
BACKGROUND GUIDE

HAWKINS CRISIS COUNCIL
FREEZE DATE: 4TH JULY 1986, FRIDAY



SILVER OAKS MODEL UNITED NATIONS 2025

CHAIR

Aditi Gaidhane

VICE CHAIR

Maithreya Musunuri

RAPPORTEUR

Aakaanksha Mohapatra

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INTRODUCTION TO HCC

Dear Delegates,

Greetings!

This is the Executive Board of the Hawkins Crisis Council. My name is Aditi Gaidhane, and I have the privilege of serving as your Chair for HCC at SOMUN 2025. Accompanying me on the Executive Board are Maithreya Musunuri as the Vice Chair, and Aakaanksha Mohapatra as the Rapporteur. Congratulations on your selection, and on behalf of the entire Board, I extend a warm welcome to you.

The Hawkins Crisis Council is a fast-paced and dynamic forum where debate and diplomacy converge with crisis management. As delegates, you draft directives, respond to evolving updates, and steer the committee in directions limited only by your strategy and creativity.

As your Executive Board, we expect diplomacy, respect, and diligent preparation. We look forward to seeing delegates who engage with depth, think critically, and drive discussions forward in meaningful ways. This is your opportunity to test your adaptability and leadership in the face of constant change.

Throughout the conference, we are here to guide and support you. Remember, the HCC is not only about responding to crises but also about shaping them.

This Background Guide serves as your starting point for research and preparation. I encourage you to make the most of it and come ready to immerse yourself fully in the HCC experience.

I look forward to an action-packed and insightful SOMUN 2025 with you.

Best regards,

Aditi Gaidhane

Chair, Hawkins Crisis Council

SOMUN 2025

TIMELINE AND INCIDENTS

FREEZE DATE: 4TH JULY 1986, Friday

SEASON 1

1. In 1983, in Hawkins, Indiana, a boy named Will Byers disappears while riding his bike home after playing with his friends. Mike, Lucas, and Dustin go looking for him, but instead find a strange girl with a shaved head who has a tattoo reading 011. They call her Eleven. She is scared of adults and warns that “bad men” are after her. When she hears Will’s name, she reacts strongly, hinting that she knows where he is. She later explains that Will is trapped in a dark, parallel dimension called the Upside Down, where a terrifying monster hunts him.

2. Meanwhile, Nancy Wheeler attends a party at Steve Harrington’s house with her friend Barb. Will’s brother, Jonathan Byers, is in the woods with his camera and accidentally photographs Nancy and Barb. Later, while Barb sits alone by the pool nursing a small cut, the monster, attracted by her blood, takes her away. The next day, Nancy realizes that Barb is missing. When Jonathan develops his photographs, he notices a strange shadow near the pool, providing proof of something unnatural at work.

3. The police find a body in the quarry that looks like Will, but Joyce Byers refuses to believe he is dead after she communicates with him through flickering lights at home. Chief Jim Hopper investigates and discovers the body is fake. He begins digging into Hawkins Lab, finding a hidden portal to the Upside Down and realizing the lab is hiding dangerous secrets.

4. Nancy and Jonathan team up after she sees the evidence from his photos. Joyce and Hopper also work together and learn more about Eleven’s past and the lab’s experiments. Eleven and the boys escape from the lab agents and meet Hopper and Joyce and form one united group for the first time. They group build a sensory deprivation tank (“the bathtub”), allowing Eleven to locate Barb’s body and confirm that Will is still alive. Hopper and Joyce enter the Upside Down to rescue Will, while Eleven confronts the Demogorgon. She defeats the creature but seemingly disappears, and Dr. Owens also appears to have died. Will is saved, though the group remains shaken by Barb’s death. At the end, Will coughs up a slug-like creature, revealing that he is still affected by the Upside Down.

SEASON 2

5. In Pittsburgh, a girl named Kali uses her psychic powers to create illusions and trick the police during a robbery. Her tattoo reads 008, proving she is another subject like Eleven from Hawkins Lab.

