



AHPMUN

BACKGROUND GUIDE



JUMANJI: ICONS IN THE JUNGLE

Crisis Committee



KNOWLEDGE • INTEGRITY • COMPASSION

AHPMUN September 25th and 26th

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Letter From the Secretariat

Dear Delegates,

On behalf of the entire Secretariat, we are thrilled to welcome you to the twelfth session of AHPMUN! This year, we've worked harder than ever to make AHPMUN bigger and better than any conference before it, and we cannot wait to share it with you.

As the executive team—Arina Petrushina, Jonathan Schwartz, and Mason Cohen—alongside our dedicated faculty advisor, Mr. Mark Gruskin, we've poured countless hours into building two days of challenging debate, meaningful collaboration, and global problem-solving that you'll remember long after the gavel falls.

Model UN isn't just an extracurricular for us — it's genuinely our favorite part of high school, and that passion is exactly why we've pushed so hard to make this year's conference the best one yet. Every detail, from committee topics to logistics, was built with you in mind.

At AHPMUN, we hold every delegate to a high standard of **integrity, respect, and diplomacy**. Please remember that **plagiarism and prewritten material are strictly prohibited**. Your work should be your own, and your words should reflect thoughtful research and genuine engagement with your committee's topics.

Respectful and constructive debate is expected at all times — our goal is to foster a space where ideas can be challenged, but people are never disrespected.

Position papers are required to be eligible for awards, and should be submitted on time. That said, we want to stress that awards aren't the heart of this conference. What matters most is that you grow as delegates, thinkers, and global citizens.

We cannot wait to see the energy, enthusiasm, and creativity you bring to this year's conference. Whether you're a first-time delegate or a seasoned veteran, AHPMUN XII is for you, and we hope it becomes a true highlight of your MUN journey.

See you soon!

Sincerely, **Arina Petrushina, Jonathan Schwartz, and Mason Cohen** *AHPMUN XII Executive Team*

Mr. Mark Gruskin *Faculty Advisor*





Letter From the Chair

Dear Delegates,

My name is Gabriella Boyar, and I am so excited to be your chair for this committee! Whether this is your first crisis committee or you've done countless conferences before, I hope this ends up being one of your favorites.

A little bit about me—I love baking, spending time with my friends, skiing, traveling, and watching TV shows (#1 is Money Heist). My favorite activities at school are Moot Court and of course Model UN.

Model UN has given me some of my best memories, incredible opportunities, and friendships that I'll have long after conferences are over. Crisis committees, in particular, have always been my favorite because every committee is completely different, and you never know where the story is going to go. They can genuinely be some of the most fun committees you'll ever participate in, and my goal is to create that same experience for all of you.

If you've never done crisis before, don't worry—my dais and I are here to help every step of the way. If you have absolutely no idea what's going on, want something clarified, or just aren't sure where to start, please don't hesitate to ask. Our goal is for everyone to feel comfortable, confident, and, most importantly, have fun throughout the weekend.

We put a lot of time and effort into creating this background guide, and I hope you'll take the time to read through it and come prepared. It'll give you a great foundation for committee and help you get the most out of the experience. If you have any questions while preparing, please feel free to email me(pl239712@ahschool.com), I'd be more than happy to help!

When I'm looking for standout delegates, I want to see someone who is creative, collaborative, diplomatic, and willing to think outside the box. I also love seeing delegates who have good control of the room, can work effectively with others, and know when to lead and when to listen. Some of the best moments in crisis come from delegates who solve problems together, and come up with solutions that nobody else would have thought of. Those are the delegates who make committee exciting, and they're the ones who leave a lasting impression.

Although Jumanji is a fantasy crisis, it is still Model UN. I expect respectful debate, thoughtful directives, and substantive discussion. At the same time, don't be afraid to embrace your character and have fun with the world we've created. My dais and I have plenty of surprises planned, and I can't wait to see where all of you take this committee.

Good luck preparing, and I'll see you in the jungle!

