



ISMUN V
Background Guide

Committee: Hunger Games
Topic: Panic in Panem



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Letter from our Chairs & Backrooms

Dear Delegates,

Hello!! We are your 2 chairs representing your front rooms, Taylor and Utshaho. This year we are extremely excited to be chairing your committee for AISMUN V. We have previously chaired together for the last AISMUN conference, but this year we are even more excited because we are finally chairing a crisis! In the past we have both participated in crises (the best type of committees), and think everyone should experience a crisis at least once in their MUN career. We hope we make Hunger Games; Panic in Panem a memorable and fun experience for you all.

It is my (Taylor) sophomore year of high school and Utshaho's junior year. I've been in MUN for the past 4 years, going on 5. I've been a delegate in many conferences and have started doing crises over the past year or so. After doing Crisis for the first time I realized that MUN is so much more than speeches and resolutions, which I wasn't the biggest fan of. I've had the privilege of representing Jabba the Hutt (Star wars), Mr. Krabs (Spongebob Square Pants), and more. Since the first time I saw hunger games I've quite enjoyed the franchise (your backrooms are OBSESSED). I'm so happy that my first time chairing a crisis is with a topic that is going to be fun and extremely engaging for you all.

As you all know this is a crisis committee. Not only do you get to become characters in the hunger games world, but we also highly encourage you to go all out with attire. Utshaho, Annabel, Anasophia, and I will all be doing our part to embody the spirit of hunger games. Though as chairs we aren't being too bold, we encourage appropriate costumes that align with your character.

Please keep in mind that you are all able to reach out with any question, comments, or concerns you may have. While this background guide contains a lot of information about the committee, we recommend that you also check out the Hunger Games wiki, and either read or watch the original trilogy. We want you all to succeed and enjoy this committee. Remember, that it will be challenging as this is an advanced level committee, but that by no means sets the expectation that you should or will be perfect. We're all human and we're all learning, I promise Utshaho and I will make mistakes too. We can't wait to meet you all and spend the upcoming conference with you!

Best of luck delegates, may the odds be ever in your favor.

Utshaho Gupta, Taylor Goins, Annabel Kiley, and Anasophia Abbas

Committee Structure and Mechanics

Crisis Committee Overview:

While GA's (General Assembly) committees allow delegates to have ample time to prepare for nearly all scenarios of any caucus and resolutions, crisis committees are much faster paced and force delegates to think in real time situations with no previous exposure to certain topics, all while remaining in character. There are specific and much more unusual scenarios and committee topics in crisis committees that typically have a "universe" of their own; for example a topic centered around Marvel will be specific to the Marvel universe, a war will be specific to those living at that time, so on and so forth. There is also a timed crisis, very similar, except it must be solved and worked on in collaboration of all delegates to solve the crisis in a certain amount of time. Beyond this there are 3 key differences that separate a crisis and a GA,

1. Directives;

Directives are equivalent to the GA's resolution. It is what is passed and voted on by delegates throughout the conference. Resolutions are detailed oriented and have focuses for long term goals, they are written for the entirety of committee focusing on a sole topic, always by a block (multiple delegations in a group). On the other hand...

- a. Directives are written for each crisis presented. Crises are time based and change dramatically, rapidly. This means that directives are written in much less time, making them more action oriented, and effective immediately. Crisis are an evolving committee style, each directive written will have an impact on the next crisis. The writing format is also different, given time constraints, directives may have 1-3 opening sentences on the where, what, when, while the body is typically bullet points focusing on the who, and how of the action. Everyone is updated on the same crisis therefore context as to what is happening is unnecessary as well as reasoning behind it, there is simply no time. They can also be written in the **Back Rooms (Number 3)** as a personal directive and a JPD. (will be explained)

2. Front Rooms;

Front rooms is everything that is happening in the room of debate. Every speech, motion, and committee written directive is in front room. Think of this as typical MUN debate and no different from GA's besides the crisis factor.

