Hwang In-ho (The FrontMan)

This doc will explain everything that was done by Hwang In-ho (The FrontMan/001) in Squid Game (All Seasons)

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White : General Explanation
Red - Strategy, Planning, Tactics, Field Skills
Green - FSIQ, Intelligence, Cognition
Light Blue - EI, SI, AC
Yellow - Deception
Orange - Manipulation
Blue - Foresight and Insight
Pink - Reasoning and Thinking
Light Purple - Sensory and Psychology



Season 1

S1 Ep 1 (Red Light, Green Light)

- FrontMan is introduced as the leader of the "Squid Games" system, a corrupt annual event held worldwide with hundreds of participants set in South Korea, involved in a series of six children's games. It's 2020, and the 33º Squid Games begins with 456 players participating.

- It is implied that he leads dozens of Managers (Square Staffers) directly, providing general support for their functions (observations, decisions and coordination), in addition to making bigger decisions (such as main communication, exemplified in announcing the beginning of the games for someone foreign with fluent English) (Leadership, Influence, Social Skills, Multitasking, VCI, Learning Ability)

- Once he's sure there's nothing to worry about, he heads to his own entertainment office to watch the first game (Red Light, Green Light). He makes a point of listening to jazz music with small, musical-themed dolls, likely in sync with the horror he's watching. (Musical-Auditory Intelligence)



S1 Ep 2 (Hell)

- In this episode, the majority of players ultimately vote to end the games (as per the game's third clause). Meanwhile, Hwang Jun-ho, FrontMan's brother and a police investigator, implies that his brother has been missing for at least a week, finding the Squid Games invitation card in his boarding house. In conclusion, FrontMan leads an ordinary life as a Korean citizen until he is eventually invited to secretly act as FrontMan. This will lead Jun-ho to investigate his brother's whereabouts, as he is obviously unaware of Squid Games existence. (Acting Skills, Information Control, Concealment, Emotional Management)

- At the end of the episode, almost everyone decides to return to the games after receiving another invitation at home, as their lives were at risk financially. Jun-ho, after seeing Seong Gi-Hun (Player 456) attempt to report the games to the police station where he works and fail, ends up watching him being taken away by the Staff to return to the games, starting to follow the Staff's car.



S1 Ep 3 (The Man with the Umbrella)

- Jun-ho manages to enter into the Squid Games system, armed. He immobilizes a Worker (Circle Staffers) and takes his suit, infiltrating the system.

- A Manager informs FrontMan that of the 201 players who survived the first game, 187 have returned. FrontMan orders him to keep an eye on those who haven't returned and keep him informed, which he obeys, demonstrating his power and unlimited information in a strategy to keep him untouchable. (Leadership, Influence, Information Control, Espionage, Anticipation, Information Gathering, Tactics, Strategy Fortitude)

- The second game (Dalgona) begins, with all the main characters winning. In the end, No Sang-hun (Player 119) ends up breaking his cookie, causing him to freak out, seize a Soldier's (Triangle Staffers) gun and hold a Manager hostage, something that catches the attention of FrontMan, who walks out of the control room. Sang-hun forces the Manager to remove his mask, which is revealed to be a young man, and this shocks the player, who then commits suicide.

- FrontMan, having arrived after the suicide and spotting an unmasked Manager, instantly shoots him in the forehead, reminding the rest of the Staffers that anyone discovered will be killed. FrontMan simply warns that he will pose a threat to any Staffer there, including armed Soldiers and Managers, but no one seems worried or even considers questioning, demonstrating once again FrontMan's power over the system without needing appeals. (Social Integration, Aura, Communication, Psychological Warfare, Emotional Manipulation, Coercion)

- FrontMan correctly predicted the Manager's move, as there was no immediate need for him to personally resolve the situation if it depended solely on eliminating a player. He decided to walk directly toward the Manager as soon as he saw him being taken hostage, appearing unsurprised to see him unmasked moments later and assassinating him without hesitation (something that not even his victim seems to foresee). (Prediction, Risk Calculation, Emotional Understanding, Emotional Management, Determination, Discipline, Unpredictability, PSI, Fast Thinking)

- Jun-ho takes advantage of the fact that a high-ranking Staffer is dead and secretly takes his mask, with the episode ending. This may seem like a FrontMan anti-feat for leaving a powerful mask lying around, but have in mind that Jun-ho didn't take

advantage of it in the long run because it would be much easier to identify a Manager than a Worker (only someone in Jun-ho's situation could do this).



