JejuMUN XII

BACKGROUND GUIDE

Stranger Things

Stranger Things Committee: Neutralizing the Vecna Threat and Sealing the Gate

SDG: 17. Partnerships for the Goals

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Committee Introduction

This Emergency Response Committee was created in March 1986 by the Party–Will Byers, Mike Wheeler, Dustin Henderson, Lucas Sinclair, and Max Mayfield in response to the Vecna crisis threatening the security of the citizens of the town of Hawkins, Indiana. All delegates of this committee are responsible for minimizing the humanitarian damage caused by the barely known creature, Vecna, from the Upside Down, and revealing a way to seal the curse gates created by Vecna through the murder of individuals affected by Vecna's curse. Our committee will urge its delegates to consider their character stance and nuanced understanding of the plot to develop a creative yet agreeable solution to defend Hawkins from Vecna.

The people of Hawkins, including the Hawkins Middle AV club, have previously handled similar crises related to the Upside Down before. Having resolved the crises involving the disappearance of Will Byers of 1983 and the influence of the Mind Flayer on Hawkins civilians, the committee members already possess fragmentary information on the creatures of the Upside Down.

This is a crisis committee, which means that it will not be influenced by typical General Assembly (GA) Rules of Procedure (RoP) with draft resolutions and amendments. All delegates will represent an individual from the show *Stranger Things* from the fictional timeline of March 25, 1986, and will act based on the character's stance as portrayed in the show. **Delegates will play a significant role in designing the plot.** The crisis director will incorporate private and public directives into the updates of the arc, which will influence the delegates of the committee immediately. Whether the delegates fail or succeed in counteracting Vecna and sealing the gates, they must protect Hawkins from the risks approaching it.

Agenda Introduction

March 25th, 1986 – Hawkins, Indiana.

A beloved cheerleader at Hawkins High School, Chrissy Cunningham, is found dead: floating midair, limbs bent and shattered, eyes gouged out, as if pulled apart by an invisible force. Within 72 hours, the death toll rises. The pattern is chilling: all victims suffered from hallucinations, then died in the same horrific way. Victims are tormented by the same haunting visions of ticking grandfather clocks, ghostly voices, and relieved traumas.

Hawkins, once the site of secret government experiments at the Hawkins Lab, is now cracking under the control of the Upside Down and Vecna. The Upside Down is an alternative dimension that mirrors our own, filled with toxic air, hostile lifeforms, and controlled by a hive-mind ecosystem.

Authorities are dismissive and are branding the murders as cult activity and treating the supernatural crisis as a minor threat. However, the status quo is exacerbating day by day. Massive earthquakes split the ground while mysterious black vines and red skies appear.

The Upside Down is no longer contained.

This is not just a paranormal event—it's a full-blown interdimensional invasion. At the center of this is a psychic entity named Vecna. Vecna preys on the mentally vulnerable, manipulating human consciousness and killing them to open the gates between the Upside Down and our world. His ultimate goal is the eradication of humanity. Three gates are now open in Hawkins. If the fourth is created, the barriers between the worlds would collapse entirely.

James "Jim" Hopper is imprisoned in the impenetrable Kamchatka Prison in Russia. Meanwhile, Eleven is in California, where her once-formidable psychic abilities have mysteriously disappeared. Eddie Munson has become the primary suspect in the murder of Chrissy. "The Party"—Will, Mike, Dustin, Max, and Lucas—are left to confront this threat while being ignored, dismissed, and hunted by those who believe that they are the threat. Worse still, Max herself has become Vecna's next target.

With the unprecedented death toll, paranormal activities, and more chaos and disbelief unfurling from all parts of the town, the fate of the world is held in your hands. Who is Vecna's next prey? Will we save Hopper? How will the world restore its stability while teetering on the edge of extinction? Who is Vecna, and what can we do to stop him?

The decisions made here will determine if Earth remains a free home for humanity or falls prey to Vecna and the Upside Down.

Letter from the Chairs

Nice to meet you all, dear delegates! My name is Yudan Sun, and I am currently a sophomore attending Korea International School, Jeju. This is my ninth chairing experience, and I am truly honored to serve as your director of the Stranger Things committee in this year's JejuMUN conference. Even though I have participated in many crisis committees, involving fictional ones, I am particularly excited for this committee, for I truly enjoy the plot of the show Stranger Things. Because this is a fictional committee, I do not expect you to remain in a formal manner. I am anticipating submission of as many creative directives as possible, which adds suspense and twists to the general crisis arc. My ultimate goal is that all of you can feel the excitement of the crisis committee throughout your two days of the conference, and therefore learn to enjoy Model United Nations as a whole. I look forward to getting to know you all at the conference!

