted roads, stairways, and maze-like walls might once have felt like a fun and curious playground to play tag with friends and draw on the walls. But now, those same spaces have become places of fear — a closed, suffocating maze where one can no longer tell where they are. The endlessly repeating paths create a sense of disorientation and dread. In this infinite labyrinth of verticals and horizontals — up, down, left, and right — participants lose their way, and ultimately, lose themselves.

In the Hide-and-seek game, players are scrambling, running, turning right, bumping into others, hiding, and then running again, ending up at a crossroad, following a path, finding a door that’s blocked and feeling even more lost, and so on. This design is different from the maze-like staircase, as the Hide-and-seek arena is inherently closed off. All the corridors look the same – same shape, same material, with the same vertical and horizontal lines repeating themselves. And there are walls everywhere – walls that aren’t very tall, yet they evoke a deep sense of fear. You don’t know where you’re standing or which way is the right path.

Hide-and-seek Arena

Concept

After wandering through the same narrow alleys over and over, one opens a door to find a room that looks as if it were decorated by children. The walls are covered with paper, doodles, and splashes of bright paint — playful and innocent, as though holding traces of childhood dreams. Yet to the players, already consumed by fear and madness, the room evokes not nostalgia but a strange, unsettling feeling. The brightly colored rooms, in stark contrast to the carnage that surrounds it, makes their acts of killing appear all the more detached from morality. Each room is unique and tells a different story. The concept of each room aligns with the narratives of the characters in each space, to depict their personalities, dynamics and the events that unfold. One room is covered in black crayon, with colorful geometric-shaped scratch art on the walls, while another room is filled with paper collages resembling trees, birds, and various other elements. There's another room that reminds people of the ocean, and this is where Jun-hee gives birth.

The exit door is decorated with colored handprints, imagining how many people would have desperately reached for this door with their bloody hands, trying to find a way out. And then there's another room where a family member dies. In Korean folk tales, it's said that white butterflies entering one's home in spring symbolize death in the family. So for that room, the white butterfly motif is used along with beautiful rainbows to highlight the tragedy of a beloved family member's death.

Hide-and-seek Arena

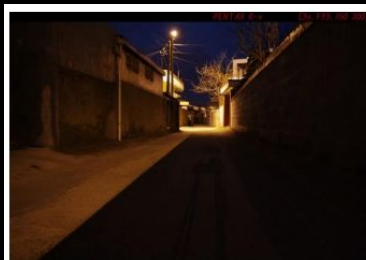
Concept

All these spaces feel poignant, much like the alleyway set in Season 1 with the sunset as the backdrop, which set the tone for those emotional scenes where the players had to kill their partner. In a similar vein, various emotions explode in the Hide-and-seek arena, as people constantly betray one another or hunt others down in each room and in the corridors.

To capture spaces where multiple characters intersect — and to create a set from which no one could escape — we went through countless cycles of disassembling and reconstructing the set structure. The entire Hide-and-seek arena set covered about 10,675 square feet and consisted of 8 rooms, all of which were hand-decorated by the art department without any CGI. Every drawing was created by hand, and all decorations were handmade and carefully placed on the walls.