3. Back Rooms;

In a crisis committee, the Backrooms are where delegates secretly shape the story behind the scenes through their individual character arcs, which outline their personal goals and plans for the future. Each delegate receives two notepads, one for each arc, and uses them to write letters to allies outside the committee—such as political leaders, organizations, or close associates of their character. In these letters, delegates can request resources, ask for support, or order actions that will help advance their plans. The Backrooms staff will respond in character as the recipient of the letter, either approving, denying, or modifying the request. These interactions are crucial because what happens in the Backrooms directly affects the Front Rooms: crisis updates are shaped by the actions delegates take privately, though the updates remain anonymous so no one knows whose plans caused which changes. In addition to letters, delegates can submit Personal Directives, which are detailed plans they want to implement once they have the necessary resources, or Joint Personal Directives (JPDs), which are secret directives written collaboratively between multiple delegates. Ultimately, while debates and directives happen publicly in the committee, the Backrooms are where strategy, scheming, and power plays take place to influence the unfolding crisis.

This committee will also be a semi-JCC, with the Friday session taking place in JCC format and the Saturday sessions taking place in regular crisis format. A Joint Crisis Committee (JCC), unlike traditional committees, is split into two rooms, each representing a different country, faction, or alliance, working both independently and typically against each other to achieve their goal; however in this case the rooms will be sectioned off into those inside and outside of the Third Quarter Quell arena.

If any of you have any questions feel free to reach out!

Introduction to the Hunger Games

Hunger Games is a young adult dystopian book and movie franchise that takes place approximately 300 years into the future (2300-2320). Originally written as a trilogy by Suzanne Collins, Hunger Games is a series centered around Katniss Everdeen. Through her, the reader/audience dive deep into the world of Panem and the corrupt system of hierarchy within. The world of Panem is located within North America and consists of 13 districts.

District 1: Luxury Goods

District 1 produces high-end luxury items such as jewelry, perfumes, and fine furnishings for the Capitol elite. Its citizens enjoy a higher standard of living than most other districts and are deeply loyal to the Capitol. Tributes from District 1 are often “Careers,” trained from a young age to compete in the Hunger Games and win glory for their district.

District 2: Masonry and Military Equipment

District 2 is responsible for producing weapons, armor, and peacekeeping equipment, as well as quarrying stone for construction projects. It is one of the wealthiest and most favored districts, with strong ties to the Capitol’s military and security apparatus. Its tributes are highly trained and often among the most dangerous in the arena.

District 3: Technology and Electronics

Known for manufacturing electronics, communications systems, and other high-tech devices, District 3 plays a vital role in the Capitol’s infrastructure. Its population is generally intelligent and skilled in engineering and coding. Tributes from District 3 rely on ingenuity and technical knowledge rather than brute strength.

District 4: Fishing

District 4’s economy is based on commercial fishing and seafood processing, supplying the Capitol with fish and other marine products. Its people are skilled swimmers, sailors, and net-makers. District 4 is wealthier than many districts producing Career Tributes but still often supportive of the rebellion, as one of the first to have an uprising.

District 5: Power and Energy

District 5 is the hub of Panem’s energy production, generating electricity for the Capitol and the districts through hydroelectric, nuclear, and other power sources. Its population is technically skilled and well-educated in science and infrastructure. District 5 is strategically significant, as control of power supplies can determine the outcome of larger conflicts.

District 6: Transportation

District 6 manufactures vehicles, trains, hovercraft, and other modes of transport essential for moving goods, people, and military forces across Panem. While not particularly wealthy, it is vital to the nation's logistics network. Its tributes often use strategy and alliances to compensate for a lack of combat training.

District 7: Lumber and Paper

Forestry and wood products drive District 7's economy, providing timber, paper, and other materials for construction and industry. Its people are physically strong and skilled with axes and saws, making them formidable in close combat. District 7 has a history of resistance and is often sympathetic to rebel movements.

