



STUDY GUIDE FOR CRISIS COMMITTEE

A central graphic element is a golden phoenix rising from a circular base of fire. The phoenix is depicted with its wings spread, and three arrows are shown striking its body. The base is surrounded by a ring of fire, with larger flames extending upwards and outwards.

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CRISIS

INTRODUCTION:

A crisis committee at an MUN Conference is marked by its dynamic and fast-paced nature, making it distinct from the rest of the operating bodies of the UN. This is particularly important in terms of the extent of power delegated to the individual delegates, in influencing the committee decisions, as well as the sense of urgency that arises from the constant updates, i.e, crisis breaks that often cause drastic shifts in the storyline. Thus, as opposed to the more structured methods of arriving at solutions, a crisis simulation offers a more critical and compelling environment to debate issues in a variety of unconventional settings, leading to quick and decisive action

Types of Crisis Committees:

Crisis Committees are distinct on the basis of several parameters. These include the nature of the crisis itself, as well as the type of Cabinet deployed.



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Cabinet:

An MUN crisis cabinet may take place in two formats:

- A **Single Cabinet Crisis** involves a standalone committee with the delegates representing the interests of a singular country, political group or entity. For example, the United Kingdom's War Cabinet for WWII, which may include roles like Winston Churchill as the Prime Minister, or Lord Moyne as the Minister Resident for the Middle East etc.
- A **Joint Cabinet Crisis** involves a more interconnected and complicated approach, with delegates representing different opinions and perspectives on a given issue, often requiring faster and frequent communication.
- For example, delegates may be allocated to cabinets like the European Union, the Irish government's faction, the representatives of Scotland etc., in order to find an alternative resolution to the Brexit issue.

Rules of Procedure:

The expeditious format of an MUN Crisis allows for a degree of relaxation in the standardized rules of conventional committees; however, the uniqueness of the simulation dictates that there are certain features that can only be found in crisis committees.

Structure of Committee:

The committee is divided into the Front room and the Backroom.

- The Front room consists of the proceedings of the committee itself. It is regulated by the Chair as well as the Assistant Chairs who plan and organize the moderated and unmoderated caucuses, guide the delegates in writing and merging directives, and carry out the voting procedures etc.
- The Backroom comprises the Crisis Director, who is responsible for engineering the committee towards the climax, whilst simultaneously influencing the individual characters of a simulation via crisis updates. The Crisis Director is also facilitated by the Assistant Chairs, who relay information from the Front room to the Backroom, in the form of crisis notes.

Crisis Documents:

Following are the three types of documents specific to a crisis committee:

(1) Directives

Directives are less extensive versions of traditional resolutions that do not require any perambulatory clauses. Thus, they are much more concise and are not subject to a Question-and-Answer session after they have been introduced. Instead, when motioned, the Chair selects two delegates to speak in favor of the directive, and two to speak against it. Additionally, there are two types of directives used in a crisis committee.

Public Directives:

As mentioned above, committee directives are a reflection of the current policy of a given committee, and are officially introduced, so that they may be debated upon. For example: Reinforcement of Peacekeeper Garrisons in District 8.



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Example:

Public Directive: Reinforcement of Peacekeeper Garrisons in District 8

Committee: Capitol High Council

Delegate: [Your Character Name]

Preamble:

With the recent uprisings in District 8 following the Quarter Quell, and the growing unrest fueled by rebel propaganda, it is imperative to reassess the Capitol's policy regarding security enforcement. The previous strategies aimed at curbing rebellion have proven insufficient, leading to both the destruction of essential infrastructure and the spread of insurgent sentiment. To restore order and demonstrate the Capitol's authority, the following measures are proposed:

- **Public Disorder:** District 8 has suffered repeated riots and large-scale protests. These activities pose a direct threat to Capitol operations and require firm intervention.
- **Rebel Propaganda:** Illegal transmissions, likely originating from District 13, have emboldened civilians to defy the Capitol's authority, undermining the Peacekeepers' presence.
- **Strategic Significance:** District 8 is a hub of textiles, including the production of Peacekeeper uniforms. Maintaining control is critical to sustaining Capitol forces across Panem.

Operative Clauses:

- **Increased Peacekeeper Presence:** Deploy an additional 300 Peacekeepers to District 8 to establish checkpoints and enforce order.
- **Surveillance Operations:** Install communication monitoring systems in factories and households to identify rebel sympathizers.
- **Restoration of Production:** Mandate extended working shifts in textile factories to compensate for recent delays in uniform production.
- **Capitol Messaging:** Launch a Capitol-wide broadcast framing these measures as necessary steps toward restoring peace and prosperity.