S1 Ep 4 (Stick to the Team)

- After the game ends, a boiled egg and a drink in a glass bottle are served, strategically preparing players for the "Lights Out" bonus game, where players go on a war throughout the night. Even though he hasn't been Frontman for very long, he seems familiar with this psychological pattern and many others, paying close attention at this point in the game. (Profiling, Pattern Recognition, Learning Ability)

- After Jang Deok-su (Player 101) beats and accidentally kills Player 271, Cho Sang-woo (Player 218) informs Gi-hun that he is dead. Gi-hun becomes enraged, yells about morality and FrontMan watches him with mysterious interest.

- It is revealed that Byeong-gi (Player 111) is a player hired to perform illegal surgeries for a small group of Staff who want to sell organs and benefit hidden from the rest of the system in exchange for tips on upcoming games. FrontMan didn't know about it either, being focused on watching what happens during Lights Out and ordering certain commands to make the situation more entertaining (like flashing lights and thermal vision). After some brutality, FrontMan spots Oh Il-nam

(Player 001) screaming for mercy on top of a bunk bed (which even had the entire focus of a camera), to which he "feels empathy for the old man" and orders intervention. Il-nam's screams were not meant to be heard by the crowd, but were a subliminal message that FrontMan understood. (VCI, Emotional Understanding, Empathy, Critical Thinking, Dots Connection)

- Hwang Jun-ho (disguised as a Manager) randomly asks Gi-hun if there is any player named "Hwang In-ho", to which Gi-hun replies that he has no idea. The next game begins (Tug of War), with FrontMan watching everyone (mainly Deok-su betraying on his hookup). Using mainly Il-nam's methods, Gi-hun's team wins against a physically superior team.



S1 Ep 5 (A Fair World)

- Another section of Lights Out is about to unfold, with Gi-hun's expanded group planning to protect themselves rather than attack. In Deok-su's group, the surgeon is taken to the operating room once again, demonstrating that even Managers are involved in secrecy by modifying camera footage, all just to avoid facing FrontMan. (Aura, Psychological Warfare, Emotional Manipulation)

- It turns out that Jun-ho, simultaneously disguised as a Manager and a Worker (to make it more difficult to identify the absence of the Staffers), coincidentally disguised himself as a Worker involved in the organ trafficking, raising suspicions among this small group. The surgeon can't handle the stress of the situation and ends up rebelling against the two Soldiers involved, killing one of them while the two Workers (one of them being Jun-ho) are underground, transporting the goods. Jun-ho sees bombs there, and the other Worker informs him that the bombs will detonate everything in an emergency, with the underground existing as a refuge for VIPS who need to flee, where Jun-ho suspiciously asks who the VIPS are.

- While alone, Jun-ho coerces his Worker partner, as he previously heard about a player in the operating room who was missing a kidney, thinking that the person without a kidney was In-ho (as he donated the kidney to him in the past), and therefore he would have been a player who died in Red Light, Green Light. The Worker quickly explains that the person was a woman, so it couldn't be his brother, and also informs him that there's a list with the personal information of all the players in case Jun-ho doesn't want to believe him. Jun-ho asks where it is, and he says it's up the stairs, in the Frontman's office. Jun-ho kills him after hearing about they raped the kidneyless woman. (Emotional Engagement, Information Gathering)

- Meanwhile, the surgeon ran to the Dalgona game space, and the Soldier began trying to persuade him to trust him, even removing his own mask to "show he was a person." This worked, with the surgeon letting his guard down and the Soldier approaching, slowly raising a knife but being stopped by FrontMan, who shot him in the hand: “I don’t care if you sell the organs off these corpses or chew them whole. But you've ruined the most important thing here: equality. In this game, everyone is equal. All participants compete fairly on equal terms. It's about giving those who have suffered inequality and discrimination in the outside world one last chance to fight and win on equal terms. You've broken that principle.” [*sic*]. After saying this, he kills the Soldier, watches the surgeon, leaves the scene and another Soldier executes him for cheating and compromising the fairness of the games. It's worth mentioning how FrontMan anticipated what was happening, perhaps just listening to their conversation before intervening or noticing the surgeon's predictions and refusing to tell what the next game will be for the Staffers. (Prediction, Anticipation)