Greetings, Delegates! I am Chaewon Kwon, and I am a Freshman at Korea International School Jeju. I am honored to serve as the head chair of the Stranger Things committee in this year's JejuMUN conference. I am excited to witness the energy, quick thinking, and creativity you all bring. As this is a crisis committee, you will engage in dynamic, fast-paced scenarios that will require real-time problem-solving. I hope this committee will provide a challenging and rewarding experience. See you at the conference, and good luck!

Welcome, this is Sam Moon in 8th grade, SJA, your deputy chair. I am excited to chair this crisis committee. After 3 years of crisis experience from 6th grade, I am chairing my second crisis committee. I hope each one of you delegates could earn valuable experience from this conference and grow as professional crisis delegates. Please make lots of interesting directives to entertain the entire committee. Looking forward to seeing you all, and good luck.

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Key Terms

Disarmament
The reduction or withdrawal of military forces and weapons.

Vecna
A powerful humanoid creature from the Upside Down in Stranger Things, responsible for psychic murders and mental manipulation in Hawkins.

Upside Down
An alternate, dark, and dangerous parallel dimension that mirrors the real world; home to creatures like the Demogorgon and Vecna.

Mind Flayer
A hive-mind entity from the Upside Down that seeks to control and invade the real world using monsters and human hosts.

Gate
A rift or portal between the real world and the Upside Down, which must be sealed to prevent invasion and chaos.

Psychic Connection
A mental or supernatural link between Vecna and his victims, often used to manipulate or attack them.

Hawkins
The fictional town in Indiana where the events of Stranger Things take place; central to the mystery and supernatural occurrences.

Demogorgon
A deadly creature from the Upside Down known for its strength, brutality, and role as one of the first threats to Hawkins.

Possession
A state where a person's body or mind is controlled by an external force, such as Vecna or the Mind Flayer.

Telekinesis
The ability to move or control objects using only the mind; used by characters like Eleven to fight supernatural enemies.

Containment Strategy
A planned approach to stop the spread of threats from the Upside Down and protect the real world from further harm.

Historical Background

Context/cause:

The first recorded interaction between Hawkins, Indiana, and the Upside Down was in 1983, when the first gate was opened. This had caused the disappearance of Will Byers, who had been abducted by the creatures named Demogorgons to the Upside Down.

During the investigation led in collaboration with Jim Hopper and Joyce Byers, a couple of contexts behind Will's disappearance were revealed. A very limited number of individuals affiliated with Hawkins Middle were exposed to the background information about the MKUltra experiments conducted at the Hawkins Lab as a part of a government program, and how it led to the birth of Eleven, a girl possessing supernatural abilities. It was later discovered that Eleven had made contact with Demogorgons from the Upside Down, and her abilities unintentionally opened the first gate, connecting the Upside Down with Hawkins. Whereas the gate opened by Eleven was later sealed by Eleven herself, the piece of Mind Flayer continued to remain in the dimension of Hawkins, taking multiple civilians as a host and driving Hawkins into perilous circumstances, threatening the security of the residents. The entity behind the crises is suspected to be Vecna, but exactly who or what Vecna is remains unrevealed to the committee members.

Past Actions:

In 1983, Eleven had sacrificed herself to destroy the first gate, proving that her abilities were capable of destroying the creatures from the Upside Down, including the Demogorgon, and closing the gate. However, the committee members should recognize that the partial success was short-lived, as the gate reopened several times in the following years, posing a hazard to Hawkins.

In 1984, Eleven once again sealed the reopened gate in the Hawkins Lab, which prevented any creatures from approaching the real-world dimension. However, the Mind Flayer continued to influence Hawkins by creating a 'spy network' between its hosts, putting Hawkins once again at a major risk.

After sealing the gate in 1984, the information regarding the Hawkins lab was exposed to the public by journalist Murray Bauman, contributing to the closure of the Hawkins lab. However, the persistent investigation conducted by Murray, Joyce, and Hopper led to the realization that the USSR commenced a secret project in East Hawkins to open another gate to the Upside Down. Eleven again seals the gate and defeats the Mind Flayer with the help of Suzie Bingham, Steve Henderson, Jim Hopper, Joyce and Murray, and the rest of the Party. Eleven consequently loses her powers, and Hopper gets abducted by the Russians to the Kamkatcha Prison in Russia.

Current State of Affairs

Hawkins faces an unprecedented threat: Vecna's attacks and the creatures from the Upside Down are proliferating through the seemingly quaint town in Indiana. More and more gates and portals are appearing each day, with supernatural earthquakes tearing through the town. The once-quiet suburb is now filled with fear, confusion, and a growing sense that safety and comfort can no longer be found.