Conclusion:

This directive seeks to safeguard the Capitol's long-term stability by ensuring control over a vital District and eliminating the root causes of rebellion. All measures will be enacted with immediate effect to ensure no further escalation.

Signature

Committee: Capitol High Council

Delegate: [Your Character Name]

Private Directives:

Personal directives are primarily covert actions addressed to the Crisis staff i.e. the Backroom, which are proposed by the delegates to further their own interests or character arcs. This, of course, means that they are also subject to the decision of the Backroom, as the staff may either approve or reject a directive.

For example, a diplomat might want to implant a spy in the opposing faction, and send a personal directive with the name of a potential character to the Backroom. If the staff agrees, the offer is relayed through a note by an AC to the concerned delegate.



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Similarly, if an action is overt, the Chair will announce a crisis update in the Front room e.g. a delegate orchestrates a sabotage of Capitol supply convoys which may result in a crisis break, with the Chair announcing that the Capitol's supply lines have been intercepted and critical resources diverted, without revealing the orchestrator of the attack.

Example:

Private Directive: Covert Sabotage of Capitol Supply Lines

To: Crisis Backroom

From: [Your Character Name]

Date: [Insert Date]

Objectives:

- Resource Diversion: Redirect Capitol supply convoys carrying weapons and medicine toward rebel-controlled Districts.
- Undermining Authority: Create shortages within the Capitol to weaken its capacity for sustained military campaigns.
- Strengthening Resistance: Provide District 13 with sufficient resources to launch more coordinated strikes.

Operations:

- Infiltration Candidate: Utilize former Capitol technician Cressida's contacts to infiltrate convoy schedules.
- Sabotage Methods: Rebels disguised as Peacekeepers will intercept shipments, replacing Capitol markings with District 13 insignia.
- Escape Route: Saboteurs will retreat through the underground sewer system used during the Capitol infiltration.
- Means of Communication: All progress updates will be relayed via Beetee's encrypted frequency system.

Resources Needed:

- Two trucks disguised with Capitol markings.
- Rebel operatives trained in urban infiltration.
- Access to Capitol shipment records.

Conclusion:

If successful, this operation will cripple Capitol logistics, turning its own supplies against it. I request immediate approval from the Backroom to execute the mission.

Signed,

[Your Character Name]

(2) Press Releases:

While their usage is similar to press releases that take place in the real world i.e. to inform the general public about the latest developments regarding a given matter of urgency, to appeal to the public sentiment, or to establish a strong stance of condemnation or frustration and the like; it may be noted that they are less frequent as they do not produce any substantial action. However, if used efficiently, they can allow individual delegates to stand out in the committee and serve as a means to develop their crisis arcs, especially if a crisis revolves around democratic countries, making public opinion a crucial element in the decision-making process.

Example:

Press Release: District 13 Condemns Capitol Strikes on Civilian Hospitals

Date: [Insert Date]

For Immediate Release



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Amidst the Capitol's ongoing campaign of fear, District 13 has learned of repeated airstrikes carried out against medical facilities in District 8. These attacks, which resulted in the destruction of hospitals and the deaths of unarmed civilians, highlight the Capitol's disregard for human life.

While the Capitol frames these bombings as acts of "necessary enforcement," the truth is clear: these measures are designed to punish the Districts for seeking freedom. The rebellion calls on all citizens of Panem to recognize the Capitol's actions as unjust and inhumane.

President Coin of District 13 has reaffirmed the rebellion's commitment to defending the oppressed citizens of Panem and providing humanitarian assistance wherever possible. The people of the Districts are not alone — together, they stand stronger than the Capitol's tyranny.

For further information, contact:

Office of Public Communications, District 13

(3) Communiqués:

Communiqués are official messages, issued either collectively or by individual delegates, and are directed towards specific groups or entities for various purposes such as declaring war, threatening a District, or requesting terms for peace. For example, in a crisis simulation set in the Hunger Games universe, delegates representing District 13 may send out a communiqué warning the Capitol that unless it ceases bombing civilian hospitals in District 8, the rebellion will retaliate with targeted strikes against Capitol infrastructure. Although much rarer than the preceding documents, communiqués remain important in diplomatically steering one's way through a crisis situation, as they can alter negotiations and shape alliances across Panem.