6. Back in Hawkins, Will continues to experience terrifying visions of a shadowy figure. The boys befriend a new girl, Max Mayfield, who recently moved to Hawkins with her violent stepbrother, Billy Hargrove. Eleven, still alive, secretly lives with Hopper, who hides her from government agents. Hopper also investigates strange cases of rotting pumpkins around town, suspecting something unnatural.

7. Nancy feels guilty about Barb's death, while Dustin discovers a strange creature in his trash can, which he names D'Artagnan or Dart. He convinces the others it is harmless, but Will recognizes it as a creature from the Upside Down. Eleven rebels against Hopper's strict rules and searches for information about her mother, Terry Ives, who communicates with her in fragments about losing her daughter. Eleven later meets Kali, who teaches her to use her anger to strengthen her powers, but Eleven decides revenge is not her path and returns to Hawkins to help her friends.

8. Will's visions worsen as the Mind Flayer begins to possess him, and his drawings reveal tunnels spreading underground throughout Hawkins. Hopper investigates these tunnels but becomes trapped until Joyce and her boyfriend, Bob, rescue him. As Will's visions intensify, he falls partly under the control of the shadow monster. Growing increasingly worried, Joyce seeks help from Dr. Owens at Hawkins Lab. When the army burns sections of the tunnels, Will experiences intense pain, showing his deep connection to the Mind Flayer. His condition continues to deteriorate, and soon Hawkins Lab is overrun with demodogs. During the escape, Bob dies heroically, sacrificing himself to save the others.

9. Nancy and Jonathan team up with Murray Bauman, a conspiracy theorist, to expose the truth about Hawkins Lab. Meanwhile, Dustin discovers that Dart has grown larger and more dangerous, so he hides the creature in his basement. Realizing he cannot handle it alone, he turns to Steve for help—marking the beginning of their iconic duo. Soon, the boys discover that Dart has grown into a Demodog, a smaller version of the Demogorgon.

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10. To save Will, Joyce, Jonathan, and Nancy attempt to exorcise the Mind Flayer out of him with heat, while Steve, Dustin, Lucas, and Max distract Demodogs by setting tunnels on fire. Eleven returns just in time to close the gate to the Upside Down with Hopper's help, cutting off the connection between the Upside down and the real world. Afterward, Hopper legally adopts Eleven, giving her the name Jane Hopper. Everything seems to be normal but the victory is still incomplete.

SEASON 3

11. In June 1984, Soviet scientists attempt to open a gate to the Upside Down using a massive machine. The experiment fails, killing many workers, but their leaders give them a year to succeed.

12. By the summer of 1985, Hawkins has a new Starcourt Mall, which becomes the town's main attraction. Steve Harrington works at the Scoops Ahoy ice cream shop with his coworker Robin Buckley. Hopper becomes increasingly protective of Eleven's relationship with Mike and he turns to Joyce byers for parenting advice, which draws them closer. Dustin returns from "Camp Know Where" a summer camp, claiming he has a girlfriend named Suzie. To prove her existence, he sets up a giant radio tower called Cerebro. The group helps him set it up the hill. While they don't hear Suzie, Dustin accidentally picks up a Russian transmission that Robin later helps decode.

13. Nancy and Jonathan work at the Hawkins post as interns. They investigate a strange rat infestation, where rats explode into fleshy goo, forming a creature. Billy works as a lifeguard at the community pool. He plans to meet Karen Wheeler but crashes near the steel mill, where he is attacked and dragged inside by a supernatural presence. When he wakes up, he sees visions of himself multiplying. He is now fully possessed by the Mind Flayer. Meanwhile, Joyce notices her magnets losing power and investigates with Hopper, bringing them closer to the Russians' secret experiments.

14. Hopper succeeds in separating Mike and Eleven by creating a misunderstanding between them. For distraction, Eleven has a girls' day out with Max. At the end of the day, both of them plan to spy on others using Eleven's powers. They see Billy behaving strangely and another lifeguard asking for help. They then discover that Heather, the lifeguard, is missing. Upon

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investigating, they find that she too is possessed like Billy, and Heather's parents are attacked by the Mind Flayer.