Best,
Gabriella Boyar
Head Chair



Letter From the Co-Chair/Crisis Manager

Staff List

Chair: Gabriella Boyar

Co-Chair: Maria Soy

Crisis Manager: Gabriella Bianco

Dear Delegates,
My name is Maria Soy, and I am so excited to be your Co-chair for this committee!

A little bit about me:

I love dancing, traveling, watching TV shows, and spending time with my friends and family. At school, I love participating in different things, like Model UN and DECA.

Model UN is such a great opportunity to learn and grow, and it has allowed me to make some great memories and friendships. One of the things I love most about crisis committees is that no two are ever the same. There are always unexpected events, and it's true that anything can happen in committee. The best moments come from the times when you embrace and adapt to the unexpected. By the end of the weekend, the committee will be up to you, and I can't wait to see where you take it.

If you've never participated in a crisis committee before, don't be intimidated. Everyone starts somewhere, and we are here to make sure you have a great experience. If you're ever confused, have any questions, or just want advice, please ask. Our goal is for all of you to feel comfortable taking risks and enjoying the experience.

I encourage you to read this background guide carefully before the conference. The more familiar you are with your character and the committee, the more you'll be able to immerse yourself in debate and make the most of every crisis update. If you have any questions while preparing, don't hesitate to reach out - we would all be more than happy to help.

We have worked hard to make this committee one you'll remember, and we can't wait to watch your ideas bring it to life. I wish you all the best of luck with your preparation. I look forward to meeting all of you and seeing what kind of story is created.

See you in committee!

Maria Soy
Co-Chair

Hello delegates!

Welcome to the Jumanji Crisis Committee! Unlike a traditional committee, this one will be driven by your decisions. Every action you take has the potential to reshape the story, creating new challenges, alliances, and opportunities. Expect frequent crisis updates, unexpected twists, and a fast-paced environment where adaptability is just as important as preparation. Develop your character, embrace the unpredictable, and don't be afraid to take risks. The most memorable delegates are the ones who turn chaos into opportunity and create compelling arcs through their decisions.

My name is Gabriella Bianco, and I am honored to serve as your Crisis Manager. Outside of Model UN, I participate in Congressional Debate and Future Vets Society, and I hope to pursue a career in law. I can't wait to see the unique directions you take this committee and watch the world of Jumanji evolve through your actions.

Gabriella Bianco
Crisis Manager



Conference/Committee Policies

AHPMUN is committed to providing a welcoming, inclusive, and professional environment in which all delegates can participate confidently, develop their skills, and enjoy the conference experience. Every participant is expected to treat fellow delegates, chairs, members of the Secretariat, staff, and guests with respect and courtesy throughout the conference.

Delegates are expected to engage in debate in a diplomatic and constructive manner. Delegates must respect differing opinions and any form of bullying, harassment, discrimination, intimidation, or any personal attack will not be tolerated at AHPMUN. Professional conduct and respectful language should be maintained at all times, both during formal committee sessions and in informal interactions.

All participants must follow these conference rules, committee procedures, and any other instructions given by the Secretariat or committee chairs. Behaviour that disrupts committee proceedings or negatively affects the experience of other participants will not be tolerated.

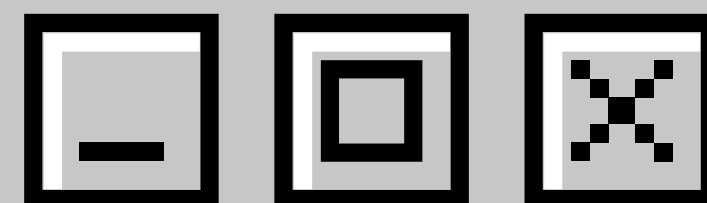
By attending AHPMUN, all delegates agree to uphold these standards and contribute to a respectful, collaborative, and enjoyable conference for everyone.

Thank you, we look forward to a wonderful conference!