THEME: HUNGER GAMES – RESURRECTION

Background of Panem:

The world of The Hunger Games is set in a dystopian, fictional society that emerged after the collapse of modern civilization in North America. Out of this collapse rose Panem, a nation divided into the Capitol and a number of Districts under its rule.

The Capitol serves as the political and cultural hub of Panem. It is characterized by wealth, advanced technology, and a focus on luxury and entertainment. Citizens of the Capitol live lives of comfort, surrounded by resources and protected from hardship. In contrast, the Districts provide the labor and materials necessary to sustain the Capitol's lifestyle, often under difficult and resource-scarce conditions.

This division creates a system of imbalance and dependency, where the prosperity of the Capitol relies directly on the productivity of the Districts. Each District specializes in a particular industry, such as agriculture, mining, or manufacturing, making them essential to Panem's overall survival yet politically and socially subordinate to the Capitol.

Governance in Panem is rooted in authority and enforcement. The Capitol maintains control through several key mechanisms:

- Peacekeepers, who serve as the armed enforcers of Capitol law within the Districts.
- Propaganda and media, used to influence public opinion and reinforce loyalty.
- The Hunger Games, an annual event designed both as punishment for past rebellion and as a reminder of the Capitol's power.

Culturally, there is a stark contrast between the Capitol and the Districts. The Capitol is associated with extravagance, flamboyant fashion, and indulgence in spectacle, while the Districts reflect modest, labor-driven lifestyles focused on survival. Despite these differences, Panem operates as a single political entity, its stability shaped by the Capitol's dominance and the Districts' compliance. In this way, Panem illustrates a fictional model of society built on inequality, control, and survival, setting the stage for the political and social conflicts explored throughout the Hunger Games films.

Origins of the Hunger Games:

The Hunger Games were created in the aftermath of a civil war known as the Dark Days. During this period, the Districts of Panem rose in rebellion against the authority of the Capitol. While the Capitol ultimately regained control, the conflict left lasting divisions across the nation.

To reestablish order and discourage future uprisings, the Capitol imposed the Hunger Games as an annual event. The Games required each District to send tributes—one male and one female youth—who would fight to the death in a controlled arena. This spectacle served both as punishment for past defiance and as a reminder of the Capitol's dominance.

The Hunger Games became a tradition embedded into Panem's political and cultural life, blending enforcement with entertainment. To the Capitol, the Games symbolized security and stability, while for the Districts they represented oppression and loss.



The Treaty of Treason

Following the Dark Days, the Treaty of Treason was enacted as a formal agreement to end hostilities. The treaty's central elements included:

- The abolition of District autonomy in favor of full Capitol authority.
- The establishment of the Hunger Games, mandating annual tribute selection from each District.
- The prohibition of rebellion, with severe punishments for acts of defiance.

The Treaty was presented by the Capitol as a means of guaranteeing lasting peace. In practice, however, it institutionalized the Hunger Games as a recurring reminder of the Capitol's power.

Purpose of the Games

The Hunger Games served multiple functions within Panem's political system:

- Control through fear: Ensuring the Districts remembered the cost of rebellion.
- Spectacle for the Capitol: Transforming punishment into entertainment for its citizens.
- Division among Districts: Preventing unity by forcing them to compete against one another.

Through these mechanisms, the Games became both a practical and symbolic tool of governance, reinforcing the Capitol's dominance while shaping the cultural identity of Panem.

Timeline of Events

The history of Panem, as presented in the films, unfolds across several decades. To maintain clarity for delegates, the timeline begins with the prequel events and continues through the four main films in sequence. While the films do not specify exact years, the order of events provides a consistent framework for understanding the progression of Panem's story.

The Ballad of Songbirds & Snakes (Prequel)

- Setting: Approximately six decades before the 74th Hunger Games.
- Context: Panem is still recovering from the Dark Days, the rebellion in which the Districts rose against the Capitol and were defeated.
- Significance: The Hunger Games are in their early stages, presented as a crude punishment rather than the large-scale spectacle they later become.
- Key Development: Coriolanus Snow, a Capitol student, becomes involved in shaping the Games. His experiences during this period influence his later rule as President of Panem.