Yet, government officials and national leaders choose to remain silent. Supernatural occurrences are framed as natural disasters. The hallucinations experienced by the victims are merely the turbulent minds of teenagers. The town is in hysteria; fingers point to the innocent, accusing them of being murderers and psychotic killers.

As for Vecna, he is growing his powers and expanding his attacks. Feeding off of his victim's torment and fear, he rules the Upside Down. Vecna targets more of his prey each day, spreading his psychic grip on the disoriented minds of his victims. No matter what the Party and their allies do, Vecna seems to be one step ahead. With Eleven's powers lost, Eddie Munson and the Hellfire Club under suspicion of the murders, and Jim Hopper imprisoned in Russia, the Party is up for a threat that may be greater than ever–one that tests their courage, resilience, and ability to not succumb to insanity.

Time is running out. Gates are opening, and people are falling under Vecna's cruel plans. Hawkins teeters along the brink of annihilation, and if the Party fails to act, the Upside Down will not stop at Indiana–it will consume *everything*.

Stances of Parties

Dmitri Antonov

Dmitri is a former Soviet prison guard at the Kamchatka prison camp and a former member of the Soviet Ministry of Internal Affairs. After attempting to help Hopper escape, he is stripped of his status and imprisoned with Hopper. Dmitri demonstrates intelligence and stealth, and ultimately aims to escape the Kamchatka camp with Jim Hopper. After learning about the Hawkins Crisis from Hopper, Dmitri perceives Vecna as a significant danger not just to Hawkins but to the entire world. He emphasizes the need for immediate action and believes that engaging directly with Vecna is necessary.

Dr. Brenner

Dr. Brenner is a senior scientist and former director of Hawkins National Laboratory. He is responsible for directing the MK Ultra experiments on psychic children, including Eleven. Brenner oversaw the unethical and dangerous research that opened the gate to the Upside Down, triggering the Hawkins crisis. He later cooperates with Dr. Owens in restoring Eleven's powers. Eleven holds deep resentment towards him, and Brenner is often regarded as an antagonist by the Party. Recognizing the imminent threat of Vecna and the Upside Down, Dr. Brenner seeks to find Eleven and develop her powers even further to surpass Vecna and destroy all portals once and for all.

Dr. Owens

Dr. Owens is a high-ranking official at the US Department of Energy and the Director of Operations at Hawkins Lab. Owens oversaw the management of the gate to the Upside Down as well as the mitigation of the Mindflayer and other threats. Owens is well aware of the Vecna crisis and recognizes its urgency. He is an ally of Eleven after helping Jim Hopper legally adopt Eleven. Upon learning that Eleven had lost her psychokinetic abilities, he works with Dr. Brenner on the "Nina Project" to restore her powers. Dr. Owens takes a compassionate and ethical approach to ensuring the town's safety. His sense of responsibility motivates his actions in containing the Upside Down and protecting stakeholders.

Dustin Henderson

Dustin Henderson is a member of the school's Hellfire Club, the official Dungeons & Dragons group. His strong commitment to the club has earned him a positive reputation with Eddie Munson, whom Dustin admires as both a friend and a mentor. Dustin displays his resourcefulness and intelligence by building a radio called "Cerebro" and discovering that a magnetic disturbance can lead them to the Upside Down portal at Hawkins Lab. As a longtime member of the Party, he has consistently been caught up in supernatural crises and made significant contributions to defeating the Upside Down. Dustin plays a central role in strategizing the group’s plan to take down Vecna and assists with communication.

Eddie Munson

Eddie Munson serves as the leader of the Hellfire Club. Following the witnessing of the supernatural killing of Chrissy Cunningham, Eddie is motivated to seek justice and confront Vecna. He becomes an integral member of the group known as the Party; however, he becomes

a target of societal scrutiny, wrongfully accused of being Chrissy's murderer. Furthermore, Eddie exhibits exceptional stealth and possesses a strong protective instinct towards his companion, Dustin Henderson.

James "Jim" Hopper Jr.

Jim Hopper is Eleven's adoptive father and a former police chief in Hawkins, Indiana. Hopper saves Will Byers with Joyce, his mother, after investigating the Hawkins National Laboratory and finding a gate to the Upside Down. Hopper also discovers a secret Soviet base designed to open a gate to the Upside Down in Hawkins and disables it with the help of the party. Yet, he gets captured by the Russians and put into the Kamchatka prison camp. Currently trapped and imprisoned, Hopper hears from outside sources about the Hawkins Crisis. Deeply alarmed, Hopper plans to escape and return to Hawkins with Dmitri Antonov. Hopper will be a vital asset in the team as an expert combatant and marksman.