While this committee is inspired by real public figures and celebrities, all delegates are expected to portray their assigned character respectfully and responsibly. The humorous nature of Jumanji: Icons in the Jungle is intended to make debate entertaining—not offensive. Delegates should avoid racist, sexist, discriminatory, hateful, or otherwise inappropriate remarks, as well as personal attacks or offensive stereotypes. Stay in character, but remember that satire should be clever, not cruel. The goal is to create a fun, chaotic, and memorable committee while ensuring everyone feels comfortable participating.



INTRODUCTION



For centuries, the game Jumanji has operated exactly as intended. Players entered, completed their quests, defeated villains, and escaped home while the jungle reset itself, ready for the next adventure. Every animal, every temple, every NPC(Non-Playable Character who are controlled by the game), and every challenge followed the rules.

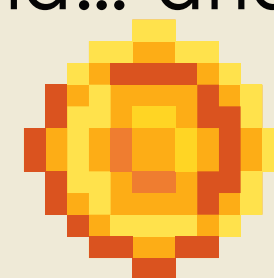


Until the game crashed.

Nobody knows exactly what caused it. Some blame an ancient curse. Others insist someone tried to speedrun Jumanji. Whatever the cause, the game has become unstable, and for the first time in its history, Jumanji cannot fix itself.

So it did the only thing it could think of.

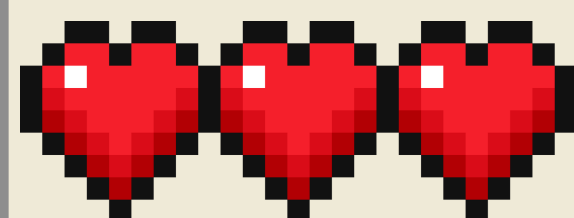
It searched across time and space for the most recognizable, influential, brilliant, chaotic, and talented people it could find... and dragged all of you into the jungle.



Now the jungle is changing by the minute. NPCs are questioning their purpose, quests are disappearing, landmarks refuse to stay in the same place, and the line between player and game grows thinner with every passing day. If the corruption continues, Jumanji may cease to be a game altogether.

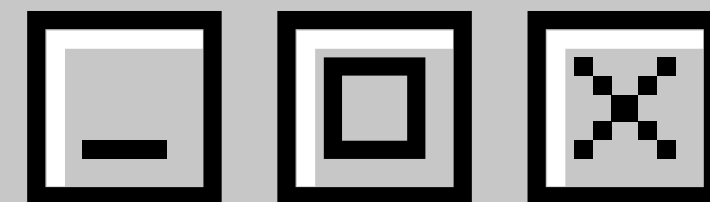
Throughout this committee, your decisions will determine whether the game is restored, rewritten, or destroyed forever. Work together, betray one another, complete impossible quests, and above all...

Do not lose all three lives, or your stuck in the game forever...
After all, Jumanji is counting on you.





BACKGROUND



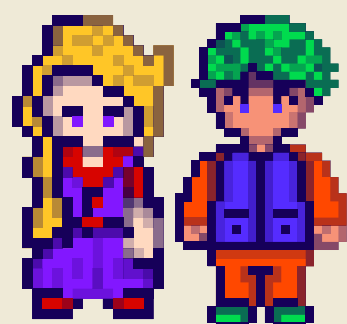
For centuries, Jumanji required no formal government. The game itself served as the ultimate authority. It determined where players traveled, which quests appeared, how NPCs behaved, and how the world reset after each adventure. Every inhabitant, whether player or NPC, unknowingly followed the rules established by the game. But now, with those rules failing, no single power now controls Jumanji. Across the jungle, different groups have emerged, each pursuing its own vision for the future.

The Villages



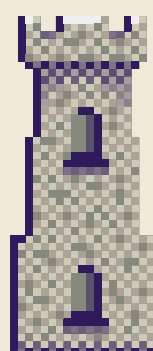
The jungle's villages remain the largest centers of civilization. Led by village elders and local chiefs, these communities provide food, shelter, trade, and valuable information. Most hope the game can be restored to its original state, fearing that continued corruption will destroy their homes. However, growing distrust of players has caused many villages to close their gates to outsiders unless trust is first established.