The Hunger Games (Film 1)

- Setting: The year of the 74th Hunger Games.
- Context: The Capitol continues its annual tradition of forcing tributes from the Districts to fight in the arena.
- Key Event: Katniss Everdeen of District 12 volunteers to take the place of her younger sister, Primrose, during the Reaping.
- Outcome: Katniss and Peeta Mellark emerge as joint victors, the first time in Games history that two tributes are declared winners. This act challenges the Capitol's authority and sparks unrest across Panem.

Catching Fire (Film 2)

- Setting: The year of the 75th Hunger Games, also known as the Third Quarter Quell.
- Context: Unrest grows in the Districts, with Katniss's defiance seen as a symbol of hope.
- Quarter Quell Twist: Tributes are reaped from among existing victors, forcing Katniss and Peeta to return to the arena.
- Outcome: The Games are disrupted by a covert plan involving rebel forces. Katniss is extracted by the rebels, while Peeta and others are taken captive by the Capitol. This marks the beginning of open rebellion.

Mockingjay – Part 1 (Film 3)

- Setting: Immediately following the 75th Games.
- Context: The rebellion escalates, with District 13 revealed to have survived underground despite its supposed destruction.
- Key Development: Katniss becomes the face of the rebellion, symbolized as the "Mockingjay."
- Conflict: The war intensifies both militarily and through propaganda, with the Capitol and rebels competing for influence over Panem's population.

Mockingjay – Part 2 (Film 4)

- Setting: The final phase of the rebellion.
- Context: The rebels, led by District 13, advance toward the Capitol in a decisive campaign.
- Key Development: The conflict culminates in the overthrow of President Snow, but also raises questions about leadership as President Coin asserts her own authority.
- Outcome: The Capitol is defeated, Snow is executed, and the Hunger Games are ultimately brought to an end, marking a turning point in Panem's history.

This timeline provides a structured overview of the events across the films, allowing delegates to understand how Panem evolves from the early days of the Games to the conclusion of the rebellion.



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Rules and Laws of Panem

The governance of Panem is rooted in strict central authority, with the Capitol exercising control over all Districts. Laws and rules function both as a means of maintaining order and as instruments of political dominance. While the Capitol presents these measures as essential for stability, they are widely perceived in the Districts as restrictive and oppressive.

General Laws of Panem

- **Central Authority:** All legislative and executive powers rest with the Capitol and its leadership.
- **Peacekeepers:** Military enforcers deployed across the Districts to uphold Capitol law and suppress dissent.
- **Movement Restrictions:** District citizens cannot freely travel beyond their boundaries without permission.
- **Supply Control:** Essential resources, such as food and medicine, are regulated and distributed under Capitol supervision.
- **Punishments:** Acts of defiance, including protest or rebellion, are met with severe consequences ranging from imprisonment to execution.

Rules of the Hunger Games

The Games are presented as an annual tradition under the Treaty of Treason. They function as both entertainment for the Capitol and as punishment for the Districts.

1. Reaping

- Each District must provide two tributes, one male and one female, between the ages of 12 and 18.
- Selection is random, though individuals may enter additional times in exchange for food or supplies (a system known as “tesserae”).

2. Preparation

- Tributes are transported to the Capitol, trained briefly in survival and combat, and presented in ceremonies that promote them as public figures.
- Each tribute is assigned a stylist and mentor, usually a past victor from their District.

3. The Arena

- Tributes are placed in a controlled environment designed by the Gamemakers.
- Natural hazards, engineered threats, and environmental manipulation are used to challenge the tributes.
- Weapons and supplies are strategically distributed to influence competition.

4. Rules of Survival

- Tributes must fight until only one remains alive.
- Rule changes may be introduced at the discretion of the Gamemakers, often to manipulate outcomes or increase public interest.

5. Victory and Reward

- The last surviving tribute is declared the victor.
- Victors are rewarded with improved living conditions and status for themselves and their families.
- Their role extends beyond survival, as they are expected to participate in Capitol ceremonies and mentor future tributes.



Quarter Quells

Every 25 years, a special edition of the Games is held, known as the Quarter Quell. These events introduce new rules or conditions intended to reinforce the Capitol's authority. The most notable example is the 75th Hunger Games, where tributes were chosen from existing victors.

Through these systems, the Capitol combines governance, punishment, and spectacle into a single structure of control. While supporters of the Capitol view these rules as safeguards for peace, the Districts often experience them as ongoing reminders of subjugation.