15. Hopper and Joyce kidnap Dr. Alexei and take him to Murray to get answers about the Russian experiment. Alexei reveals that the Russians are building a machine to open the Gate. Meanwhile, Dustin, Steve, Robin, and Erica are trapped underground in the Russian base. At the same time, Eleven's group realizes that the townspeople are possessed by the Mind Flayer and are sacrificing themselves, melting into a fleshy mass to build the monster. Nancy and Jonathan are also attacked by the possessed townspeople

16. Robin and Steve are tortured by the Russians after being caught, but Dustin later escapes and rescues them with Erica's help. Meanwhile, Eleven uses her powers to locate Billy and enters his mind, where he reveals the Mind Flayer's plan and declares that its ultimate goal is to kill her.

17. The possessed townspeople merge into a massive creature forming the Mind Flayer, that attacks Eleven and now she is injured. All the kids escape and regroup at the Starcourt mall. However, the Mind Flayer tracks Eleven using her blood. Eleven discovers a piece of the Mind Flayer's flesh moving inside her leg.

18. The group splits into teams: Hopper, Joyce, and Murray infiltrate the Russian base, while the kids face the Mind Flayer at the mall. Eleven is injured and loses her powers, but Billy sacrifices himself to protect everyone from the Mind Flayer. Joyce destroys the Russian machine, closing the gate, but Hopper seemingly dies.

19. Months later, Byers with Eleven move away from Hawkins. However, the story doesn't end there. In Russia, soldiers feed a prisoner to a Demogorgon, but spare "the American" (hinting Hopper is alive).

SEASON 4

20. Joyce, Eleven, Will, and Jonathan now live in California. Back in Hawkins, Mike and Dustin join the Hellfire Club, run by Eddie Munson, while Lucas plays basketball. Cheerleader Chrissy Cunningham suffers horrifying visions and is later killed in Eddie's trailer by a mysterious supernatural force, her body levitates, bones break, and eyes are gouged out. The town blames Eddie, forcing him into hiding.

21. Max visits the same therapist as Chrissy, still struggling with grief over Billy's death. She soon realizes that she is experiencing the same disturbing visions as Chrissy and understands that Vecna is targeting her next. Max also discovers records of other teens, such as Fred (Nancy's co-worker), who died in the same horrific manner. Dustin, Max, and the others begin to suspect the involvement of the Upside Down. Fearing the worst, Max writes goodbye letters to her loved ones. While delivering the letters, she hears the sound of a grandfather clock. This meant Vecna is after her. Vecna attacks Max, but her friends manage to save her by blasting her favourite song, Kate Bush's Running Up That Hill, which opens a mental escape route and allows her to break free

22. Meanwhile, Joyce receives a mysterious package containing a Russian doll with a note hidden inside. She contacts Murray for help, and the note reveals that Hopper is alive but imprisoned in Russia. While Hopper struggles to escape, he is eventually recaptured.

23. Nancy and Robin investigate Chrissy's murder, interviewing classmates and uncovering rumours about a curse and learn about Victor Creel. Steve, Dustin, Lucas, and Max track down Victor Creel, who in the 1950s claimed his family was killed by a demon.

24. Eleven is taken to a secret facility in Nevada, by Dr. Owens, to restore her powers. Through the Nina Project, she relives her past and learns that Henry Creel, Victor's son was secretly the first test subject in Hawkins Lab: 001. He manipulated her and convinced her to remove a chip controlling his powers. Afterwards, "One" killed everyone in the lab. Eleven fought him and managed to banish him into the Upside Down. In that realm, he transformed into the terrifying monster Vecna.

25. Surprisingly, Dr. Brenner is revealed to be alive. He continues to push Eleven to train, while Owens argues that she is already ready. Brenner resists, determined to maintain control over her. Soon after, Colonel Sullivan attacks the facility, killing many staff members. Brenner attempts to escape with Eleven but is shot, and she ultimately escapes with Mike, Will, Jonathan, and Argyle.