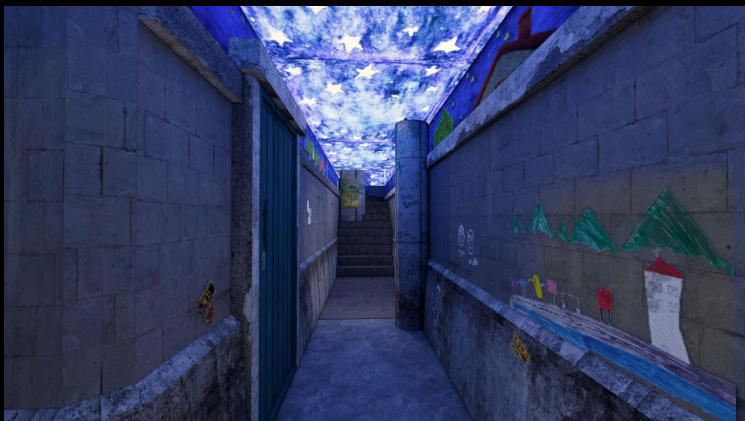
Hide-and-seek Arena

Concept



Hide-and-seek Arena

Moodboard



**Hide-and-seek
Arena**

Digital Model



**Hide-and-seek
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Digital Model



**Hide-and-seek
Arena**

Digital Model



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Digital Model



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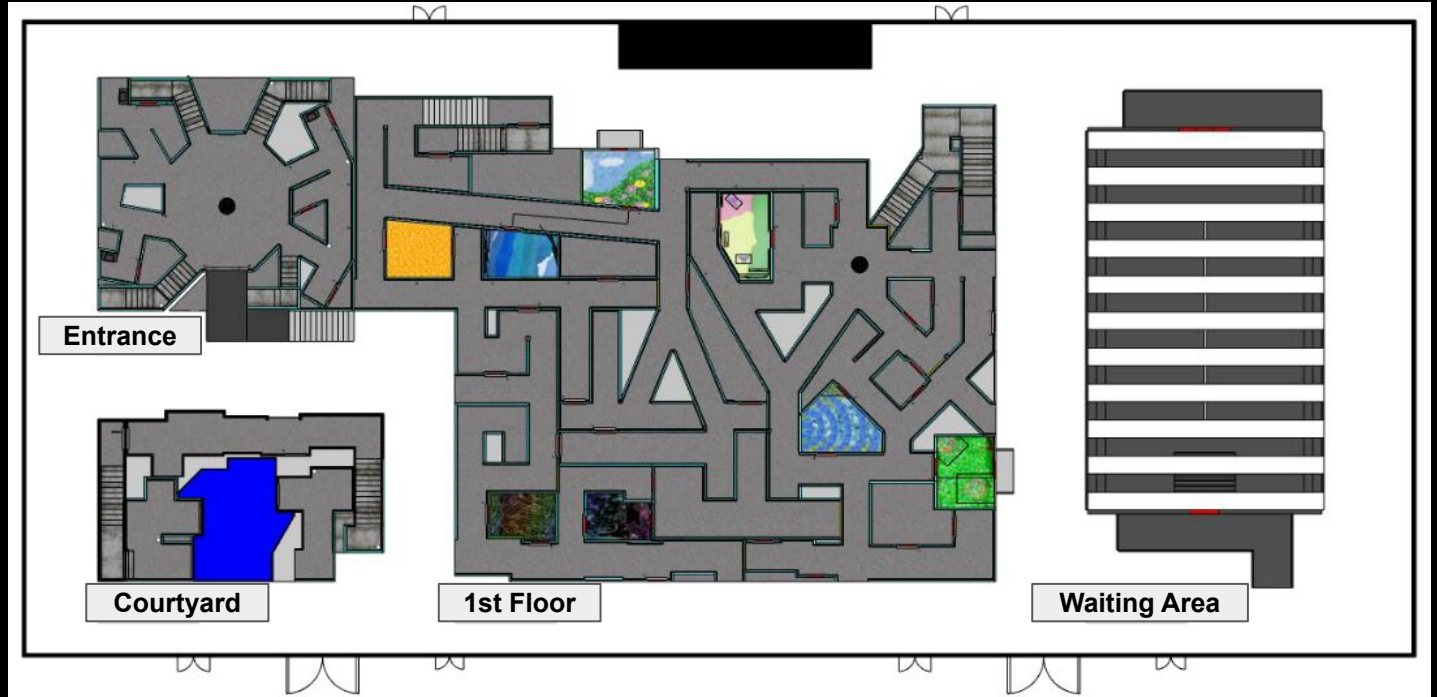
**Hide-and-seek
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Digital Model



