



JejuMUN X

Background Guide

MZRNR | The Glade

1 | Embarking on the ultimate journey outside the Glade and beyond

SDG: 15. Life on Land, 17. Partnerships to achieve the Goal

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Committee Introduction

In a fictional crisis committee, delegates will confront a series of imaginary challenges from various topics including historical, science-fiction, and fantasy. In this committee specifically, delegates will be immersed in the thrilling world of the Maze Runner series, facing simulated crises inspired by the story.

The committee exists to provide delegates with a unique and riveting experience that will test their critical thinking, problem-solving abilities, and capacity to adapt to rapidly changing scenarios. Delegates will have the opportunity to investigate themes such as survival, cooperation, trust, and sacrifice, which are portrayed in the Maze Runner series' intense and unpredictable environment.

The fictional crisis committees are distinguished from other MUN committees by their emphasis on dynamic and fluid agendas. To navigate the challenges presented, the committee encourages delegates to think creatively and strategically. Delegates will be able to frame the outcomes and resolutions based on the characters' personalities and the context of the situation, creating an environment of active engagement and immense imagination.

To do so, delegates must be aware of several key aspects of this committee. They should familiarize themselves with the fictional universe or setting on which the committee is based, in this case, the Maze Runner series. Understanding the fictional world's background, history, and major elements is essential to effectively navigate the simulated crises. This can be accomplished by conducting research and learning about the fictional universe, its characters, and key plot elements. Sufficient research will assist delegates make informed decisions, accurately portraying their assigned characters, and successfully contributing to committee discussions.

There are no "right" or "wrong" answers in this committee as the actions and decisions of the delegates will shape the course of the events. Thus it is crucial to approach the committee with an open mind, applying the knowledge of the Maze Runner series, critical thinking skills, and collaboration with fellow delegates. Delegates can embark on an unforgettable journey outside the Glade and beyond by embracing the spirit of exploration, problem-solving, and teamwork, overcoming the challenges and mysteries that lie ahead in this committee.

Agenda Introduction

The delegates of this committee are gathered to discuss an urgent issue for the fate of the Gladers in the Maze. Delegates are responsible for making critical decisions to embark on the ultimate journey beyond the Glade's boundaries, into the unknown depths that lie beyond.

The Gladers' decision to embark on the journey is critical. They have worked to unravel the mysteries of the Maze, overcome its challenges, and learn the truth regarding their existence. Now it is time to determine whether to face the rising dangers of the Maze or venture outside the Glade.

Delegates are to consider the vastness of the Maze to examine the significance of the issue. The territory covers over a hundred square kilometers and has a complicated structure full of hidden dangers and tenacious opponents known as Griever. The journey represents a daring quest for freedom, self-discovery, and the pursuit of truth outside the Glade.

The scope of this issue extends beyond borders. The Gladers come from various backgrounds and face a momentous challenge. While the Gladers will go through the immediate consequences of their decisions, the long-term consequences will affect potential rescuers, the mysterious creators of the Maze, and the external forces involved.

The issue is crucial, touching on basic human aspirations and rights. It questions the limits of knowledge, the pursuit of freedom, and the determination for survival. The Gladers' persistence, leadership, and collective well-being are all affected by the decision to embark on this journey.

Delegates are in charge of deliberating and weighing the risks and benefits of venturing outside the Glade. Collaboration, empathy, and visionary thinking are encouraged to navigate through challenges toward a brighter future, whether inside or outside the Glade. Conversations and decisions will shape the fate of this committee, inspiring bravery, sacrifice, and a desire for a better future.

Letter from the Chairs

Dear Gladers,

Hello, Greenies! Welcome to the Glade. My name is Joy Kim, and I will be your crisis director leading the committee with head chair Chloe and co-chair Ryan. I am currently a sophomore at KISJ. It is my honor to direct the Maze Runner committee for JejuMUN X.

I have participated in MUN since sixth grade. Since then, I joined numerous conferences in multiple roles - from a delegate to a chair to a secretariat. Every time I chair a committee, my ultimate goal is to make the conference a success that is greater than the last conference I chaired. This conference will not be an exception. As a chair, I will try my very best to keep the committee engaging with fruitful discussions by consistently raising effective crisis updates. I am sure that chairs Chloe and Ryan think likewise and will try their very best to facilitate the conference.