District 8: Textiles and Fabrics

District 8 produces clothing, uniforms, and other textiles for the Capitol and the Peacekeepers. Its factories are crowded and often dangerous, leading to frequent labor unrest and strong anti-Capitol sentiment. Tributes from District 8 tend to rely on teamwork and resourcefulness rather than traditional combat skills.

District 9: Grain and Cereal Crops

District 9's agriculture centers on producing grain, wheat, and other cereals that feed Panem's population. Though critical to the nation's food supply, it is one of the poorer and more neglected districts. Its tributes are usually less trained but often quick thinkers under pressure.

District 10: Livestock

District 10 manages animal husbandry, raising cattle, pigs, and other livestock for meat and dairy products. The population is accustomed to hard physical labor, and its tributes are often strong but less sophisticated in strategy. Despite its essential role, District 10 remains heavily exploited by the Capitol.

District 11: Agriculture and Produce

District 11 is one of the largest districts and produces fruits, vegetables, and other fresh crops for Panem. Its people live under extremely harsh conditions and are subject to strict Peacekeeper oversight. Deep resentment toward the Capitol makes District 11 one of the most rebellious regions in the nation.

District 12: Coal Mining

Coal mining is the backbone of District 12's economy, providing fuel for the Capitol's industries and power plants. Life in District 12 is harsh and impoverished, with widespread hunger and dangerous working conditions. Despite these hardships, its people are resilient and known for their strong sense of community.

District 13: Nuclear Technology and Military Command

Officially destroyed during the First Rebellion, District 13 secretly survived underground and now serves as the headquarters of the resistance. It specializes in nuclear technology, weapons development, and strategic command operations. Highly disciplined and militarized, District 13 is the political and tactical center of the rebel movement against the Capitol.

Key Terms

Panem: The nation formed from the remnants of North America after environmental collapse and societal breakdown. Panem consists of the Capitol and thirteen districts, each serving a specific economic function.

The Hunger Games: An annual event created by the Capitol to punish the districts for their past rebellion and to remind them of their subjugation. Each district must send one male and one female tribute to fight to the death in a controlled arena until a single victor remains. The Games serve as both entertainment for the Capitol and a tool of oppression against the districts.

Reaping: The annual selection ceremony in which tributes are chosen to participate in the Hunger Games. The reaping is a highly publicized event intended to reinforce the Capitol's power and control.

Arena: The controlled environment in which the Hunger Games take place. Designed and manipulated by the Gamemakers, the arena is filled with natural hazards, engineered dangers, and shifting conditions meant to test the tributes' survival skills and entertain the Capitol.

Capitol: The wealthy, authoritarian center of Panem's government and society. The Capitol exercises total control over the districts through military power, propaganda, and the annual Hunger Games.

Districts: The thirteen administrative regions of Panem, each specializing in a specific industry or resource. Districts 1 through 12 are under Capitol control, while District 13 was believed destroyed but continues to operate underground as the center of the rebellion.

Quarter Quell: A special edition of the Hunger Games held every 25 years with altered rules meant to remind the districts of the Capitol's power. The Third Quarter Quell (the setting of this committee) features former victors as tributes.

Tribute: A participant in the Hunger Games chosen from the districts. In a standard Games, one male and one female tribute from each district are selected by lottery, but special rules apply during Quarter Quells.

Victor: A former winner of the Hunger Games. Victors enjoy wealth and status but are often exploited by the Capitol for propaganda, mentorship, or political purposes.

Gamemakers: The officials responsible for designing, maintaining, and manipulating the arena. They control environmental conditions, hazards, and events to maximize entertainment value and reinforce Capitol dominance.

Peacekeepers: The Capitol's paramilitary force deployed in the districts to enforce law, suppress dissent, and maintain order. Known for their brutality and loyalty to the regime.

Mutations (Mutts): Genetically engineered creatures created by the Capitol, often used as weapons or psychological tools in the arena. Mutts vary widely in form and purpose, from wolf-like predators to insect swarms.