- This statement demonstrates a refined sense of morality acquired through observation, reflection and learning. The game must be meticulously fair, as it represents a test for miserable people to succeed in life, in an opportunity that TRULY matters more than their lives (because in every vote, they either continue the game or return after stopping). Simply put, the blame for the chaos will always be the decisions of greedy people; no one is forced to murder others, so much so that games that pit people against each other always occur AFTER a "Lights Out" section, where deaths occur purely due to the players' fault. The only way to counter this thinking is for there to be someone who doesn't kill before being forced to, someone truly kind-hearted who fights for others, not for themselves. (Reflective Thinking, Analytical Thinking, Abstract Thinking, Critical Thinking, Causal Reasoning, Conceptual Reasoning, Inductive Reasoning, FRI, VCI, Crystallized Intelligence, Learning Ability, Social Awareness, Judgement, Communication, Pattern Recognition, Psychoanalysis, Observation, Analysis)

- Jun-ho takes the stairs to Frontman's office, but it's locked, so he uses his gun to open it. A few rooms away, Frontman is the only one to notice the gunshot. Of course, he wasn't the only one to hear it, but he was probably the only one to think it wasn't an ordinary gunshot. A Manager goes to FrontMan to report that they have found the body of another Soldier involved in the trafficking, in addition to identifying the body of the Worker executed by Jun-ho. FrontMan says that the person who executed this Worker is still alive, to which the Manager argues that he must have already fled by sea. FrontMan turns to the air cylinders and notices that none are missing, deducing that he was still there. FrontMan suspects something, intuiting about checking the bullet in Worker's body and noticing that it was a common bullet in the Korean police, where he once worked. (Perception, Observation, Intuition, Associative Thinking, Applicational Thinking, Concrete Thinking, Holistic Thinking, Deductive Reasoning, Abductive Reasoning, Memory, Knowledge, Crystallized Intelligence)

- Jun-ho enters the FrontMan's office, passing through the various doors in his entrance hallway and eventually finding the basement where the player tokens are stored, where he finds Gi-hun's token and then discovers that there have been annual games since 1988. Of all the games since then, the 2015 game stands out: the victorious player listed is Player 132, "Hwang In-ho". (I'll explain better later)



S1 Ep 6 (Gganbu)

- FrontMan is searching for the missing Worker through the security cameras while holding the other players in the center of the room in lines while they decide whether to continue the game even with this serious unforeseen event, in which FrontMan confidently decides to continue, and the fourth game (Marbles) begins. (Cognitive Discipline, Perseverance)

- They hang the bodies of the surgeon, the two Soldiers, a Worker, and a Manager, all involved in the conspiracy. The Manager was the only one who didn't expose himself, but he was still discovered, certainly through a reasoning process by the FrontMan, as the cameras had been supposedly sabotaged and only one Manager had access to them (in a situation of uncertainty suddenly becoming certainty), but it's unknown how he discovered that this specific Manager was corrupt. (Abductive Reasoning)

- Jun-ho is trying to photograph and write down everything he sees, but is interrupted by a phone sound in the FrontMan's office, which he checks (probably considering answering) but hides when he hears that the owner of the office has entered it. FrontMan answers the phone, having some kind of VIP advisor and

inviting them to arrive even with the unexpected, Jun-ho tries to call South Korea's emergency number, but the phone doesn't block contact. (Determination)

- Among all the relevant characters, the following are eliminated: Ali Abdul (Player 199), Ji-yeong (Player 240) and Player 001. The episode ends.



S1 Ep 7 (VIPS)

- FrontMan stays focused on the cameras, asking about “the spy” (which he already infers is a spy and not a traitor or anything like that, probably because he suspects that the spy is a police officer) and warns that the VIPS are about to arrive. (Abductive Reasoning)

- Heading to his office when the phone rings, he hesitates to answer it immediately only to notice that the phone is facing left, whereas throughout the series he's kept it facing right. He answers anyway, saying that everything is ready for the VIPS arrival, and then placing the phone on the right side. Pretending to leave the room, he stops at the end of the path and pulls out a gun, warning that he made a connection between the phone in the wrong way with the spy being in the office and then searching room by room in his hallway. He also informs that he knows the weapon he used, being a "Smith and Wesson M60 revolver" and being a model used

by the Korean police. "What are you doing here? Alone, without a partner. You seem to have a lot of questions. Come out and talk to me." FrontMan infers that Jun-ho was unaccompanied and was on an investigation just observing what he did. (Observation, Tactics, WMI, Memory, Knowledge, Crystallized Intelligence, Analysis, Profiling, Dots Connection, Abductive Reasoning, Linear Thinking)