Roles of the Capitol and Districts

The structure of Panem is defined by the Capitol and the Districts, each of which plays a distinct role in sustaining the nation. While the industries of the Districts remain largely the same, their positions in Panem's history evolve across the course of the films. The following overview presents the Capitol and the Districts as they are portrayed in each movie.

The Ballad of Songbirds & Snakes (Prequel)

- **Capitol:** Recovering from the Dark Days, the Capitol is reasserting its dominance. The Hunger Games are still in their early form—less of a spectacle, more of a punishment. The Capitol seeks ways to make the Games more influential.
- **Districts:** Shown as weakened and subdued after the failed rebellion. Their industries are established but not yet presented in detail. Their position is one of survival under new restrictions.
- **District 13:** Still standing at this stage, but its eventual confrontation with the Capitol leads to its destruction and forced existence underground.

The Hunger Games (Film 1)

- **Capitol:** Presented as wealthy, technologically advanced, and culturally extravagant. It celebrates the Games as entertainment.
- **District 1 (Luxury Goods):** Seen providing strong Career Tributes, such as Glimmer and Marvel.
- **District 2 (Masonry, Weapons, Peacekeepers):** Produces Careers, showing its loyalty to the Capitol.
- **District 3 (Technology):** Less prominent, though tributes demonstrate technical skills.
- **District 4 (Fishing):** Another Career district, producing skilled tributes.
- **Districts 5–10:** Background presence, fulfilling their industrial roles but less highlighted.
- **District 11 (Agriculture):** Introduced through Rue, whose alliance with Katniss sparks sympathy. Unrest begins after Rue's death.
- **District 12 (Coal Mining):** Central focus as the home of Katniss and Peeta, marked by poverty and hardship.
- **District 13:** Officially presented as destroyed, no longer part of Panem's system.

Catching Fire (Film 2)

- **Capitol:** Reacts to growing unrest by tightening control. The Quarter Quell demonstrates the Capitol's determination to reassert power.
- **District 1:** Victors Cashmere and Gloss participate in the Quarter Quell, continuing the tradition of strong tributes.
- **District 2:** Still strongly aligned with the Capitol, supplying Careers and Peacekeepers.
- **District 3:** Becomes more visible, as tributes Wiress and Beetee display advanced technical knowledge. Beetee's role becomes vital to the rebellion.
- **District 4:** Represented by Finnick Odair, a popular victor who later joins the rebellion.



- District 11: Honored by Katniss and Peeta during the Victory Tour. Public dissent emerges, leading to open defiance.
- District 12: Remains symbolic due to Katniss's growing influence.
- District 13: Still hidden, but its survival is hinted at.

Mockingjay – Part 1 (Film 3)

- Capitol: Uses propaganda to maintain control as rebellion spreads. Bombings and destruction of Districts highlight its efforts to retain power.
- District 2: Continues to serve as a stronghold for the Capitol, producing Peacekeepers and weapons.
- District 3: Becomes essential to the rebellion, with Beetee coordinating technological efforts from District 13.
- District 4: Contributes forces and support to the rebellion.
- District 8: Shown as an early hub of resistance, despite heavy Capitol retaliation.
- District 12: Destroyed by the Capitol, its surviving population relocated to District 13.
- District 13: Emerges as the rebellion's base, organized militarily and politically under President Coin.

Mockingjay – Part 2 (Film 4)

- Capitol: The final battleground of the rebellion, defended fiercely but ultimately overthrown.
- District 2: Targeted by rebels due to its role as the Capitol's military center. Its defection marks a turning point in the war.
- District 5 (Power/Energy): Plays a role in the rebels' strategy to cut off the Capitol's electricity.
- District 8: Continues to resist, enduring attacks but remaining loyal to the rebellion.
- District 12: Katniss's home becomes a symbol of survival and the cost of war.
- District 13: Leads the final campaign against the Capitol, coordinating military operations and propaganda.

Through these shifts, the films illustrate how the Districts evolve from passive providers of resources into active participants in Panem's history, culminating in their collective role in the rebellion.

Tributes & Characters

- The Ballad of Songbirds & Snakes (Prequel)

Tributes

- Lucy Gray Baird (District 12)

A tribute in the 10th Hunger Games, known for her musical talent and resourcefulness. Her presence brings a new element of performance to the Games, influencing how they are perceived by the public.

- Other Tributes

The film portrays tributes from multiple districts, but most are unnamed or receive limited focus. Their treatment emphasizes the early Games' brutality and lack of spectacle compared to later years.