Crisis committees are generally the most challenging form of Model UN. This is due to multiple reasons including the fast flow of debate, higher level of debate, and demand for speech and stance improvisation as a prerequisite. While this makes the Maze Runner committee an enjoyable challenge for most of the delegates, the level of challenge might overwhelm some delegates - especially the ones joining MUN for the first time. As chairs, we will all make sure that the committee will be engaging and welcoming for every single delegate. In this committee, we value fruitful debates, inclusion, and, most importantly, fun over skills.

If you have any inquiries regarding the conference, feel free to ask either of us three through email (appended below). Chloe, Ryan, and I will all try our best to answer your questions as fast as possible. Have fun preparing for the conference! We will see you at JejuMUN X.

FYI (Information for preparing): Most of you will be aware that “The Maze Runner” is a series both in books and movies. While the overarching theme and plot are the same for the two, some characters and details regarding the plot flow are very different. Regarding the characters, all characters were listed based on the **movie**. If your character does not come out in the book, make sure to check other sources such as the movie, fandom wiki pages, or the “Stances of Parties” section of the study guide. The plot **will derive from both the book and the movie**. This means the ending or plot flow **might not be the same** as it turns out in the original series.

Sincerely,

Joy Kim | Crisis Director | joykim26@kis.ac

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Key Terms

Glade

The area in the center of the Maze that serves as a living place for the Gladers. The Glade has four large walls that encase it and separate it from the Maze.

Glader

A term used to describe individuals living in the glade.

Griever

A creature that lives in the Maze and comes out mainly after dark with the purpose of harassing and even killing the Gladers who venture into the Maze.

The Box

A metal elevator located in the center of the Glade that brings weekly supplies and a new Glader every month.

W.C.K.D.

The initials that are on the grief serum as well as the walls and the grievers. It seems to describe the ones who created the Maze...

Grief Serum

The antidote for the sting of a griever. After someone has taken the serum, they regain some of the memories from their past life.

Runner

The strongest and the fastest of the Gladers, and the only ones allowed to go inside the maze. Their purpose is to map out the maze and to find a way out.

Historical Background

Not much is known about the story behind the maze, and how the boys ended up in the Glade. The memories of the boys in the Glade start after their arrival in the Glade. At some point in time, the first member, Alby, was sent to the Glade. Since then, every 30 days, a new boy was sent into the Glade with his past memories totally wiped. Other Gladers would consider an appropriate role for him in the "Glade society". With this system, the boys collaborated and built their own "society" divided into roles with the ultimate goals of being safe from the environment and trying to find a way out.

The boys divided themselves into ten different roles: runners, builders, baggers, sloppers, brick-nicks, med-jacks, map-makers, cooks, slicers, and track-hoes. Together, the Gladers have built up and maintained a sustainable environment that is intricately balanced in order and peace. The order was able to make society somewhat protected from external dangers including the Grievers inside the maze. The group runs by democracy - from simple decisions to punishments to deciding whether or not to evict a member from the Glade.

Most certainly, there must also be history before the first arrival of Alby in the Glade. Though they are impulsive and short, some memories regarding the past (before times in the Glade) could be remembered by Gladers through the injection of the Grief Serum, an antidote for treating bites from Grievers. Through the injection, the boys are able to recall a part of their past - whether it is relevant to the maze, their present, or any part of their life. However, not only are the Gladers hesitant to use the Grief serum because they are not sure if intentionally using the Grief Serum is as helpful to escape the maze, but they are also aware that the injection may bring significant negative side effects. For this reason, the knowledge regarding the past is still limited to the Gladers.

Current State of Affairs

Just a day ago, an unexpected member was delivered into the Glade - a female member named Teresa. Her appearance is rather surprising to most Gladers, as every member that has been sent to the Glade before Teresa was a boy. Interestingly, according to the Gladers who saw Teresa's arrival, Teresa shouted out "Thomas" as soon as she arrived in the Glade. Based on this information, some members accuse Thomas of suspicion and believe that he must be related to Teresa and her arrival. Most believe, however, that Teresa is the only individual of suspicion, and that she should be either interrogated or put into control through isolation in the slammer.

With Teresa seemingly being the last member delivered to the Glade, Gladers are assuming that not much time is left for them until their inevitable fate of death, whether the death is caused due to conflicts among the members in the Glade, or failure from the attempt to escape from the maze. For this reason, the ultimate goal of the Gladers is to escape their homes using any strategy possible.