**Hide-and-seek
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Digital Model



**Hide-and-seek
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Floor Plan

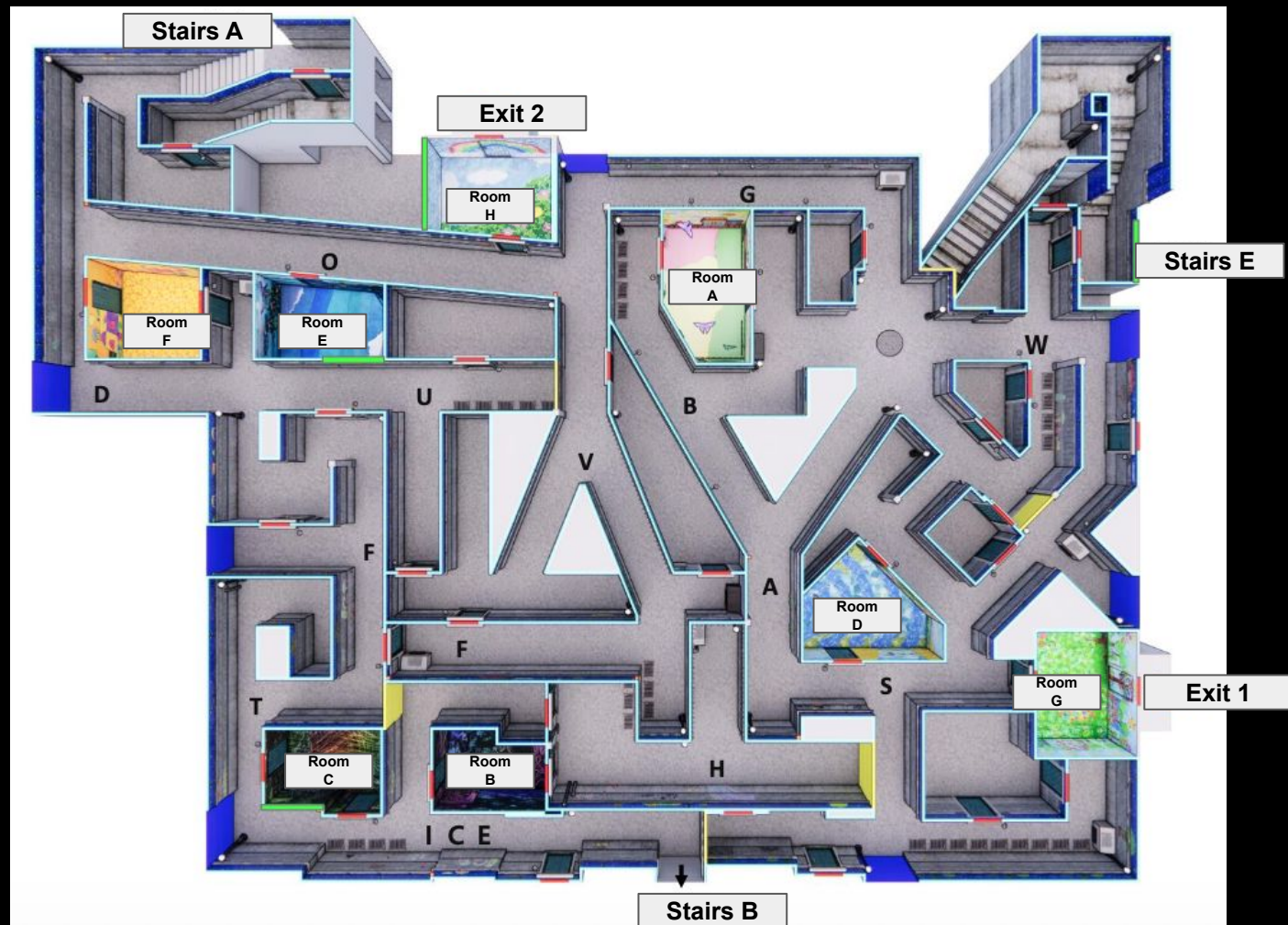
Hide-and-seek Arena

Floor Plan



Hide-and-seek Arena