Mentors and Capitol Figures

- Coriolanus Snow

A Capitol student assigned as Lucy Gray's mentor. His actions and strategies help shape the development of the Hunger Games into a more elaborate event. His experiences lay the groundwork for his future role as President of Panem.

- Dr. Volumnia Gaul

The Head Gamemaker during the 10th Hunger Games. She plays a key role in shaping the direction of the Games and encourages innovation in their design.



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- **Dean Casca Highbottom**

The Academy's dean, connected to the origins of the Games. His complex relationship with Snow influences the Capitol's political environment.

Supporting Figures

- **Sejanus Plinth**

A Capitol student of District origin, serving as another mentor. He sympathizes with the tributes and highlights tensions between Capitol privilege and District suffering.

- **Tigris Snow**

Cousin of Coriolanus Snow. Provides emotional support and insight into the Capitol's struggles during this early period.

This film illustrates the *early, unrefined stage of the Hunger Games*, where survival was emphasized more than spectacle. The characters introduced here help explain how the Games evolved into the larger political tool seen in later films.

The Hunger Games (Film 1)

Tributes

- **Katniss Everdeen (District 12)**

Volunteers to take her younger sister Prim's place during the Reaping. Becomes a central figure in the 74th Hunger Games due to her survival skills, archery, and independent spirit.

- **Peeta Mellark (District 12)**

Male tribute from District 12. Known for his charisma and ability to connect with audiences, which proves valuable in gaining support during the Games.

- **Rue (District 11)**

Forms an alliance with Katniss. Her death becomes a symbolic moment, sparking sympathy in the Districts.

- **Thresh (District 11)**

Known for his strength. His decision to spare Katniss during the Games demonstrates an alternative perspective on morality within the arena.

- **Clove (District 2)**

A Career Tribute skilled with knives, representing District 2's tradition of combat training.

- **Cato (District 2)**

Another Career Tribute, aggressive and confident, considered a strong contender until the end of the Games.

- **Marvel (District 1)**

Career Tribute who participates actively in combat.

- **Glimmer (District 1)**

Career Tribute, remembered for her overconfidence and alliance with Cato.

- **Foxface (District 5)**

A tribute recognized for her intelligence and stealth.

(Other tributes are present but receive limited focus in the film.)

Mentors and Key Figures

- **Haymitch Abernathy (District 12)**

Former victor and mentor to Katniss and Peeta. His guidance, though unconventional, helps them navigate the Games.

- **Effie Trinket (Capitol)**

Escort for District 12 tributes. Represents the Capitol's perspective on formality and ceremony.

- **Cinna (Capitol)**

Katniss's stylist. Plays an important role in shaping her public image and helping her stand out in the Games.

- **Seneca Crane (Capitol)**

Head Gamemaker of the 74th Hunger Games. Responsible for manipulating the arena and enforcing Capitol authority during the Games.

- **Caesar Flickerman (Capitol)**

Host of the Games, central to the media presentation and public spectacle.

Supporting Figures

- **Primrose Everdeen (District 12)**

Katniss's younger sister, whose selection at the Reaping leads Katniss to volunteer in her place.

- **Mrs. Everdeen (District 12)**

Katniss's mother, providing emotional context for Katniss's decision-making.

- **Gale Hawthorne (District 12)**

Katniss's close friend, introduced as a hunting partner and supporter of her family.

This film introduces the central characters of the series and highlights the Games as both a survival contest and a tool of Capitol control. The relationships between tributes, mentors, and families illustrate the personal stakes within the broader political system.

Catching Fire (Film 2)

Tributes

- **Katniss Everdeen (District 12)**

Returns as a victor, now a public figure. Her survival in the previous Games makes her a symbol of hope, though the Capitol attempts to control her image.

- **Peeta Mellark (District 12)**

Also returns as a victor. His ability to connect with audiences continues to be a major strength, especially during interviews and propaganda moments.

- **Finnick Odair (District 4)**

Charismatic and skilled with a trident, Finnick is an experienced victor who later becomes central to the rebellion.

- **Mags (District 4)**

Elderly tribute who volunteers in place of another. Known for her sacrifice and resilience.

- **Johanna Mason (District 7)**

Outspoken and fierce, she openly challenges Capitol expectations, reflecting growing discontent among victors.



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- **Wiress (District 3)**

A highly intelligent but fragile tribute, whose insights into the arena's mechanics prove crucial.