The Free NPC Alliance



Many NPCs have embraced their newfound free will. Once confined to repeating the same dialogue and actions every game, they now seek the right to determine their own futures. While some simply desire peaceful independence, others believe players should never again control the fate of the jungle. Their influence grows daily as more NPCs abandon their original programming.

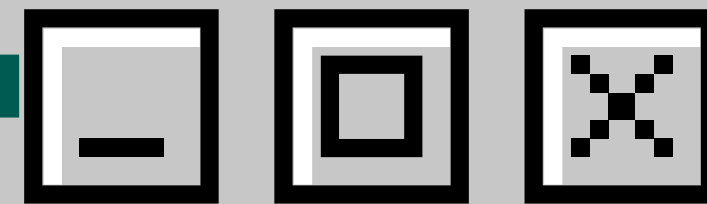
The Temple Guardians



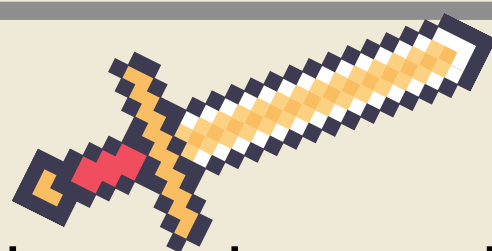
Scattered throughout Jumanji are ancient temples containing relics capable of influencing the jungle itself. These sites are protected by powerful guardians whose sole responsibility is preserving the balance of the game. Although they rarely intervene directly, the worsening corruption has forced many guardians to leave their temples and monitor events more closely.



BACKGROUND CONTINUED



Mercenaries and Explorers



Not everyone has chosen a side. Independent adventurers, treasure hunters, traders, and mercenary groups now travel the jungle, selling supplies, information, protection, or their services to whoever offers the greatest reward. While unreliable, these groups often possess knowledge or resources unavailable anywhere else.

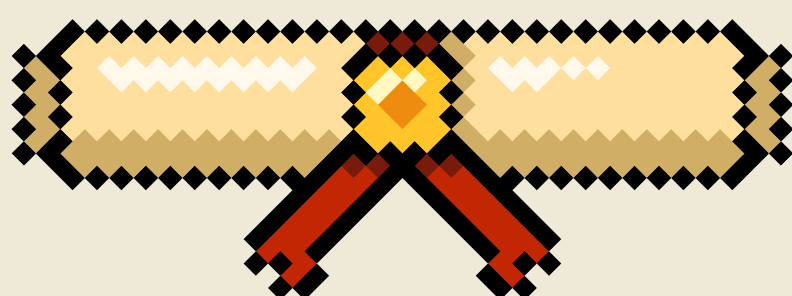
The Emergency Summit

Recognizing that no single faction possesses the ability to restore order, Jumanji has done something unprecedented: it has summoned history's most influential icons to serve as an emergency council.

This council has **no official authority**. It cannot simply command the jungle to obey. Instead, delegates must earn influence by negotiating with villages, forming alliances with NPC factions, recovering powerful relics, completing dangerous quests, and making decisions that shape the future of Jumanji.

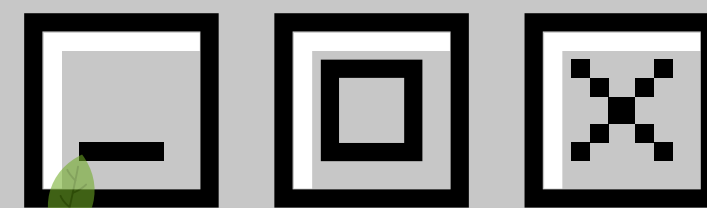
Every action taken by the committee will ripple across the jungle. Factions may become allies—or enemies. Villages may unite—or descend into conflict. The NPCs may aid your efforts—or reject them entirely.