Mockingjay: A symbol of rebellion and hope named after a mutt used by the Capitol during the dark days, a hybrid between a mockingbird and a jabberjay. Katniss Everdeen is often referred to as the Mockingjay, embodying resistance to Capitol oppression.

Sponsors: Wealthy Capitol citizens who provide gifts to tributes during the Games in exchange for entertainment, influence, or political gain. Sponsor gifts can include food, medicine, weapons, or tools.

Propaganda (Propos): Media content designed to shape public perception, either by glorifying the Capitol or by spreading rebel ideology. Both sides use propaganda as a key weapon in their struggle for control.

Uprising: A coordinated act of resistance or rebellion by one or more districts against Capitol rule. Uprisings can include protests, sabotage, strikes, or armed conflict.

Mentor: A former victor assigned to guide tributes from their district. Mentors advise on strategy, secure sponsor support, and often serve as intermediaries between tributes and external factions.

Hovercraft: The Capitol's primary mode of high-speed aerial transport, used for surveillance, supply drops, and rapid deployment of Peacekeepers.

Victor's Village: A luxury housing district built for Hunger Games winners. Located in each district, it serves as a symbol of the Capitol's control and a constant reminder of the Games.

Broadcast: The official live coverage of the Hunger Games, manipulated by the Capitol to control narrative and maintain public loyalty. Rebel transmissions often attempt to intercept or override these broadcasts.

Capitol Elite: The wealthy, influential class of Panem society that benefits most from the existing system. They are often heavily involved in sponsoring tributes and shaping Capitol policy.

Introduction to Topic

The 75th Hunger Games have begun, and Panem is at a breaking point. This special Quell, designed by the Capitol to remind the districts of their subservience, has instead intensified national unrest. By forcing victors—symbols of hope and defiance in their home districts—back into the arena, the Capitol has reignited old wounds and fueled the growing spark of rebellion. Across the districts, whispers of uprising are spreading faster than ever before, and the Capitol's once-unchallenged grip is starting to fracture.

Inside the arena, tributes are navigating deadly traps, shifting alliances, and strange mechanical failures that hint at forces beyond the Capitol's control. Some tributes see survival as their only goal, while others are beginning to realize their actions might have the power to change more than just the outcome of the Games.

Outside the arena, the situation is becoming increasingly volatile. As footage of the Games is broadcast, outrage boils over in the districts. Spontaneous acts of defiance erupt—factory walkouts, food riots, and mass gatherings that defy curfew. In response, the Capitol deploys Peacekeepers with unprecedented brutality. Public floggings, disappearances, and mass arrests become daily occurrences, as fear is used to suppress growing dissent. But these crackdowns only deepen the anger of the people.

President Snow faces mounting pressure to crush the unrest swiftly, while rebel factions, led by figures like Coin and supported by covert allies such as Plutarch, see this as their moment to act. Meanwhile, figures like Haymitch, Tigris, Effie, and Darius must navigate their own loyalties, each playing a dangerous game between survival, rebellion, and the Capitol's watchful eye.

The crisis will begin in two separate rooms, representing the dual fronts of the conflict: the tributes trapped within the arena and the power players, rebels, and civilians outside in Panem. Each room will receive unique crisis updates, with actions in one affecting the other. The brutality of the Peacekeepers, the spreading unrest among the general population, and the tributes' struggle inside the Games will all intertwine, building toward a decisive turning point where the future of Panem will be forged in chaos.

Timeline of Events

Major Apocalyptic Event

Long before the Hunger Games, the world experienced an unspecified but catastrophic apocalyptic event. Natural disasters, climate collapse, and war devastated existing nations, leading to the fall of modern civilization. From the ruins emerged Panem, a totalitarian nation centered in what was once North America. It consisted of a wealthy Capitol surrounded by 13 districts, each responsible for providing specific resources to support the Capitol's luxury and survival. This event set the stage for a world defined by strict hierarchy, scarcity, and control.