- **Beetee (District 3)**

Skilled in technology, Beetee's abilities become central to the rebellion's strategy.

- **Enobaria (District 2)**

Known for her aggressive style and sharpened teeth, representing District 2's Career tradition.

- **Cashmere & Gloss (District 1)**

Sibling victors, presented as confident and loyal to the Capitol's style of tribute presentation.

(Other tributes appear briefly, but their roles are limited in the film.)

Mentors and Key Figures

- **Haymitch Abernathy (District 12)**

Continues as mentor for Katniss and Peeta, navigating the Quarter Quell's complexities.

- **Effie Trinket (Capitol)**

Escort for District 12, showing visible conflict between her Capitol loyalty and sympathy for her tributes.

- **Cinna (Capitol)**

Katniss's stylist. Designs the iconic Mockingjay dress, reinforcing her symbolic role. His arrest during the Quarter Quell preparation underscores the Capitol's control.

- **Plutarch Heavensbee (Capitol)**

The new Head Gamemaker. Plays a double role, outwardly loyal to the Capitol while secretly working with the rebellion.

- **Caesar Flickerman (Capitol)**

Continues as host, shaping public perception through interviews.

Supporting Figures

- **Gale Hawthorne (District 12)**

Katniss's close friend. His injuries during a Capitol raid demonstrate the consequences of defiance.

- **Primrose Everdeen & Mrs. Everdeen (District 12)**

Continue to influence Katniss's choices, representing the personal stakes of her actions.

- **President Snow (Capitol)**

Expands as a central figure, seeking to maintain control through intimidation and manipulation. His direct focus on Katniss signals her growing importance in Panem's political conflict.

This film broadens the cast by reintroducing past victors, many of whom become important allies or symbols in the rebellion. The Quarter Quell highlights the Capitol's attempts to suppress dissent, but also reveals growing cracks in its authority.

• Mockingjay – Part 1 (Film 3)

Key Characters

- **Katniss Everdeen (District 12)**

Becomes the symbolic figurehead of the rebellion, the "Mockingjay." Balances her role as a symbol with her personal concern for Peeta and her family.

- **Peeta Mellark (District 12)**

Captured by the Capitol after the Quarter Quell. Used in propaganda broadcasts, where his health and statements show the Capitol's psychological influence.



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- **Gale Hawthorne (District 12)**

Takes on a more active role in the rebellion, participating in missions and supporting Katniss while also showing strategic ruthlessness.

- **President Alma Coin (District 13)**

Leader of District 13. Presents herself as committed to defeating the Capitol, but her leadership style raises questions about power and control.

- **President Coriolanus Snow (Capitol)**

Maintains his grip on the Capitol, using propaganda and Peeta as tools against the rebellion. His influence remains a central obstacle.

Rebel Figures

- **Haymitch Abernathy (District 12)**

Continues to advise Katniss, though he is sidelined at times due to the rebellion's leadership in District 13.

- **Effie Trinket (Capitol)**

Stripped of her Capitol luxuries, she becomes part of the rebellion's support system, adapting to her new role.

- **Plutarch Heavensbee (Capitol/13)**

As Head Gamemaker turned rebel, he plays a major role in coordinating propaganda efforts against the Capitol.

- **Beetee (District 3)**

Works from District 13 to support the rebellion technologically, including developing communications and weapons strategies.

• Supporting Figures

- **Primrose Everdeen (District 12)**

Grows into a more mature role, supporting Katniss emotionally and working in medical care for the rebellion.

- **Mrs. Everdeen (District 12)**

Serves in District 13's medical team, continuing her role as a healer.

- **Boggs (District 13)**

A military leader loyal to President Coin, often assigned to protect Katniss.

- **Cressida (Capitol/13)**

A former Capitol filmmaker who joins the rebellion to produce propaganda films featuring Katniss.

This film shifts the narrative from the Games to the broader rebellion. Characters are defined less by survival in the arena and more by their roles in propaganda, leadership, and military efforts.

Mockingjay – Part 2 (Film 4)

Key Characters

- **Katniss Everdeen (District 12)**

Continues as the Mockingjay, but shifts from symbolic figure to active soldier in missions against the Capitol. Faces personal and moral dilemmas regarding leadership, trust, and the use of power.

- **Peeta Mellark (District 12)**

Struggles with recovery after Capitol conditioning. His gradual reintegration into the rebellion highlights the psychological costs of the war.