Jessica Casey (Head of CIA)

Jessica Casey is the Head of the CIA and a staunch supporter of Lt. Colonel Jack Sullivan. Ruthless, intelligent, and calculating, Casey firmly believes that Eleven poses a direct threat to the Hawkins crisis and is committing the horrific murders. While Sullivan works on directly capturing Eleven, Casey authorizes covert surveillance operations to find information regarding Eleven's allies, powers, and location. Casey leverages personnel and the CIA's vast intelligence network to fulfill her agenda.

Jonathan Byers

Jonathan is the current partner of Nancy and the older brother of Will. He is highly protective of his brother and is instrumental in assisting Will and Mike to locate Eleven. Furthermore, he assumes a leadership role for both Will and Mike, often demonstrating quick decision-making abilities, despite his ongoing struggles with substance misuse. As a talented photographer, Johnathan Byers has exceptional observational skills, often documenting detailed events and catching subtle patterns in the supernatural realm.

Joyce Byers

Joyce is the single mother of Jonathan and Will Byers and becomes Eleven's foster guardian after Hopper gets imprisoned in Russia. Joyce initially discovers the presence of the Upside Down after Will's disappearance. Joyce's maternal instinct drives her actions in protecting her family. Joyce constantly plays a vital role in combatting supernatural crises, including saving Will from the Upside Down and the demogorgon, defeating the mindflayer, and closing the Russian gate to the Upside Down. Joyce's primary goal is to rescue Hopper from the clutches of Russia and protect her children from Vecna.

Lt. Colonel Jack Sullivan

Jack Sullivan is the Lieutenant Colonel of the US Army. He used to be an officer at the Criminal Investigation Command. Sullivan is one of the few people in the public aware of Eleven's identity. Yet, Sullivan is strongly convinced that it is Eleven who is causing the acts of violence. Believing she is an imminent threat, Sullivan relentlessly pursues her, using extreme and destructive military tactics to do so. Sullivan advocates for the immediate relocation of Hawkins and the capturing of Eleven.

Lucas Sinclair

Lucas Sinclair, an original member of the Party, has drifted away slightly due to his newfound popularity as part of the school basketball team. Lucas has consistently contributed to devising strategies for combating supernatural threats. Lucas is deeply committed to protecting Max from Vecna's attacks and is an active member in the group's strategy with his exceptional tactical intelligence and pragmatism. Ultimately, Lucas's utmost focus remains on Max's safety and well-being, thus emphasizing the importance of protective measures for the vulnerable.

Max Mayfield

Max Mayfield is a newcomer to the Party. She suffers from the loss of her stepbrother, Billy Hargrove, who had been previously possessed by the Mind Flayer and killed by it. Max, emotionally detached and devastated, becomes the primary target of Vecna, experiencing a series of paranormal visions and hallucinations. She relies on listening to her favorite song (Kate Bush's "Running Up That Hill") to resist fully succumbing to Vecna. Max may offer essential leverage in connecting directly with Vecna without Eleven's powers or supernatural interventions.

Mike Wheeler

Mike Wheeler is the younger brother of Nancy Wheeler and the boyfriend of Eleven. Mike, just like Dustin, is dedicated to the Hellfire Club. As the leader of the Party, Mike acts as a primary coordinator in devising strategies and plans to overcome the Vecna crisis in Hawkins. Mike believes in creating a distraction for Vecna while Eleven restores her power. He recognizes the significance of using coordinated actions and decisive strategies to eradicate Vecna and his threat.

Murray Bauman

Murray Bauman is a former investigative journalist and a conspiracy theorist who becomes an invaluable ally to Joyce, Hopper, and the group. Murray uncovers the truth about the Hawkins Lab and the Upside Down. His sharp instincts help piece together hidden connections that are often overlooked by others. Murray has helped infiltrate the secret Russian base, decipher Russian transmissions and code, and is now dedicated to rescuing Hopper from the Kamchatka prison camp.

Nancy Wheeler

Nancy Wheeler is the older sister of Mike, the girlfriend of Jonathan Byers, and the former girlfriend of Steve Harrington. Nancy is an aspiring journalist and reporter, as well as an ally to the Party. Nancy infiltrates Pennhurst Hospital to interview Victor Creel, uncovering Vecna's past and the power of music to save his targets. Vecna preys on Nancy due to her intelligence, and her subsequent hallucinations enable her to see visions of the future and glimpse into Vecna's identity. Nancy Wheeler is also highly skilled in using any firearm, making her a valuable tactical asset in the team.