The Dark Days

Roughly 75 years before the Third Quarter Quell, the districts rose in rebellion against the Capitol's increasingly oppressive rule. This period, known as The Dark Days, was marked by brutal warfare between the Capitol and the districts. The Capitol's advanced weaponry and technology ultimately crushed the rebellion. To ensure that such defiance would never happen again, the Capitol dismantled rebel forces, tightened control, and sought a permanent reminder of its dominance.

Obliteration of District 13

District 13 played a central role in the rebellion, specializing in nuclear technology and military development. As the Dark Days reached their climax, the Capitol obliterated District 13, using it as a warning to the remaining districts. Officially, the Capitol claimed it had completely destroyed the district, leaving it as a smoldering ruin. In reality, District 13 negotiated a secret ceasefire, retreating underground and cutting ties with the rest of Panem. Their "destruction" became the Capitol's ultimate symbol of power.

Establishment of the Hunger Games

In the aftermath of the rebellion, the Capitol instituted the Hunger Games as both punishment and control. Each of the 12 remaining districts was required to send one male and one female tribute, chosen by lottery, to a televised fight to the death in a specially designed arena. The Games served as a constant reminder of the Capitol's power and the consequences of rebellion, while also functioning as mass entertainment to distract and pacify the populace.

Additions to the Hunger Games

Over time, the Games became increasingly elaborate. The Capitol transformed them into a spectacle, using advanced technology to manipulate the arena, introduce deadly environmental elements, and provide sponsors with the ability to send gifts to tributes. This turned the Games

into both a political tool and a form of reality television, designed to glorify the Capitol and humiliate the districts annually.

The Second Quarter Quell

Every 25 years, a Quarter Quell is held to mark the Games' "anniversary" with a cruel twist. The Second Quarter Quell, commemorating the 50th Games, doubled the number of tributes from each district, forcing 48 participants into the arena. This Games was remembered for its extreme brutality and high death toll. It also marked Haymitch Abernathy's victory, which was notable for his clever use of the arena's force field to defeat his final opponent and his covered up attempts to destroy the arena with the support of Beetee and Plutarch, a move that would later have major consequences.

The 74th Hunger Games

The 74th Games introduced a turning point in Panem's history. Katniss Everdeen and Peeta Mellark, tributes from District 12, defied the Capitol by threatening a double suicide with nightlock berries, forcing the Gamemakers to allow them both to win. Their victory challenged the Capitol's absolute control and turned them into symbols of hope and resistance for the districts. Their unexpected defiance planted the seeds of rebellion across Panem.

The Victory Tour

After their win, Katniss and Peeta embarked on a Victory Tour across the districts, meant to reinforce Capitol authority. Instead, their appearances stirred unrest. In several districts, the population reacted emotionally to Katniss's symbolic gestures, such as the salute in District 11, which sparked spontaneous rebellion. Snow took note of Katniss's growing influence and threatened her to restore order through her public image, setting the stage for escalating conflict.

Uprising in District 8

Following the Victory Tour, District 8 erupted in open rebellion. Workers organized strikes, set fire to factories, and attacked Peacekeepers. The Capitol responded with overwhelming force, deploying Peacekeepers to brutally suppress the uprising. Public floggings, executions, and airstrikes were used to maintain control, but the rebellion was a sign that fear alone was no longer enough to keep the districts in line. The unrest in District 8 became one of the first major cracks in the Capitol's façade of control leading into the 75th Games.

Increased Militarization Across the Districts

As rebellions triggered chain reactions in Districts 8 and 11, the Capitol accelerated militarization. New Peacekeepers were deployed to districts including District 12 as seen by

Katniss, supply quotas were tightened, and curfews were enforced across Panem. Surveillance increased as President Snow's administration grew increasingly paranoid about coordinated uprisings. At the same time, rumors of District 13's existence resurfaced. Citizens reported sightings of unidentified aircraft near the supposed ruins, and rebel graffiti began appearing in multiple districts. Though Snow dismissed these rumors publicly, his private discussions with key officials centered on uncovering possible rebel networks linked to the vanished district.