Fortunately, progress is definitely being made in the Glade. The Runners - the ones who run through the maze to explore and analyze the terrain - are working on their job to make a complete map of the maze by running and exploring it every day. Though the majority of the maze has been modeled on the map, perfectly modeling the maze is still a challenge for the two, as the maze that is trapping the boys in the Glade constantly changes in shape every day. Not to mention, exploring the maze is a large risk to the Gladers, as there are predator robots that try to attack them and turn them into zombies. This ultimately means death for the Gladers, as there is a rule to kick out the infected member into the maze in order to keep the other Gladers safe.

Thomas - one of the latest boys delivered to the Glade, has brief, sudden memories and flashbacks regarding WICKED, the organization that is supposedly behind everything about the maze, the Glade, and the reason the boys are trapped inside. He has some information that he could provide from the flashbacks. However, not only does Thomas not know his relationship with WICKED, but his flashbacks are mostly nothing but mere images with dialogues of "WICKED is good", it is not much helpful for solving the maze. Some Gladers believe that finding out the true identity of WICKED is a job to do after the maze-solving is done.

Instability and imbalance are starting to build up within the Glade. Firstly, the Gladers are conflicted and divided upon strategies for survival - whether to stay in the Glade or find a way out through the maze. The best way that can guarantee the safety of Gladers for the longest time possible is still not clear. The polarization is further induced as more boys in the Glade are dying from exploration.

Stances of Parties

Aidan

Aidan is a builder in the Glade. In other words, he is in charge of building structures in the Glade including houses and Slammers (jail). He works under Gally, who is the Keeper of the Builders. Though he does not have any close friends in specific, Aidan has a good reputation among the other boys for being generous. For this reason, Aidan does not have any specific enemies in the Glade. Unlike many of the other boys in the Glade, however, Aidan stays on the conservative side on the topic of escaping the maze. He believes that living in the maze is currently the safest way to live, as no one is certain about what is outside.

Alby

Alby is one of the most important characters in the Glade. He is the oldest among all the boys in the Glade. While the reason the boys respect Alby also comes from his age, the main reason is because of his maturity and wisdom from his longest experience in the Glade. Alby was the first boy who was sent into the Glade. Currently, he holds the position of the leader of the Gladers. He is the closest with Newt and Minho. Alby also works on a secret project with some of the Runners. Some suspect that the project might bring light to solving the ultimate clue for escaping the maze.

Ben

Ben is one of the Runners in the Glade, working under the Keeper of the Runners, Minho. As he is a Runner, it is apparent that Ben stands for the progression of escaping the Maze, out into the unknown. He went through the Changing just during the day when Thomas arrived in the Box. Interestingly, Ben strongly opposes the idea of welcoming Thomas into the Glade. He believes that Thomas does not and will not belong to the Glade. The reason Ben was so negative about Thomas is because of the memories he attained during the Changing. Ben learned that Thomas somehow was related to WICKED, and continuously asserted that he was evil ever since.

Billy

Billy is the Keeper of the Baggers, which is the job to bury the dead Gladers. He keeps a rather low profile compared to the other Keepers such as Minho and Frypan. However, this does not indicate Billy's negative personality, as he is a loyal, diligent member of the Glade. Billy's main want is the consistency of peace among the Gladers. For this reason, Billy stays neutral regarding the topic of escaping the maze, as he believes that the act will bring the possibility of chaos and conflicts. Regardless of his current stance, Billy will choose the side that will seem to guarantee the most peace in the long term.

Chuck

Chuck is the youngest boy in the Glade. He is a Slopper, which is the lowest-ranked job in the Glade. This implies his status in the Glade, which is on the lower end. Despite his status, however, Chuck is very loyal to his allies. He was also the first member to welcome Thomas with fully-open arms. When Thomas arrived at first, Chuck was one of the first

members to approach and befriend him. Chuck remains as close friends with Thomas, who is nearly the only friend Chuck has at all. Though he does not have his own clear stance about escaping the maze, Chuck will most likely support any side that Thomas supports.

Clint

Clint is a Med-jack in the Glade, who is responsible for handling all medical emergencies including injuries ranging from minor cuts to severe problems. He is one of the two only Med-jacks in the Glade, with the other one being Jeff. Because of this aspect, the two are naturally close to each other. Clint is neutral when it comes to escaping the maze. He will most likely conform to the general opinion of the Gladers. While the job of a Med-jack may seem minor, the Gladers definitely need him, as he and Jeff are the only ones who can protect them from injuries. For this reason, the two definitely have some power of voice when making the final decision.