- FrontMan seemed to be about to confront Jun-ho, but a Staffer interrupts by calling him and saying that he found a body on the north coast of the island where the games take place, where FrontMan rushes there. The body was that of the Worker who Jun-ho had immobilized and occupied the role, where he had made the mistake of leaving his police badge on the corpse to ensure that he would not be identified, from which FrontMan then sees through this and infers that his brother is the spy. The VIPS arrive. (Dots Connection, Abductive Reasoning)

- We meet the VIPS arriving by helicopter wearing golden masks of various animals. Frontman goes to a room with a mysterious man in a golden owl mask and informs them that the VIPS have arrived. The six VIPS then enter the Frontman's office and are greeted by him. They ask about a certain "Host" to which Frontman informs that he has chosen to isolate himself for a while for personal reasons. This leads us to conclude that the man in the owl mask would be the Host, he would have the role of interacting with the VIPS and already has a good reputation with them, even so, the Host entrusted his role to the FrontMan, where we already realize that the VIPS are difficult people to deal with. (Social Skills, Communication, Leadership, Aura)

- On the way to a large, secret room special for VIPS, one of them mentions that "the Korean contest was the best," to which FrontMan thanks him. This implies that international "Squid Games" or at least similar competitions exist, and FrontMan has been adept at maintaining the quality of the games for them since becoming leader. Jun-ho, lurking all the while, knocks out a Waiter (alternative black mask staffer) and takes his suit, going to meet the VIPS in disguise (Social Awareness, Social Cognition, Social Integration, Leadership, Learning Ability)

- FrontMan tells the VIPS about the next game (Glass Stepping Stones) after one of them rudely asks, they also decide that FrontMan should give a hint about the next game to the players and so he does, showing the VIPS power over the games themselves. The VIPS also make a lot of sexual jokes, which FrontMan never

participates in or finds funny, clearly finding the VIPS unpleasant but still lowering himself to their arrogance to please them (consider that FrontMan simply discovered his brother was out there, something he hid for years but needed composure for the VIPS). Do Jung-soo (Player 017) can distinguish between normal and tempered glass on the bridge, giving him an advantage in the game that the VIPS don't like. FrontMan easily takes his profile and sees that the player has experience in a glass factory, and even without the same experience, he understands that the player was winning the game seeing the refraction of light, reducing the illumination. (Social Awareness, Social Cognition, Social Skills, Relationship Management, Emotional Management, Stress Tolerance, Composure, Information Gathering, Improvising, Strategy Flexibility, Strategy Fortitude, FRI, Adaptability, Fluid Intelligence)



- A homosexual VIP coincidentally takes an interest in Jun-ho in disguise, where the latter manipulates him into taking him to a private room and coerces him into giving information about the game in a recording, then fleeing. FrontMan is suspicious from the start, being informed of the escape by a Manager he sent and then going to his office, opening the underground passage and seeing his own brother for the first time. Jun-ho uses the stored diving equipment to escape, where FrontMan is informed of this and goes with some Staffers by boat to search for Jun-ho, managing to track down the equipment. The survivors of the game are Gi-hun, Sang-woo, and Sae-byeok (Player 067). (Intuition, Discerning, Critical Thinking)



S1 Ep 8 (Front Man)

- Jun-ho emerges on another island in search of internet access. Frontman and the guards arrive, and Frontman announces that he wants Jun-ho alive (implying he's already thought about what he wants with Jun-ho), destroying the equipment he has left behind. Sae-byeok is fatally struck by a shard of glass from the previous game, the three finalists go to a fancy dinner before retiring. (Anticipation, Tactics, Strategy Efficiency, Planning Formulation, Planning Applicability)

- Jun-ho finds himself ambushed in front of a cliff. He tries to convince the guards to surrender, bluffing that the police are on their way, but FrontMan doesn't fall for it, arguing that the Korean police aren't very committed and that the signal is bad. FrontMan says Jun-ho's gun only holds five bullets, but according to police regulations, one chamber is empty and the other has a blank. He recalls that Jun-ho had already shot a Worker and observed that he used another to break the staircase lock, leaving one bullet left, reasoning all this with a gun pointed at his face and under threats. (Cunning, Trap Evasion, Memory, Knowledge, Crystallized Intelligence, Analysis, Dots Connection, Observation, Emotional Management, Stress Tolerance, Composure, Critical Thinking, Analytical Thinking, Focused Thinking, Linear Thinking, Applicational Thinking, Deductive Reasoning)