Reaping for the Third Quarter Quell

The announcement of the 75th Hunger Games brought shock and panic to Panem. The Capitol revealed that the Quarter Quell twist would require tributes to be reaped from the existing pool of victors. This effectively guaranteed Katniss Everdeen's return to the arena, a decision clearly engineered to eliminate her rising influence.

Alliance Formation Among the Victors

During training and interviews preceding the Games, alliances formed along ideological lines. Katniss was quietly approached by several victors sympathetic to rebellion, including Finnick, Beetee, Wiress, and Johanna, many of whom had been covertly recruited by Plutarch Heavensbee. During the interviews, all tributes held hands in a show of rebellion, even the victors from Districts 1 and 2 which have historically aligned with the capitol.

Start of the 75th Games

The third Quarter Quell began in a technologically advanced arena disguised as a tropical jungle. Early events revealed a disturbing level of Gamemaker manipulation. The tributes soon discovered that the arena functioned as a giant clock, with each hour triggering deadly environmental hazards including venomous fog, blood rain, tidal waves, lightning storms, and mutt attacks.

The committee starts here, around the moment in "Catching Fire" where Katniss and the other tributes have just realized that the arena works like a clock.

Character Bios

Along with the bios for each character, we have also included a suggestion of how they might act in the MUN committee to help you get started. However, it is important to not take that as a requirement but rather a suggestion of one way you could act in committee.

CHARACTERS STARTING IN THE THIRD QUARTER QUELL ARENA

Katniss Everdeen

Katniss Everdeen, the “Girl on Fire,” is a skilled archer from District 12 who becomes the symbolic leader of the rebellion against the Capitol. She is resourceful, brave, and driven by a strong moral compass, though often skeptical of authority. Throughout the series, Katniss resists both Snow’s control and Coin’s manipulations, ultimately acting on her own values rather than political loyalty. In a MUN context, she would likely align with the Rebel bloc, but maintain independent decision-making, often acting as a swing figure between factions.

Peeta Mellark

Peeta Mellark, also from District 12, is charismatic, strategic, and gifted in public speaking. Initially a Capitol captive and victim of psychological manipulation, he struggles with loyalty and trust but ultimately supports Katniss and the rebellion. His compassion and skill in diplomacy make him an important figure in shaping public perception. In a MUN simulation, Peeta would likely start out conflicted or neutral, gradually shifting toward the Rebel bloc as his true loyalties resurface.

Finnick Odair

Finnick Odair is the charming and skilled victor from District 4, well-liked by the Capitol for his looks and charisma but secretly resentful of their exploitation. His personal loyalty to Annie and his strategic value make him a crucial member of the rebellion. He uses his social standing and combat ability to aid rebel operations and expose Capitol secrets. Within a MUN structure, Finnick would be a firm member of the Rebel bloc, working closely with Katniss and Coin’s forces.

Johanna Mason

Johanna Mason, the victor from District 7, is fierce, sarcastic, and openly defiant of the Capitol. She’s a survivor who resists manipulation and refuses to conform, even after severe torture. Her unpredictability and sharp wit make her both an asset and a wildcard in any political alliance. In MUN terms, Johanna would align with the Rebels, but likely operate as a strategically independent delegate, supporting their goals while maintaining her own outspoken stance.

Beetee Latier

Beetee Latier, a victor from District 3, is a brilliant inventor and tactician with deep knowledge of electronics and sabotage. He plays a key role in the Quarter Quell escape and later supports the rebellion's technological strategies. Analytical and precise, Beetee is more of a strategist than a fighter, making him essential to rebel planning. In MUN, he would strongly align with the Rebel bloc, particularly supporting Coin's leadership and strategic resolutions.

Wiress

Wiress, also from District 3, is a quiet and brilliant victor whose keen perception allows her to see patterns others miss. Though socially fragile, she is instrumental in discovering the arena's clock system, which aids the tributes' survival. During her own hunger games, she outsmarted the arena which was full of reflective surfaces by hiding in a place where no one could reach her, not even the gamemakers. She represents intellectual insight and support within the alliance. In a MUN committee, Wiress would align with the Rebels, acting as a supporting analytical delegate backing Beetee and Katniss's strategies.