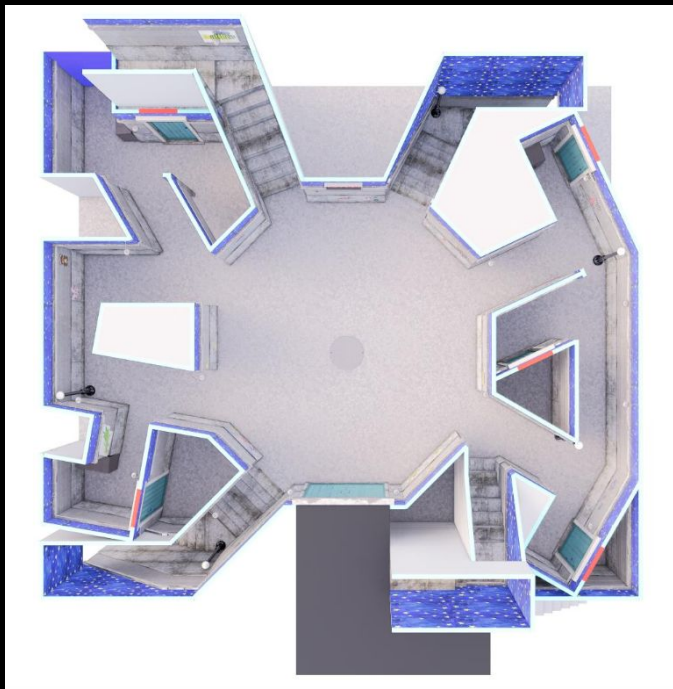
Floor Plan





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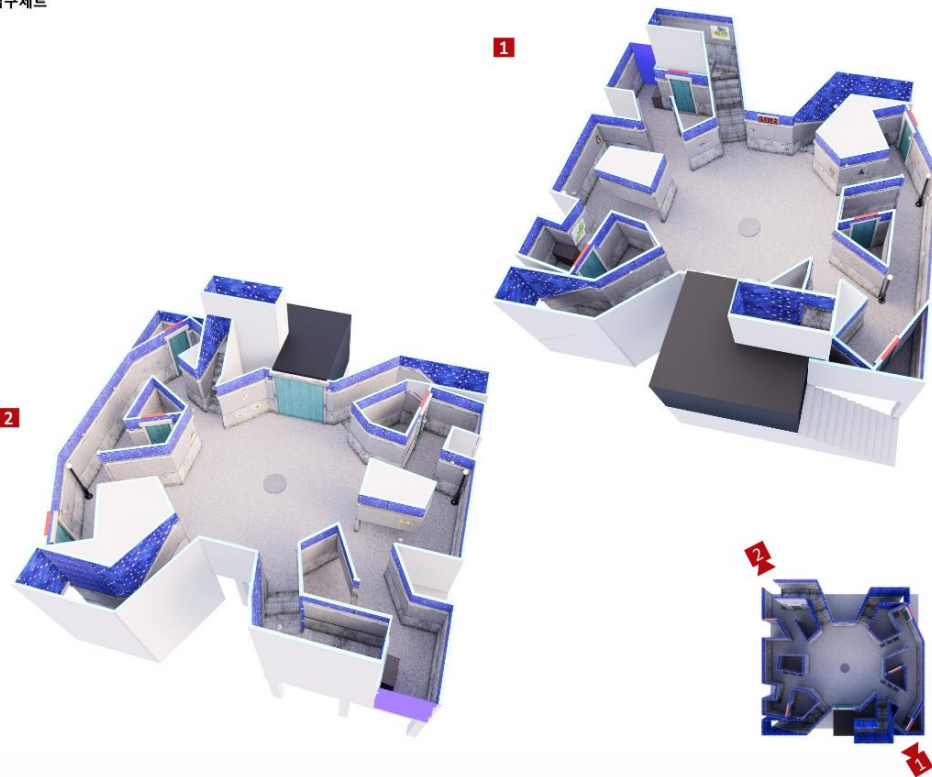
Floor Plan



Hide-and-seek
Arena

Floor Plan

▶ 입구 세트



SQUID GAME-3

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**