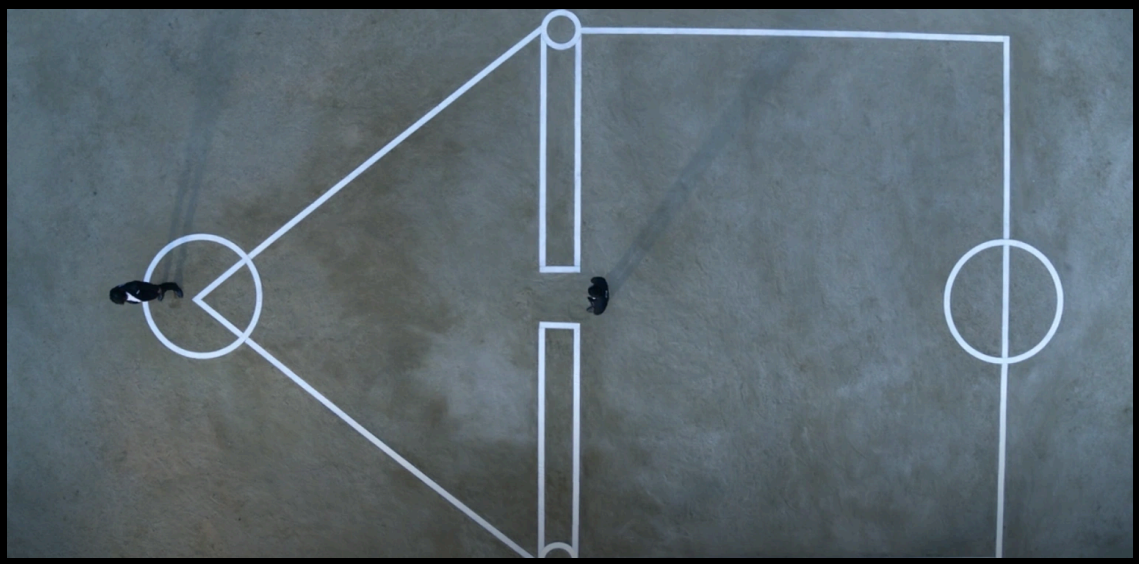
- Jun-ho wastes the last bullet in FrontMan's shoulder as he approached and argued, demonstrating that he effectively pressured him by making him act on impulse and also showing FrontMan's control as he had no audible reaction to the shot and even prevented the guards from reacting for him. Jun-ho asks who he is, to which FrontMan removes his mask and reveals himself to be Hwang In-ho, inviting him to go with him even after all his actions, demonstrating that he can still love. However, Jun-ho refuses, to which FrontMan ends up shooting him in the shoulder even though he trembles with sadness for doing so. (Emotional Manipulation, Demoralization, Coercion, Persuasion, Discrediting, Logical Manipulation, Emotional Engagement, Emotional Management, Stress Tolerance, Impulse Control, Composure, Determination, Psychological Warfare, Resistances)

- Sae-byeok slowly gives in to his injuries, while Sang-woo falls asleep (even dropping his knife). Gi-hun begins to desperately scream and bang on the classroom gate to save Sae-byeok, in which Sang-woo probably wakes up due to the scandal and decides to finish Sae-byeok, leaving Gi-hun and Sang-woo for the final game (Squid game). Yeah, that was a mini debunk.
- In-ho, in his office, is removing the bullet and tending to his shoulder wound in front of a mirror, where he is still trembling with suffering and even hallucinating about the scene he just committed (Jun-ho getting shot), confirming that this was a traumatic event that In-ho had to do and confirming his empathy. (Emotional Engagement, Empathy, Emotional Management)



S1 Ep 9 (One Lucky Day)

- It was originally a children's game that was played in Korea many years ago. Among all the games that kids played back then, it was the most physical and violent. The attacker is given a handicap, he can only hop on one foot until he crosses the "squid's" neck and the defender tries to block him. That's the first challenge of this game. This is exactly what FrontMan explains. (Knowledge)



- Gi-hun and Sang-woo fight brutally to see who gets to the "squid's" head, and Gi-hun ends up winning but chooses to give up instead of winning, proposing to Sang-woo that they give up and get out alive (this year, giving up would result in losing all money) but Sang-woo kills himself. All the VIPS are confused, but FrontMan seems privately curious. FrontMan is unmasked in a car with a blindfolded Gi-hun, congratulating him on his victory. Gi-hun questions why they hold the games, to which FrontMan replies: “You like horse racing, right? You are horses. Horses of the racetrack.” [*sic*]. He makes a memorable analogy after recalling a detail about someone that was previously random (like The SalesMan does). (Empathy, Analogical Reasoning, Associative Thinking, Memory, WMI, VCI)