26. In Russia, Hopper, Joyce, Murray, and Enzo (the guard) discover a prison filled with Demogorgons and fragments of the Mind Flayer, which they fight to destroy. Meanwhile, in Hawkins, the teens split into three groups: Nancy, Steve, and Robin prepare to fight Vecna; Lucas and Erica stay behind to protect Max; and Dustin and Eddie work to distract the Demobats. Their plan is to lure Vecna while the others attack his physical body in the Upside Down. Eleven realizes she cannot physically reach Hawkins in time, so she uses her powers to 'piggyback' into Max's mind from a sensory deprivation tank, intending to battle Vecna psychically.

27. In Hawkins, Max acts as bait, confronting Vecna in his nightmare realm. Eddie sacrifices himself heroically by playing his guitar to distract the Demobats. In the Upside Down, Steve, Nancy, and Robin attack Vecna's physical body with Molotov cocktails and a shotgun. When Vecna nearly kills Max, Eleven pushes her powers harder, weakening him. Vecna is set on fire and shot, but his body disappears, implying he has survived. Meanwhile, in Russia, Hopper and Joyce succeed in destroying the Demogorgons and the monster particles, further weakening Vecna.

28. Max dies briefly, but Eleven uses her powers to restart her heart. Max is left in a comatose state, blind, and with multiple broken bones. In the end, a massive gate tears through Hawkins, merging the real world with the Upside Down. Yet the story does not end there.

RULES OF PROCEDURE (ROP)

DIRECTIVE WRITING BASICS
(HAWKINS CRISIS COUNCIL EDITION)

What is a Directive?

A directive is like a battle plan written down to guide your team (whether it's the Hawkins kids, Hopper, or Eleven) on how to deal with a specific crisis in Hawkins. The plan should focus on protecting Hawkins from the Upside Down and advancing your squad's agenda (like finding Will, keeping Eleven safe, or stopping the Soviets).

The best directives are those that both advance your squad's long-term goals and deal with the immediate monster problem at the same time. But not every character or team will always be in the right place to do both.

Directives can be sent in by a single character (like Eleven on her own) or by a group (like Mike, Dustin, Lucas, and Max teaming up). When a group sends one together, it's called a joint directive.

Overt Directives:

All directives are by default overt – meaning everyone in Hawkins will know about them. For example, if Hopper calls the National Guard, or the kids openly arm themselves with slingshots, that's overt. Both the action and the outcome will be visible to the entire committee.

Covert Directives:

Sometimes you don't want people to know what you're up to that's where covert directives come in. Maybe you want to sneak into the Starcourt Mall's basement to check the Soviet lab or send Steve and Robin to spy without anyone knowing it's connected to your squad.

Only the results of covert directives will be shared not who did it or how it was done. But remember: if your action is obvious (like blowing up the gate), it can't stay covert, even if you label it that way.

Portfolio Requests:

This is when you ask your “side characters” or “resources” for extra info. Think of it like Nancy asking Jonathan to develop her film to check for evidence, or Dustin using Cerebro to contact Suzie. You’re asking your network for information you don’t currently have.

Press Releases:

These are public statements you want your group (or Hawkins leaders like the Mayor or Hopper) to announce. They can be solo or group-based.

For example:

- Hopper announcing “the mall fire” was just an accident.
- The kids spread a cover story to keep the truth of the Upside Down hidden.

Enclosed Epistle:

These are secret notes/messages you send to other characters outside your squad. They can include negotiations, warnings, threats, or requests.

For example:

- Eleven wrote to Joyce for help.
- The kids secretly messaging Murray about the Russians.
- Dustin sneaks a note to Suzie over the radio.

Personal pronouns:

The Executive Board of this committee does not attach particular importance to whether delegates employ personal pronouns when referring to themselves. As long as the language used remains diplomatic in tone and substance, such usage will be entirely acceptable.