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- **Gale Hawthorne (District 12)**

Remains a committed fighter, but his support for aggressive tactics creates distance between him and Katniss.

- **President Alma Coin (District 13)**

Leads the rebellion to victory but reveals an authoritarian approach, culminating in her proposal to hold a symbolic Hunger Games using Capitol children. Her leadership becomes a decisive issue at the end of the war.

- **President Coriolanus Snow (Capitol)**

Captured during the Capitol's fall. His downfall represents the collapse of the old order, though he remains a persuasive figure until his death.

Rebel Figures

- **Haymitch Abernathy (District 12)**

Advises Katniss and plays a quieter but consistent role in supporting her decisions.

- **Effie Trinket (Capitol)**

Resumes her role as stylist/escort during the post-war transition, bridging the Capitol and rebel perspectives.

- **Boggs (District 13)**

Serves as Katniss's protector during the Capitol mission. His loyalty and leadership end tragically in the field.

- **Finnick Odair (District 4)**

Joins the Capitol infiltration mission. His bravery and sacrifice during the assault on the underground tunnels become defining moments of the rebellion.

- **Johanna Mason (District 7)**

Trains with Katniss for missions but does not join the final Capitol advance. Her role reflects the toll of repeated Games and war.

- **Cressida (Capitol/13)**

Continues to direct propaganda footage, shaping the rebellion's narrative until the Capitol falls.

Supporting Figures

- **Primrose Everdeen (District 12)**

Serves as a medic during the final stages of the war. Her death in the Capitol bombing deeply impacts Katniss and influences her ultimate choices.

- **Mrs. Everdeen (District 12)**

Remains in a supporting role, representing the personal cost of loss after Prim's death.

- **Pollux (Capitol/13)**

A mute cameraman accompanying Katniss's squad. His presence highlights the Capitol citizens who turned against Snow's regime.

- **Snow's Granddaughter (Capitol)**

A minor figure whose interactions with Katniss symbolically connect the Capitol's future generation with Panem's potential for change.

This final film concludes the character arcs by emphasizing the cost of war, the complexity of leadership, and the blurred lines between rebellion and control. The fates of the central figures demonstrate that while the Capitol falls, questions of power and justice remain.

References & Bibliography

This guide draws primarily from the Hunger Games films and official promotional material, supplemented by neutral secondary resources that summarize and analyze the events, characters, and settings presented on screen. The bibliography is structured to highlight the primary sources (the films themselves), secondary sources (factual databases and wikis), and contextual references (critical overviews and promotional notes).

Primary Sources (Films)

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Additional References

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Note on Sources:

This bibliography avoids book-exclusive details from Suzanne Collins' novels to remain consistent with the films. Delegates are encouraged to focus on the cinematic adaptations, as they represent the shared narrative basis for the committee.



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QARMA

The following questions are designed to guide delegates in preparing for the committee. They address political, social, and ethical dimensions of Panem as presented in the films, encouraging critical thinking rather than directing delegates to a single conclusion.

- 1. In what ways do the Hunger Games function as both entertainment for the Capitol and a mechanism of control over the Districts?**
- 2. To what extent can propaganda be considered as decisive as military action in shaping public opinion and determining the outcome of the conflict between the Capitol and the rebellion?**
- 3. Since the Capitol relies on resources from the Districts, do these economic contributions provide leverage to the Districts, or does military dominance outweigh this dependency?**
- 4. What qualities distinguish legitimate leadership from authoritarian control when comparing figures like President Snow and President Coin?**
- 5. During the Games, tributes often face life-or-death decisions. To what extent should morality influence survival in a system designed to eliminate it?**
- 6. The Games are designed to pit Districts against one another. How effective is this strategy in preventing unity, and what moments in the films suggest cracks in this division?**
- 7. Katniss becomes a symbol of rebellion, the “Mockingjay.” How do symbols and individuals function as catalysts for collective resistance?**
- 8. The films show civilians—both in the Capitol and Districts—suffering consequences of war. How should leadership in Panem balance military objectives with the protection of non-combatants?**
- 9. Citizens of the Capitol are shown as supporters of the Games but also victims of war during the rebellion. To what extent can they be considered complicit, and to what extent are they controlled by the system they live in?**
- 10. The Hunger Games are ultimately abolished, but at one point President Coin proposes a symbolic version targeting Capitol children. What does this suggest about cycles of violence, and how should post-war societies approach justice without repeating past mistakes?**