- Gi-hun returns home and sees his mother already dead on the floor, but despite so much suffering, he resists committing suicide for a whole year. In 2021, a friendly lady selling flowers approaches him and asks him to buy her a flower, which he does and receives a flower with a note attached—a Squid Game note with a time, a location, and a message: "From your Gganbu." He goes to the place and finds Oh Il-nam on a stretcher, about to die from his brain tumor, subtly explaining that he is the original owner of the games and the "Host" that the Frontman talks to in ep 7. He explains in a connotative way his worldview, proposing a last game to Gi-hun where they both watched a homeless man die of cold through the window (if someone helped him before 00:00, Gi-hun won, if not, Il-nam won).

- "Do you still... trust... people?" Oh Il-nam questions, without receiving any answers from Gi-hun. Gi-hun asks why he left him alive, and Il-nam explains that Gi-hun reminded him of things from the past long forgotten. They end up rescuing the homeless man just moments before the clock strikes midnight; unfortunately, Il-nam passes away before he sees this. (All of this is foreshadowing btw)

- Hwang In-ho arrives after Gi-hun leaves, closes Il-nam's eyes in respect for his passing, visually sad (after all, it is explicit that Il-nam taught him a lot about worldview), watches both himself and the homeless man being rescued, certainly beginning to reflect on Gi-hun and his morals. Gi-hun gets a red haircut, leaves Sae-byeok's brother with Sang-woo's mother, and leaves them both a substantial amount of money. (Emotional Engagement, Reflective Thinking, Metacognition)

- Gi-hun is about to overcome everything and travel to the US to find his daughter, but is prevented from doing so when he spots The SalesMan recruiting someone. He spots him and he immediately flees. Gi-hun takes the recruit's note, calling Squid Games and saying "I'm not a horse, I'm a person", at which Frontman intercepts the call and tells him to give up any absurd idea that came to his mind, and claims to know that he is about to go on a plane. This ends up provoking Gi-hun, who gives up on the plane and decides to fight. (Discerning, Information Gathering)



Season 1 Conclusion

- Hwang In-ho, while acting as FrontMan, seemed more reactive and passive than actually scheming or deceiving. We can consider many of the games' tricks as plans or strategies, but as we've seen, he could very well have had assistance from Oh Il-nam, who in turn managed to make the games for years and years (since In-ho only became Frontman after 2015). In season 1, we predominantly saw his detective skills and his intimidating aura, but the next seasons will explore situations of greater risk and the need for cunning or planning, including exploring his past as Player 132 (in the 2015 games). The script for this first season will have many allusions to the next ones (such as good acting skills, self-control, moral duality, empathy, emotional understanding, FSIQ, Reasoning, etc), with me picking up details from the beginning that will be explored soon, but for now I have FrontMan

(S1) already comparable to the most intelligent characters in this universe (Like Sang-woo, Il-nam, MG Coin), but it is in the next seasons that it becomes noticeable how absurd the community is for generally not seeing that In-ho is ARGUABLY the most intelligent character in Squid Game and probably even a mid tier in SCD as a whole.

Season 2 (WIP)

S2 Ep 1 (Bread and Lottery)

- We pick up where last season left off, and it's implied (through camera work) that FrontMan is personally watching Gi-hun from afar, at which point the latter receives another call from FrontMan questioning his decision and stating that Gi-hun has nowhere to go. Gi-hun also suspects that he is watching from a distance and asks him to stop hiding. FrontMan ignores the request and says that he should have gotten on the plane and will regret his decision. Gi-hun promises that he will find him and then returns to Seoul. This also implies that FrontMan unnecessarily chose to observe Gi-hun's decision, something that would make sense given the moral impact Gi-hun created. (Espionage, Concealment, Emotional Engagement)



