



VICTORIAN THEMES IN SQUID GAME 2

SUMMARY

- A metaphor of capitalism
- Just numbers
- Do the outcasts deserve to die?
- Do the rules of society make man evil?
- What if man was born evil?
- Escher staircase



A METAPHOR OF CAPITALISM

- The game represents an **extreme form of capitalism**.
- The success of one is made possible only by the defeat of the other.
- The mirage of the huge piggy bank full of money in the middle of the hall says that any banknote has been gained on the **sacrifice** of others.
- Even if sometimes bonds based on friendship seem to grow, the system is conceived to destroy these bonds and betrayal will rule upon everything.
- In a world that rewards individualism only, there is no room for altruism .
- The players keep on playing because, in a way, the life outside seems more frightening than the game itself. They are failures at the eyes of a society where money is the only way to regain dignity and hope.

HENCE

how cruel must a system that makes the risk of death acceptable rather than life itself be?



JUST NUMBERS

- The marginalization of the contestants is pointed out by the outfit they have to wear, which is the same for all and the fact that they are addressed only as numbers rather than names.



DO THE OUTCASTS DESERVE TO DIE OUT?

- In the Victorian period a sound «yes» would have been justified as follows:
 1. Poors are sinners and useless
 2. According to «social darwinism» they are those who couldn't make it, hence, the weaker part of society which was likely to die out according to the laws of nature.



- All the players of the various Squid Games are losers.
- It's the Salesman's task to recruit contestants among those who have been forgotten and marginalized.
- Their uselessness and meaninglessness justifies their death, which is not seen as a crime by those who run the game.



DO THE RULES OF SOCIETY MAKE MAN EVIL?

- The oppressive Victorian morality was extremely suffocating and conforming to its rules was the only way possible.
- This required that whatever was believed inappropriate had to be done or enjoyed in secret.
- Otherwise one would have found himself out of society, marginalized.



- Seong Gi-Hun (player 456) wants to take part to the game again to end it.
- He is convinced that the cause of the «horror» he had witnessed before is the so called «society» that organizes the game.
- Hence, the unfair rules of society make man evil.
- He believes in the good nature of man.

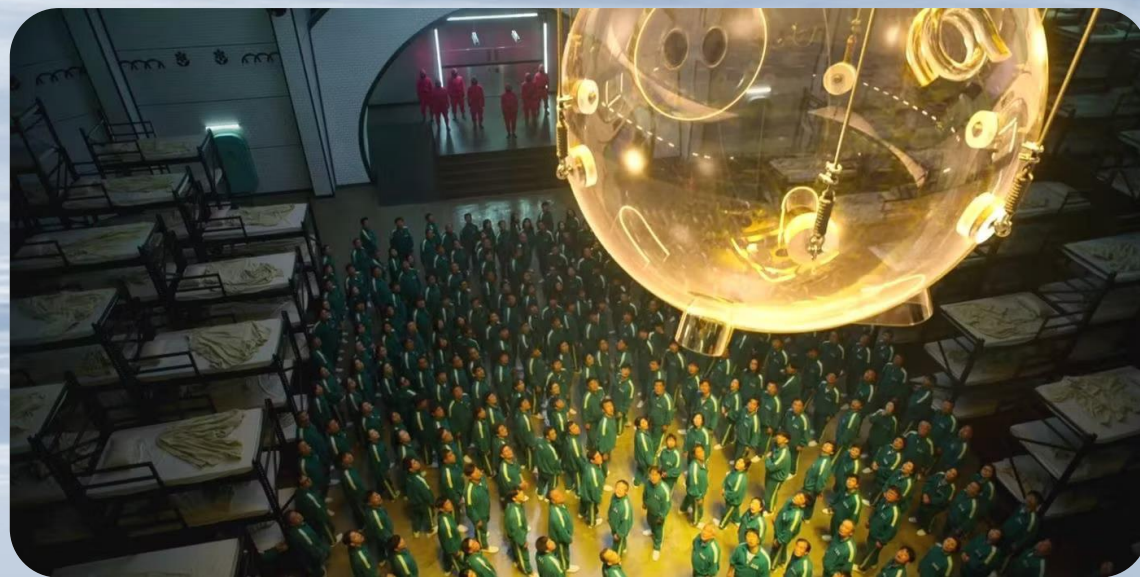


WHAT IF MAN WAS BORN EVIL?

- The rules of society seem to be meant to cover if not deny the existence of the dark/evil part of man.
- That part is made of primitive drives which are uncontrollable.
- Once primitive drives happen to break the mask of propriety, «horror», as Kurtz would say, shows its disruptive face.



- Frontman joins the game as player 001 in order to rig the game, but also to witness player 456 Seon Gi-Hun understand that it is not the «society» that makes men evil .
- Men are naturally evil.
- Seon Gi-Hun is shocked to see that his fellow players want to keep on playing after they have realized the «price» of being part of that game.
- The ecstasy of seeing the huge suspended piggy bank filling up with banknotes game after game dissolves any sense of fear or guilt.
- They act under the laws of greed and survival



ESCHER STAIRCASE

- The characters of the show move from one place to another through a colorful reproduction of Escher's endless staircase which represents a dystopic and hopeless future.
- Does that mean that the game will never stop?