Frypan

Frypan is the Keeper of the Cooks. He is in charge of managing and leading all cooking jobs for the boys. He is very amiable and calm. Frypan is allied with many of the Gladers including Newt, Minho, Alby, and Thomas. As a cook, Frypan also holds a lot of responsibility for taking care of the Gladers, who mostly have the typical “boyish immaturity,” to say the least. Compared to the other boys, Frypan is on the mature side and is very loyal to his friends. Frypan believes that the maze should be a place the boys must leave at some point. He believes that in the long term, the Glade will only bring instability.

Gally

Gally is the Keeper of the Builders. This means he is the leader of all the builders in the Glade. Gally has a rather aggressive personality compared to the other boys. For this reason, to some other Gladers, Gally often seems like the antagonistic bully. However, Gally holds much more value than a mere bully. He is very loyal on the inside and is dedicated to protecting the team. Unfortunately, he holds an enemy relationship with most of the Gladers including Minho, Chuck, Frypan, Thomas, and Alby. Regarding escaping the maze, Gally is one of the most conservative members. He believes that the maze is where the Gladers belong to. Gally thinks in such a way because of the uncertainty and high possibility of disorder that could be brought after escaping the maze.

Hank

Hank is a member of the Runners. Though some Gladers do not like him so much for being close to Gally, he is definitely a great runner who is able to perform all of the given tasks. Furthermore, his burly body and strong power make him a hard person to make aggression to. Originally, Hank was a staunch supporter of escaping the maze. However, as he made closer relationships with Gally, his clear stance started to turn into ambiguity, as Gally is the largest opponent of the idea of escaping the maze. Hank should quickly choose his final stance regarding the escape, as that will affirm or dissolve his alliance with the group of Runners and primary leaders (Alby, Minho, Newt, etc.), or Gally.

Jackson

Jackson is a Bagger in the Glade. He remains relatively reserved as a typical introvert. Despite his neutral-looking personality, however, Jackson has clear feelings and sides regarding different topics - from Thomas to Teresa to the Glade. Jackson believes that Thomas is an anomaly who does not truly belong to the Glade. He believes in such a way because he partly listened to other Gladers going through the changing and realizing the dark truth of Thomas - an unknown individual who is related to WICKED. He believes that Thomas, with Teresa, brought instability and polarization to the Glade. He desires to regain the stable state of the Glade before Thomas and Teresa arrive. In other words, he would rather try to bring back stability in the Glade than escape the maze, trusting the two hated individuals.

Jeff

Jeff is one of the two Med-jacks in the Glade with Clint. He has top knowledge similar to Clint regarding treating medical emergencies that will sufficiently handle most of the boys in the majority of the injuries. Because he and Clint are the only Med-jacks, the two inevitably share a lot of time and are, therefore, extremely close to each other. Ever since the arrival of Teresa, Jeff had a bad feeling about the Glade. He felt that the delivery of Teresa, an anomaly from the rest of the Gladers (who are boys), is the start of an omen for the ending of the Glade. For this reason, Jeff believes that the Glade can never be a home that could sustain the members forever.

Joe

Joe is one of the Runners in the Glade, working under Minho, the Keeper of the Runners. As he is a Runner, it is apparent that Joe stands for the progression of escaping the Maze, out into the unknown. He is willing to do anything to escape the Maze. He is known for his quick temper and immaturity.

Lee

Lee is a member of the Builders in the glade, whose job is to build and maintain the shelters and facilities for the Gladers. He stands alongside Gally, the Keeper of the Builders, and holds a grudging relationship with Minho and Thomas. Unfortunately, he died during the Griever attack, and his name can be seen crossed out.

Minho

Minho is the Keeper of the Runners whose job is to run into the maze and one of Thomas's close friends. After Thomas killed a driver for the first time after he went into the maze, Minho built a strong respect for Thomas and started trusting him more and more, until he trusted him enough to show him the completed map of the Maze. As a Runner, he strives to escape the Maze and therefore supports the change that Thomas and Teresa brought.

Newt

He is one of the most important individuals in the Glade, as he is the Second-in-Command after Alby. He was the one who explained the rules of the Maze to

Thomas, including the shifting walls, the Grievors, and the Runners. He is friends with Thomas and wants to protect him from people such as Gally.

Peter

Peter is one of the Builders in the Glade. His job as a Builder is to build and maintain structures inside the Glade. He is known for his immaturity and playfulness, and is often responsible for the worst pranks. As a builder, he works under the Keeper of the Builders, Gally, and shares his pessimistic view of Thomas and Teresa's arrival.

Stan

Stan is one of the cooks of the Glade. He works under Frypan, the Keeper of the Cooks. He is known to be quick to anger, and Frypan often helps him calm down with his maturity. Stan holds great respect for Frypan, and shares his worried view of the Maze.