Number 2

While believed to have perished in the Hawkins Laboratory massacre, Number 2, or the second test subject in Dr. Brenner's program, has survived and witnessed everything. He has kept up with the events of the Hawkins crisis and is alarmed by the imminence of Vecna's threats. Number 2, hiding from the CIA and Dr. Brenner, has now made his way to Hawkins to directly confront Vecna. He seeks vengeance for Vecna, who was the main perpetrator of the Hawkins Laboratory massacre. Deeply traumatized, yet driven by the belief that Vecna must crumble, Number 2 possesses the same abilities as Eleven, which include telekinesis, telepathy, portal creation, memory reading, and remote viewing. He would take any action to destroy Vecna, even if it means sacrificing people on the way.

Steve Harrington

Steve Harrington is the former boyfriend of Nancy Wheeler and also an ally to the Party. The Party views him as an authority figure, and he provides great emotional and moral support for the team. He participates alongside Nancy and Robin in their confrontation with Vecna's physical manifestation within the Upside Down. His adept survival skills render him a vital asset in the navigation of this alternate dimension.

Suzie Bingham

Suzie Bingham is the long-distance girlfriend of Dustin and lives in Salt Lake City. Though not part of the Party, she plays a crucial role in communication. Her technical abilities include hacking into computer systems, tracking other computers and locations, and operating radios, enabling long-distance communication and technological intervention. Suzie is willing to aid in communications and technological interventions, whether it be detecting signals from Vecna, infiltrating prison systems in Russia, or even locating Eleven.

Will Byers

Will Byers, also one of the original Party members, has always been caught in the supernatural crises with the Upside Down. As a child, he was abducted by a Demogorgon to the Upside Down, where he was rescued by Joyce and Hopper. Although he was resuscitated, the Upside Down left a significant mark on his psyche as he began to experience visions of the two worlds. This allows him to sense danger and feel Vecna's presence, foretelling future threats of supernatural events. After being relocated to Lenora Hills, California, by Dr. Owens, Will aims to find Eleven and defeat Vecna in their mental battle.

Possible Solutions

Psychological Warfare through the Mental Medium
Vecna's primary mode of attack operates through the psychic plane, and the only individual currently known to possess the requisite psychokinetic abilities to combat him is Eleven. Yet, Eleven is presently in California, completely devoid of her powers. Given these circumstances, delegates may consider locating Eleven, cooperating with trained personnel and specialized facilities, and preparing a defensive engagement on Vecna's psychic plane. One possible challenge to this is the unknown depths of Eleven's abilities and the risks of psychic experimentation. Yet, this approach would ensure deliberate engagement with Vecna within the psychic medium, with potential contingency plans in the physical dimension.

Conventional Warfare and Physical Neutralization
Given that Eleven has lost her powers, Vecna's threat is gaining urgency at an unprecedented speed, and more and more sacrifices are being made, delegates might also consider direct, material action against Vecna and the Gate. While Vecna is not purely a physical entity, his presence does manifest in certain locations, and his connection to the gate may have vulnerabilities worth exploring. This framework might include destroying Vecna's physical corporeal form and physically sealing the gate to the Upside Down. Delegates might also consider the role of intelligence operations in gathering actionable data on Vecna's movements, motivations, and weaknesses. Despite the possibility of limited weaponry or manpower, the balance between military tactics and technology can be adapted for this supernatural crisis.

Civilian Evacuation and Containment
Indeed, Vecna's threat does possess dire urgency and severity as more and more sacrifices are being made. Yet, delegates may wish to consider evacuating the civilian population of Hawkins as a precautionary measure. Such a policy would include planning for the safe and orderly removal of residents and establishing containment perimeters to restrain Vecna. Delegates must consider the fact that not all authority figures believe in the presence of Vecna and the Upside Down, which may cause reluctance in official support of the containment plan. However, discreet community coordination and communication may be useful in organizing surreptitious safe zones or transportation systems.

Questions to Consider

1. Who exactly is Vecna, and where does his power come from? What's his plan, and are there any weaknesses that we know to exploit?

2. How did Vecna influence Hawkins, and possibly the rest of the world?

3. Are we already looking at long-term consequences, and what might possibly happen if we take no action?

4. Is Vecna acting individually, or does he have any connection with other Upside Down creatures like the Mind Flayer?

5. Were there any actions taken to close the gates to Upside Down? Was that successful, and if not, why?

What can we modify to make a successful action?

6. If we try to lock the gate permanently, what are the possible consequences that we will face?

7. What role should individuals like Eleven, or others with powers, play in this mission?

Should we depend on them, or do we need a backup plan in case they fail or are unable to help?

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