Whether Jumanji is restored, transformed, or lost forever depends on the choices made by this council.





ISSUES TO CONSIDER



The Fate of the NPCs

For the first time in Jumanji's history, NPCs have developed free will. Some wish to preserve their independence, while others fear that abandoning the game's original rules will only accelerate the corruption. If restoring Jumanji requires resetting the NPCs to their original programming, is it ethical to erase the lives and identities they have created? Alternatively, if they remain free, can the jungle ever function as a game again?

Containing the Corruption

The corruption continues to spread throughout the jungle, causing landscapes to shift, quests to disappear, and new dangers to emerge without warning. Delegates must determine whether their priority should be investigating the source of the corruption, slowing its expansion, or adapting to the changing environment. Is the corruption a flaw to be eliminated, or could it be the beginning of a new version of Jumanji?

Managing Competing Factions

The villages, Free NPC Alliance, Temple Guardians, and independent mercenary groups all have different visions for Jumanji's future. No single faction possesses enough influence to restore order alone. Delegates must decide which groups deserve support, which pose the greatest threat, and whether lasting peace can be achieved without favoring one faction over another.

The Use of Ancient Relics

Scattered throughout the jungle are powerful relics capable of influencing Jumanji itself. Some are rumored to stabilize portions of the game, while others possess the ability to rewrite its rules entirely. Should these artifacts be collected and controlled by the committee, shared among the jungle's factions, or destroyed before they fall into the wrong hands? How much power is too much for any individual or group to possess?

Cooperation or Self-Preservation

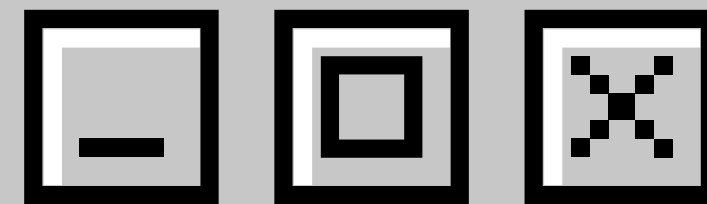
Although delegates share the common goal of escaping Jumanji, each icon enters the jungle with different priorities, alliances, and ambitions. In moments of crisis, will delegates work together to protect the committee and preserve its remaining lives, or pursue individual objectives at the risk of jeopardizing everyone else's chances of survival? Can trust survive when every decision has consequences for the entire committee?

Rebuilding Jumanji

Should Jumanji be restored exactly as it existed before the corruption, reformed into a world where NPCs and players share authority, or completely transformed into something new? Delegates must decide not only how to survive the present crisis, but what kind of world should exist once it is over.



POSSIBLE SOLUTIONS



Restoring the Rules of the Game

Some delegates may believe the only path forward is repairing Jumanji's original programming. This could involve rebuilding broken quests, restoring order among NPCs, and reestablishing the systems that once governed the jungle.

Embracing a New Jumanji

Others may argue that the corruption has created an opportunity rather than a disaster. Rather than restoring the past, delegates could seek to establish a new balance in which NPCs retain their independence and the jungle evolves beyond the limitations of the original game.

Locate the Source of the Corruption

Very little is known about what caused Jumanji to malfunction. Delegates may choose to organize expeditions into newly discovered temples, investigate corrupted regions of the jungle, recover ancient texts, or question long-forgotten NPCs in an attempt to identify the origin of the corruption and determine how it can be stopped.

Negotiate with the Jungle's Factions

The villages, Free NPC Alliance, Temple Guardians, and mercenary groups all possess valuable resources, information, and influence. Delegates may attempt to broker alliances, negotiate peace agreements, recruit military support, establish trade networks, or unite rival factions under a common objective.