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Modes And Formats:

Mode of directives:

Directives can be sent **ONLY** via:

Physical mode (i.e., a directive written in a paper with a pen or pencil and given to the EB physically)

Format of Directives:

Title: Operation/mission name (e.g., Operation Starcourt, Project Firestarter).

Type: Overt / Covert.

From: Character (e.g., “Delegate of Eleven”).

To: Which Hawkins authority/ally can execute the plan (e.g., Hopper, Joyce, Murray, Dr. Owens).

Primary Objective: The main goal (e.g., “Close the Gate,” “Capture a Demogorgon”).

Secondary Objective: Extra benefit (e.g., “Keep Eleven hidden from the government”).

Mission Brief: A short summary (3 - 4 lines).

Plan of Action: Step-by-step on how the team will carry it out (detailed).

Additional Info: Any side notes.

References: Optional clues/sources (e.g., Will’s drawings, Dustin’s compass, Russian transmissions).

Portfolio Request Format:

From: [Character]

To: [Ally]

[Question or query – e.g., “Murray, can you decode this Russian message?”]

Enclosed Epistle Format:

From: [Character]

To: [Other character/squad]

[Message – e.g., “Steve to Robin: Meet me at Scoops Ahoy after closing. Don’t tell Dustin.”]

Press Release/Statement Format:

From: [Character or Group]

[Public statement – e.g., “Hopper announces: Hawkins Lab incident contained, no threat to the town.”]

Tips for Directive Writing:

- Each directive should have one clear mission (*like “Close the Gate” or “Find Will”*).
- Secondary objectives are great, but they’re bonuses – not the main priority.
- Be detailed – but not overly specific. (*E.g.: If you’re ordering ice cream, say “strawberry sundae,” not “Steve must wear a Scoops Ahoy hat and pay in quarters.”*)
- For complex missions, break them into parts (e.g., Mission: Starcourt → one directive to infiltrate, another to disable power, another to escape).
- Always mark covert or overt clearly. If you forget, the DM assumes it’s overt.

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RULES OF PROCEDURE (ROP) CHEAT-SHEET

For those new to the Rules of Procedure (ROP), here's a quick guide to committee sessions.

Motions:

Setting the Agenda:

“Delegate of ____ would like to raise a motion to set the agenda as ____.”

Establishing a General Speakers List (GSL):

“Delegate of ____ would like to raise a motion to establish the General Speakers’ List with an individual speaker’s time of ____.”

Establishing a Special Speakers List (SSL):

“Delegate of ____ would like to raise a motion to establish the Special Speakers’ List with an individual speaker’s time of ____.”

Moderated Caucus:

“Delegate of ____ would like to raise a motion to suspend formal debate and move into a moderated caucus on the topic ____ for ____ minutes, with individual speaker’s time being ____.”

Unmoderated Caucus:

“Delegate of ____ would like to raise a motion to suspend formal debate and move into an unmoderated caucus for ____ minutes.”

Consultation:

“Delegate of ____ would like to raise a motion to move into a consultation for ____ minutes,”

Extension of Informal Debate:

“Delegate of ____ would like to raise a motion to extend the current moderated/unmoderated caucus by ____ minutes.”

Points:

Point of Personal Privilege:

Used for personal inconvenience. Can interrupt an active speaker.

Point of Parliamentary Inquiry:

Used to clarify doubts about ROP. Cannot interrupt a speaker.

Point of Information:

Used to ask questions about another delegate's speech. Cannot interrupt a speaker.

Point of Order:

Used to highlight inaccuracies in procedure or facts. Cannot interrupt a speaker.

Right of Reply:

Used when a delegate feels they have been personally insulted by another delegate's speech. Granted at the discretion of the Executive Board. Cannot be used for general policy disagreements.

Yields:

Yield to Points of Information:

The remaining time is used for questions and answers.

Yield to Another Delegate:

Remaining time is given to another delegate.

Yield to the Executive Board:

Remaining time is given back to the Executive Board.