Teresa

She is the only girl to have ever been delivered to the Glade, and held a note in her hands saying "SHE IS THE LAST ONE EVER." She mumbled out the name Thomas when she first arrived, leaving questions to be answered only when she wakes up. Who knows what past she is hiding, who knows how she will answer her questions...

Thomas

Thomas first started out helping tend the Gardens with Newt, but finds Ben, a Runner, in the woods where he went to get some fertilizer. Ben, upon seeing Thomas, attacks him after being stung by a Griever in broad daylight, which has never happened before. Later, Teresa arrives, mumbling Thomas's name before she passes out. Everything started changing with his arrival. What does that change mean? Where could this take the Gladers?

Tim

Tim mainly works as a Bagger, who is in charge of burying dead Gladers, and has a second job as Slicer, who tends livestock such as pigs, hogs, and sheep. He has a slow temper and an easygoing nature. However, he still wants to escape the Maze to escape the boredom. He thinks Thomas is a good person, and is willing to defend his name.

Winston

Winston is the Keeper of the Slicers, responsible for tending livestock including pigs, hogs, sheep, turkey, and chicken. They are the ones who clean the "klunk" (Glader slang for poop). He is a kind and caring person, always looking after others. He has a good relationship with everyone, even Gally. However, he thinks that this time, Gally is overreacting and that it is due time for the to finally escape the Maze. This is why he welcomes Thomans and Teresa's arrival, which he believes is the key to escape.

Zart

Zart is the Keeper of the Track-hoes/Gardeners, and was the first person that worked with Thomas. He is smart, quick-to-the-point, and adventurous. He is a close friend of Minho and thinks that Thomas is a hardworking person. He is widely respected due to

his responsibility. He is willing to defend Thomas and Teresa in front of Gally, whom he wasn't a good friend with in the first place.

Possible Solutions

It is important to note that there is no correct answer to the outcome of the conference. Please keep in mind that these are only suggestions, and delegates are free to develop their own ideas based on the suggestions or devise their own creative solutions. However, if the situation requires it, the delegates may have to debate to reach a compromise.

Maximizing Teresa's Knowledge and Skills

A dedicated team of Gladers can work closely with Teresa to manage her abilities and knowledge. Teresa's connection with WICKED and insights into the Maze's design can help decipher coded messages, identify potential escape routes, and gather useful information about the Maze's purpose and intentions. Teresa's unique perspective different from the rest of the Gladers can help escape quicker or make informed decisions about the Maze.

Quick and Coordinated Escape Strategy

Gladers can prioritize the development of a comprehensive escape plan that reduces risks while increasing efficiency. The Gladers can divide into specialized teams with each assigned specific tasks such as mapping, gathering supplies, and overcoming obstacles. The Gladers can more effectively navigate the Maze and increase their chances of escaping quickly and safely by coordinating their efforts, sharing information, and utilizing strategic maneuvers.

Temporarily staying in the Maze

Rather than immediately attempting to escape, Gladers may consider strategically remaining within the Maze. This solution necessitates weighing the risks and benefits of venturing outside the Glade. Gladers may suggest strengthening the Glade's defenses, establishing sustainable food production, and increasing self-sufficiency. By focusing on the Glade community's long-term survival and development, an informed decision can be made regarding remaining within the Maze until a better understanding of the outside world.

Psychological Support and Mental Resilience

Gladers may address psychological well-being by acknowledging the enormous stress and trauma experienced in the Maze. The solution could include the formation of support groups, counseling services, and stress management techniques to assist Gladers in coping with the Maze's challenges. Improving mental resilience may result in a more focused, determined, and cohesive group.

Questions to Consider

1. Do you want a change from the current system? Or do you want the current system to remain unchanged?
2. What do you think of Thomas and Teresa's arrival and the changes they brought?
3. Shall there be any reformations in hierarchy within the "Glade society" in order to attain stability inside the maze? Is that effort essential in the first place?
4. Shall Teresa be doubted in her identity considering all the confusion and instability she brought to the Glade? Or shall she be invited in the sense that she might have useful information that could contribute to escaping the maze?
5. Shall the decision of escaping the maze be executed with unity? That is, should the entire group stick together to escape or stay? Or shall the Gladers associate themselves with different groups believing in different futures?
6. How shall the Gladers solve the current problem of no longer receiving the weekly supplies?
7. Is Thomas reprehensible for all the instabilities that the Glade is currently facing? (e.g. resource shortage, arrival of Teresa, etc.)

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