Enobaria

Enobaria, the ruthless victor from District 2, is known for her sharpened teeth and brutal combat style. Initially loyal to the Capitol and benefiting from its favor, she acts out of self-interest more than ideology. Over time, she demonstrates a willingness to negotiate for survival, aligning herself with whichever side offers the best protection. In MUN, Enobaria would likely begin in the Capitol bloc under Snow, but could shift toward a neutral or opportunistic position, depending on political developments.

Brutus

Brutus, a victor from District 2, is a proud and violent career tribute who views the Hunger Games as an honorable test of strength. Fiercely loyal to the Capitol, he volunteered to compete again in the Quarter Quell, seeking glory and bloodshed. Though he appears to act purely on aggression, Brutus understands the power structure of Panem and works to preserve it. In MUN terms, Brutus would begin as a firm Capitol bloc member, opposing rebellion and prioritizing stability through dominance.

Chaff

Chaff, a victor from District 11, is known for his humor, warmth, and deep sense of loyalty to his friends, especially Haymitch. Despite losing an arm in his Games, he remains physically strong and emotionally resilient. He despises the Capitol for exploiting victors and uses his defiance to

inspire others. In MUN, Chaff would align with the Rebel bloc, acting as a passionate and outspoken advocate for freedom and solidarity among the districts.

CHARACTERS STARTING OUTSIDE THE ARENA

President Snow

President Coriolanus Snow is the authoritarian ruler of Panem, maintaining control through fear, manipulation, and propaganda. Cold and calculating, he suppresses dissent and uses the Hunger Games as a tool to sustain Capitol dominance. In any political scenario, Snow is the embodiment of centralized, repressive power, opposing any attempts to undermine his regime. He often overcomes opponents by sharing a poisoned drink or meal with them but quickly taking an antidote afterwards, leaving the other to die. Because of this, he has many bloody sores in his mouth and uses a strong scent of roses to cover up the smell, but often coughs up blood anyways. In MUN terms, he would serve as the Capitol bloc leader, seeking to preserve his rule and quash rebellion.

President Alma Coin

President Alma Coin leads District 13 and the rebellion, presenting herself as a champion of freedom while pursuing her own authoritarian ambitions. Strategic and power-hungry, she uses Katniss and rebel propaganda to gain support but ultimately seeks to replace Snow rather than create genuine democracy. In a MUN simulation, Coin would lead the Rebel bloc, focusing on organized resistance and post-war restructuring, while potentially clashing with independent delegates over her motives.

Haymitch Abernathy

Haymitch Abernathy, the only living victor from District 12 prior to Katniss and Peeta, is a sharp strategist disguised by cynicism and alcoholism. Despite his rough exterior, he plays a critical role in guiding the tributes and orchestrating rebel plans behind the scenes. Haymitch often mistrusts leaders but acts to protect those he cares about. In MUN, he would align with the Rebels, but remain strategically independent, acting as a mediator or behind-the-scenes influencer between blocs.

Plutarch Heavensbee

Plutarch Heavensbee, a former Head Gamemaker, secretly defects to the rebellion and becomes a key strategist and propagandist. He uses his insider knowledge to help orchestrate the Quarter Quell escape and later designs rebel media campaigns. Ambitious but committed to the cause, he

is central to the rebellion's strategic communication. In a MUN context, Plutarch would align firmly with the Rebel bloc, often acting as a policy architect or resolution drafter.

Tigress

Tigress, a former stylist who underwent extreme body modification, becomes disillusioned with the Capitol and offers shelter to Katniss's team during their mission in the Capitol. She represents civilian resistance and quiet rebellion rather than formal political power. In MUN terms, Tigress would align with the Rebels, likely as a civilian support delegate, advocating for humanitarian concerns rather than leading military strategies.