Secure Powerful Relics

Ancient relics scattered throughout Jumanji are rumored to possess extraordinary abilities, including the power to stabilize corrupted areas, unlock hidden regions of the map, or even rewrite portions of the game's rules. Delegates must decide whether these relics should be collected, protected, shared among the factions, or destroyed before they can be misused.

Reestablish the Exit

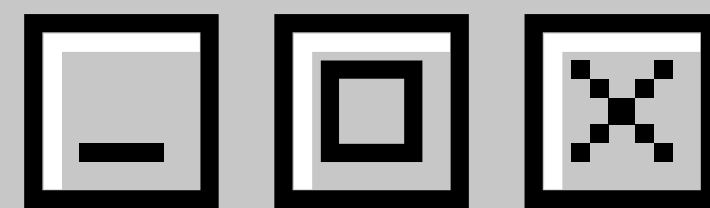
The greatest consequence of the corruption is the disappearance of Jumanji's exit. Delegates may investigate ancient temples, complete forgotten quests, or recover missing map fragments in an effort to reopen the only known path home.

Form a United Jungle Council

Conflict between villages, Temple Guardians, mercenaries, and the Free NPC Alliance has made cooperation nearly impossible. Delegates may attempt to establish a governing council that gives each faction representation, creating a unified response to the corruption instead of allowing each group to act independently.



QUESTIONS TO CONSIDER

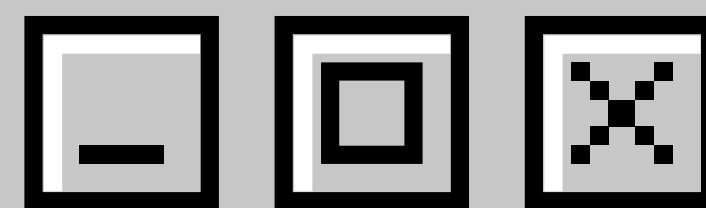


- Should Jumanji be restored to its original state, or has the jungle evolved beyond repair?
- Should NPCs retain their newfound free will, or should they be returned to their original roles to stabilize the game?
- Which factions can be trusted, and which pose the greatest threat to the future of Jumanji?
- How should powerful relics and magical artifacts be secured, distributed, or destroyed?
- Should the committee negotiate with hostile factions or eliminate them before they become more powerful?
- How should limited resources, supplies, and safe zones be managed as the corruption spreads?
- If restoring Jumanji requires permanently changing the jungle's balance of power, who should govern it afterward?
- How can delegates prevent the corruption from spreading while still completing the quests necessary to escape?
- What role should the committee play in protecting innocent villages caught between rival factions?
- If given the opportunity, should delegates destroy Jumanji entirely, even if it means risking everyone still trapped inside?





POSITION DOSSIER



Since Jumanji isn't your average game... and you aren't the average players there are some rules regarding character descriptions.

The jungle has handpicked some of the world's biggest icons, and just like in the movies, every player enters the game with a unique set of strengths and weaknesses. Don't worry- the game did its homework (we hope you did too). Based on each character's public persona, we've given everyone a fun strength and weakness to help inspire creative roleplay throughout committee.

These are **not** strict rules or mechanics that you have to follow. Think of them as inspiration rather than limitations. If you want to weave them into your character's arc, directives, or interactions, go for it! If you'd rather ignore them entirely, that's perfectly fine too (but we encourage otherwise). Your strengths and weaknesses also **aren't set in stone**. As committee progresses, the choices you make, the directives you write, and the story you build may cause them to evolve. Through crisis updates, your character could gain new strengths or overcome old weaknesses.

A quick note on gameplay: strengths and weaknesses are **not** intended to be weapons against other delegates. While you can absolutely reference another character's traits in fun, creative ways, they should never be used as an automatic way to injure, eliminate, disrespect, or otherwise force an outcome on another character. For example, if someone's weakness is water, you can't simply decide to drown them. Instead, these traits are more for personal use and to create entertaining roleplay opportunities, encourage character development, and add another layer of chaos to the game.