- Gi-hun removes the tracker that was implanted behind his ear, and Jun-ho wakes up from the coma he was in after being shot by his brother (whispering his name

btw), revealing that he survived. A two-year time skip occurs, and, in short, Jun-ho survived after being rescued by a navigator and is with him searching for the island where the games take place, while Gi-hun uses his money to hire the entire gang that used to extort money from him last season to search for The SalesMan. Gi-hun is startled by someone ringing his doorbell; he's armed and asks who's there, receiving a Squid Game note slipped under his door as a reply. He starts trembling in panic, slamming the door open and being surprised by FrontMan carrying the (alive) severed heads of Sang-woo and Sae-byeok. Obviously this was a nightmare, and shows that Gi-hun is not only traumatized by the games and what happened there, but by the mysterious figure of FrontMan himself. One curious plot hole here is Gi-hun "knowing" exactly what FrontMan looks like in the nightmare, but I believe it was just artistic freedom. (Psychological Warfare)

- From here on, the rest of the episode is The SalesMan farming aura, so I'll summarize: The SalesMan kidnaps the gang leader (Mr. Kim) and his partner (Mr. Choi), forcing them to play Russian roulette with each other, culminating in the sacrifice and murder of Mr. Kim. The SalesMan barges into Gi-hun's room and explains the system's philosophy to him: the players aren't human, but rather trash and useless to the world. Gi-hun humanizes himself (and therefore the players) by commenting on the sensitivity within him after everything he's experienced. After a personal investigation, Jun-ho manages to find out where Gi-hun was living, but not before The SalesMan dies after losing a game of Russian roulette with Gi-hun. The episode ends abruptly, with The SalesMan shooting himself.



S2 Ep 2 (Halloween Party)

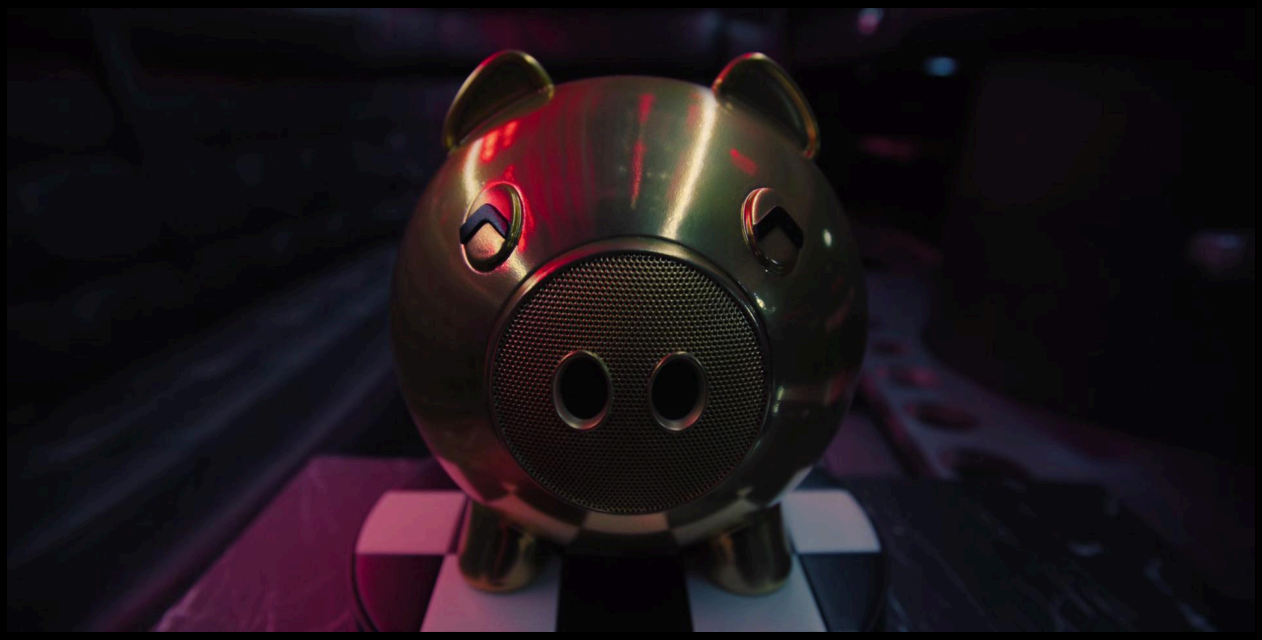
- Jun-ho enters, frees Mr. Choi (who was tied up by The SalesMan in a random room) and almost arrests Gi-hun for alleged murder, but is knocked out by Mr. Choi (the GOAT). Gi-hun collects the Squid Game note and interrogates Jun-ho, who is handcuffed. Jun-ho omits FrontMan's identity but says that he uses a black mask, agreeing to help Gi-hun once he explains that he doesn't intend to kill his brother. Mr. Choi, Jun-ho and Gi-hun devise a plan to invade the island, Jun-ho visits the grave of FrontMan's deceased wife, whose leaves were already withered because he no longer visited her. At home, Jun-ho's mother laments not seeing In-ho for years, Jun-ho angrily comments on In-ho accepting bribes and losing his job because of it. (Aura, Concealment)