Effie Trinket

Effie Trinket, the Capitol escort for District 12 tributes, begins as a loyal Capitol citizen focused on appearances and protocol. Over time, she develops genuine care for Katniss and Peeta and ultimately sides with the rebels, using her Capitol knowledge and presentation skills to support their cause. In a MUN setting, Effie would start in the Capitol but likely eventually transition to the Rebel bloc, acting as a public relations and diplomacy figure.

Cressida

Cressida is a Capitol-born filmmaker who defects to the rebellion, bringing her camera crew to document and shape rebel propaganda. Intelligent, creative, and bold, she uses her insider media expertise to influence public opinion and rally support for Katniss as the Mockingjay. She understands both the artistry and manipulation behind messaging. In MUN, Cressida would align with the Rebel bloc, serving as a key communications strategist and advocate for propaganda and morale initiatives.

Crassus Thread

Although not part of the Hunger Games canon, Crassus Thread is the Head Peacekeeper of Panem including the Capitol and all 12 districts, giving him a lot of power and resources to help him with his goals. He is the brother of Romulus Thread, the notoriously cruel new Head Peacekeeper of District 12. He believes in absolute discipline and uses fear as a tool of control. Crassus Thread is originally from District 2, like most peacekeepers, although he now resides in the Capitol. In MUN, Thread would lead the Capitol's security faction with the ability to mobilize different armies of peacekeepers around Panem.

Commander Paylor

Commander Paylor leads the rebellion in District 8 and commands significant respect for her integrity and leadership. Unlike Coin, she values fairness and democracy, envisioning a freer

Panem beyond simple regime change. Her practical military leadership and concern for civilians make her one of the most trusted figures among the rebels. Paylor is also highly strategic, having led the first uprising of this growing conflict. In MUN, Paylor would align with the Rebel bloc but could serve as a bridge between idealistic and pragmatic factions within it.

Caesar Flickerman

Caesar Flickerman, the Capitol's iconic talk-show host and commentator, is known for his charisma, humor, and ability to charm both Capitol citizens and viewers from the districts. As the public face of the Hunger Games, he plays a major role in shaping how tributes are perceived. Though loyal to the Capitol's image, Caesar's empathy sometimes shows through his interactions. In MUN, he would start firmly in the Capitol bloc as the head of propaganda and media relations, though he might evolve into a more neutral figure if public sentiment shifts.

Boggs

Boggs serves as President Coin's chief of security and one of the most competent commanders in District 13's military. Loyal, rational, and quietly compassionate, he supports the rebellion but grows wary of Coin's increasing authoritarianism. His tactical skill and moral clarity make him one of the rebellion's most trusted field leaders. In MUN, Boggs would align with the Rebel bloc as a stabilizing force focused on strategy, security, and ethical military conduct.

Commander Lyme

Commander Lyme, a former victor from District 2, defected from the Capitol's influence to join the rebellion. She is a disciplined and courageous soldier who brings insider knowledge of the Capitol's military culture. Her defection inspires other districts to question their loyalty to Snow. In MUN, Lyme would align with the Rebel bloc as a military delegate and bridge between Capitol-trained forces and district rebels, emphasizing unity through strength.

Useful Resources

While this background guide gives you a general overview of the topic and context, we recommend you read further into the topic and highly recommend you read or watch at least “The Hunger Games” and “Catching Fire.”

The Hunger Games Wiki: https://thehungergames.fandom.com/wiki/The_Hunger_Games_Wiki

The original Hunger Games Trilogy Novels

- The Hunger Games
- Catching Fire (The committee will start in the middle of this book)
- Mockingjay (Can be useful for an idea of how things could play out)

Prequel Books (could be very useful for context on your character, depending on your character)

- The Ballad of Songbirds and Snakes
- Sunrise on the Reaping

The movies

- The Hunger Games
- Catching Fire
- Mockingjay Part 1
- Mockingjay Part 2
- The Ballad of Songbirds and Snakes