Finally, don't lose sight of what committee is really about. These strengths and weaknesses are **not** the focus of Jumanji, nor are they meant to drive every directive or crisis response. In fact, they should rarely, if ever, be the centerpiece of your directives. They're simply an extra layer of fun designed to add personality to your character and give you something creative to build your own arc around if you choose. You may occasionally see these traits referenced or evolved in crisis updates, but beyond that, they're entirely optional. Think of them as a bonus feature—not the main objective. The real challenge is working together to survive the jungle, solve the crises ahead, and restore order to the game.

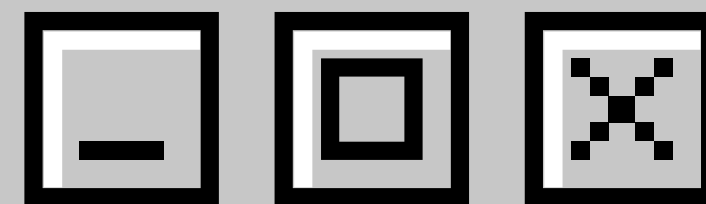


LOADING





POSITION DOSSIER



1. Blake Lively

Actress, entrepreneur, and fashion icon known for *Gossip Girl* and her headline-making style.

Strength: Fashion — You know how to make a statement.

Weakness: Wedding Invites — Sometimes things get lost in the mail.

2. Kanye

Rapper, producer, and cultural figure known for his music, fashion, and unpredictable public persona.

Strength: Ye's Influence — Your ideas attract attention wherever you go.

Weakness: Public Outbursts — One moment can completely change public perception.

3. Kim Kardashian

Reality star, entrepreneur, and social media powerhouse who has turned her name into a global brand.

Strength: Brand Deals — You can monetize almost anything.

Weakness: Law (Bar Exam) — The legal world can get complicated.

4. Billie Eilish

Grammy-winning singer-songwriter known for her distinctive sound, style, and devoted fanbase.

Strength: Strong Fanbase — Your fans have your back.

Weakness: Dress Codes — You prefer a baggy tee.

5. Emma Stone

Oscar-winning actress known for films like *La La Land*, *Easy A*, and *Poor Things*.

Strength: Jazz Music — Jazz music really bring out your best.

Weakness: Hair Dye — Why ruin the classic Red.

6. Eileen Gu

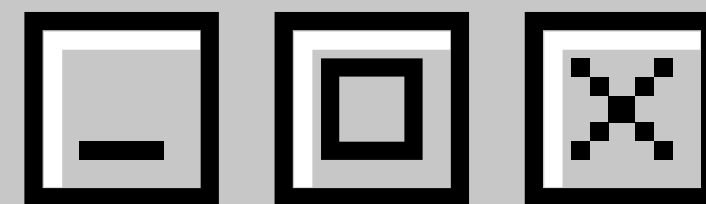
Olympic freestyle skier, model, and student known for competing internationally at the highest level.

Strength: Athleticism — Physical challenges are your specialty.

Weakness: Choosing Sides — Picking a country can get complicated.



POSITION DOSSIER



7. Timothée Chalamet

Oscar-nominated actor and certified Knicks fan known for films like *Dune* and *Call Me by Your Name*.

Strength: Courtside Knicks — Courtside is where you thrive.

Weakness: Ballet and Opera — Not every performance is your thing.

8. Ariana Grande

Grammy-winning pop star and actress famous for her powerhouse vocals and signature high notes.

Strength: High Notes — Your voice is your superpower.

Weakness: Tabloids — Headlines tend to follow you.

9. Adam Sandler

Comedian and actor known for blockbuster comedies, basketball shorts, and an extremely casual wardrobe.

Strength: Boston Bruins — You look best in a jersey with a golf club.

Weakness: Wearing a Tuxedo — Formalwear is a big ask.

10. Kai Cenat

Streamer and internet personality known for massive livestreams, celebrity guests, and nonstop energy.

Strength: Connections to People — You seem to know everyone.