- Gi-hun plans to place a tracker under a dental prosthesis and pay several former special forces marines to have it brought in so that it can track the location of the games and raid them. The meeting place on The SalesMan's card was at a Halloween party, which Gi-hun understands FrontMan would want precisely because he was wearing a costume and mask. However, upon arriving, only a Manager and a Soldier enter, with the Manager leading Gi-hun to another location while the Soldier neutralizes Mr. Choi. Gi-hun gets into a white limousine, the same one that always took the players to the island, with FrontMan communicating with

Gi-hun from a distance, saying that he sincerely wished Gi-hun would forget what happened and live a happy life. FrontMan and Gi-hun argue.

- Gi-hun says he wants the games to end and argues that they manipulate people into believing the game is some form of charity while they enjoy the deaths; FrontMan argues that the deaths are just players who chose to play and then lost, trash being removed from the world. FrontMan concludes with the phrase "As long as the world doesn't change, the game won't end." [*sic*]. Meanwhile, Gi-hun's troop follows them using the tracker without being noticed, but the limousine starts driving in circles (a common tactic to discover pursuers) and then the troop is surprised by a sniper along the way who takes down the two cars chasing Gi-hun. Time was too short for those snipers to arrive at the last minute, so it's certain that FrontMan anticipated that Gi-hun would use his money to recruit people to pursue him. (Deductive Reasoning, Abductive Reasoning, Critical Thinking, Strategical, Reflective, Intuitive, Abstract, Convergent, Anticipation, Risk Calculation)

- Gi-hun asks to re-enter the games, which would prove his point to FrontMan, who mocks him with an analogy to the pills in The Matrix regarding Gi-hun wanting to leave the comfort of his life to play the hero. Accepting Gi-hun's proposal and sedating him, he lowered the reinforced panel of the driver's seat to reveal that FrontMan had been in the limousine the whole time, demonstrating once again his moral interest in Gi-hun. In fact, he was supposedly hesitant and needed to be persuaded by Gi-hun to allow him to return to the games, but I believe it makes more sense that FrontMan was prepared for this since he personally decided to talk to Gi-hun, with this hesitation being more of a plan in development. (Analogical Reasoning, Associative Thinking, Emotional Engagement, Determination, Planning Formulation)



S2 Ep 3 (001)

- Gi-hun wakes up in a familiar setting, the 2024 games begin, and he remains Player 456. Jun-ho, Mr. Choi and Gi-hun's gang, along with Captain Park Yeong-gil (a navigator responsible for rescuing Jun-ho from the sea after he was shot by In-ho), sail through the region where Jun-ho remembers the island of the Squid Games being located. Now, the system will offer a vote after the end of each of the 6 games, where all players will democratically decide whether the games should end or continue. And while in the other game the money simply wouldn't be handed over if the games ended, here it would be distributed equally as the safe filled up.

- Gi-hun notices a camera behind him, with FrontMan watching him directly, interested in him confirming that players will earn money even if they agree to leave. Next, Gi-hun's attention turns to Player 149, an elderly woman who is yelling at her own son inside the game, Player 007. All players sign the consent form, which last season only had 3 clauses, but now has a new clause added; ratifying that the accumulated money will be divided among the players if the games are cancelled. Then, a Manager speaks directly to Gi-hun that if any player does not want to sign the form and participate in the games, he must say so immediately. Gi-hun signs.

- Gi-hun takes his ID photo and FrontMan watches him. Last season, he gave a

comical smile, but this time, the biggest frown. The first game begins (Red Light, Green Light reprise) and Gi-hun rips out his dental prosthesis, realizing the tracker is no longer there. Meanwhile, Jun-ho's team tracks a random island with a single fisherman who received bait from someone, bait that had Gi-hun's tracker hidden inside. FrontMan, as he did last time, goes to his office to watch the game on a large screen while drinking Scotch and listening to the same Jazz show right after a player is eliminated. A Manager in a black coat takes over FrontMan's role while Gi-hun yells to help other players, managing to minimize deaths by more than half compared to last season.

Season 3 (Coming Soon)

Gi-hun Test Theory (Coming Soon)