Weakness: Quiet — Silence isn't really your thing.

11. Elon Musk

Entrepreneur behind companies including Tesla and SpaceX, known for ambitious technology projects and an equally active online presence.

Strength: Tesla — Technology is on your side.

Weakness: SEC Emails — Regulators can ruin your day.

12. Kendrick Lamar

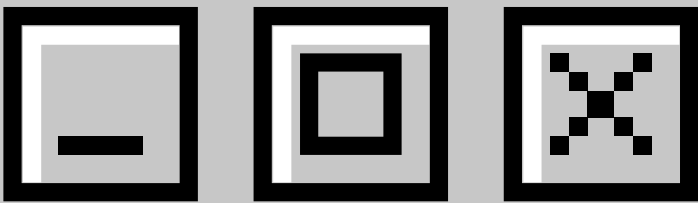
Pulitzer Prize-winning rapper known for his lyricism, storytelling, and ability to dominate a rap battle.

Strength: Diss Tracks — No one interrupts if your at the mic.

Weakness: Drake Fans — Not everyone appreciates the lyrics.



POSITION DOSSIER



13. Bad Bunny

Puerto Rican superstar whose music and tours have made him one of the world’s biggest artists.

Strength: World Tours — You’ve conquered stages worldwide.

Weakness: Half-Time Shows — Some stages bring extra pressure.

14. Scott Disick

Reality television personality and longtime member of the Kardashian universe known for his humor and larger-than-life personality.

Strength: Charisma — Charm comes naturally.

Weakness: Commitment — Sticking around can be harder.

15. Joe Rogan

Comedian, UFC commentator, and host of one of the world’s most recognizable podcasts.

Strength: Massive Audience — You know how to get many people listening.

Weakness: Experts — They might question the logic.

16. Addison Rae

Social media personality turned singer and actress who first became famous through TikTok.

Strength: Dancing — You know how to perform.

Weakness: Staying Hydrated — You didn’t “meme” to

17. Katy Perry

Pop superstar known for colorful performances, massive hits, and some particularly memorable career moments.

Strength: Music Videos — You know how to put on a show.

Weakness: Blue Origin — Space may not be your safest topic.

18. Pope Leo

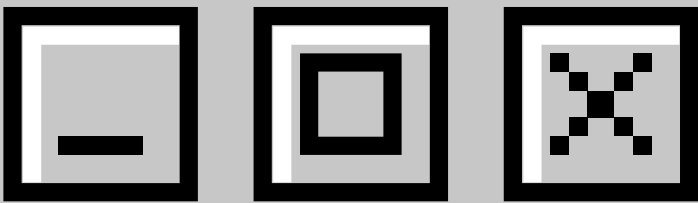
The leader of the Catholic Church and one of the most recognizable religious figures in the world.

Strength: Sundays — This is your day.

Weakness: Lent — Sacrifice comes with limitations.



POSITION DOSSIER



19.Erling Haaland

Norwegian soccer superstar and Manchester City striker known for his speed, strength, and goal-scoring ability.

Strength: Running — Good luck to anyone trying to keep up with you.

Weakness: Doorways — Being tall has consequences.

20. Sam Altman

Technology executive and CEO of OpenAI, best known for his role in the rise of ChatGPT and modern AI.

Strength: ChatGPT — AI is your greatest tool.

Weakness: OpenAI Board Meetings — Things can escalate quickly when dealing with programing.

21. Christopher Nolan

Oscar-winning filmmaker known for complex blockbusters like *Inception*, *Oppenheimer*, and *Interstellar*.

Strength: Plot Twists — You tell an insane story.

Weakness: Explaining the Ending — Might leave some people confused at the end.

22. Jonathan Anderson

Award-winning fashion designer known for his work at JW Anderson and some of the world’s biggest luxury fashion houses, at the moment your making headways for Dior.

Strength: Luxury — High fashion is your territory.

Weakness: Fast Fashion — Cheap trends are not.