



Antalya Private Yükseliş College Model United Nations Conference 2025



HELLAVERSE

Agenda Item:

OPEN AGENDA

Under Secretary General:

Mesut Ege



Mehmet Ekin

Cakirer

Gün

Academic Assistant:

Dogac Cinar Arat

OFFICIAL STUDY GUIDE FOR THE HELLAVERSE COMMITTEE

LETTERS

1-Warm Welcome (Summarization of both shows and additional lore)

2-Serious heads up and timeline

3-Recommended Lore sources

4-How the committee will process

5-Roles and their responsibilities

6-PERMISSIONS in the committee

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LETTERS

Secretary Generals Letter

Esteemed Participants,

It is our paramount pleasure to welcome you to the second installment of Yükseliş Model United Nations Conference 2025. We, Neva Nas Aydın and Ramazan Yandı, will be serving you as your Secretary General's in the upcoming three days. Our Executive Team has put not only the best Academic Team but the Best Organization team so that you can enjoy creating memories in our conference.

Essentially Model United Nations Conferences are great opportunities to improve your debating capabilities, your confidence, your foreign language level and understand how policy is implemented. We can state that Model United Nations Conferences helped us both in our academic and social lives. For this reason it is our duty to transfer these experiences to the next generations and ensure that they affect them in a similar way.

We hope you have one of the best MUN experiences of your lives in YKMUN 2025!

Sincerely,

Neva Nas Aydın & Ramazan Yandı

USG Letter

Well well well, we're finally here.

Hello sinfolk. I am your under secretary general Mesut Ege Çakırer and the first thing i want to say is that this committee's origins date back to May 2024. I first thought of this committee right around hazbin s1 ended and i thought to myself:

"Huh, this can actually work"

I used my classroom's whiteboards to create the matrix. I first thought of it as a JCC committee, but after a year of nothing positive in sight and minor errors in my plan i decided to settle on a CC. So yes, this committee has been thought out a lot, drawn and explained to different academy members throughout 2024, promises were made (that i would gather enough delegates) and plans were changed.

Yes, i am not fully satisfied with the committee since its not a JCC (even though i figured out the population difference situation) but, i can say that i tried my best and i am happy with that.

Yes, this guide may be short but that means you should just watch both tv shows. I did not want to bore you and go over-detail with a fanfic about how i merged both of these shows together so you get this itty bitty guide instead. Long story short, this was my dream committee, so i want to thank the executive team so incredibly much for granting me this experience. Anyways, you all are required to memorize AT LEAST 2 hellaverse songs since we will treat this committee like a musical as god intended, and let me repeat, watch both shows.

(You are allowed to cosplay)

Feel free to ask ANY questions about the committee: 05332100627

I hope everyone leaves with a core memory. Remember to have fun.

Under Secretary General

Mesut Ege Çakırer

ACADEMIC ASSISTANTS

Dear participants of Yükseliş High School Model United Nations Conference 2025

It's an honour to welcome you all to our committee: Hellaverse. as Academic Assistants, we have explained everything you'll need in this study guide, which was very exciting to prepare and dream about your directives. I only expect you to have fun in the upcoming three days and carry a mark from this committee in your mun careers.

PS: Lovely participants of Hell, I absolutely do not mean that your very presence is in any way a disgrace, but please refrain from polluting our committee. Or else...

- Your very Academic Assistants M.ekin and Doğaç :)

1-WARM WELCOME!!!

Hazbin Hotel: The battle between Heaven and Hell

Hello wayward sinner! Welcome to the 2 sides of the afterlife, Hell and Heaven. (we both know which one you're in) In this universe parallel to christian mythology, hell is ruled by Lucifer, the angel that fell down from heaven, and heaven, by god. But of course, it has its differences from christian mythology.

Our story starts off with Charlie, Lucifer's "delusional" daughter, her goal being stopping the ongoing exterminations, which are basically purges done by heaven against sinners in hell to overcome the overpopulation situation that is taking place which also bothers heaven a lot because they don't want hell to uprise against heaven. So our main protagonist, Charlie, comes up with a plan to save sinners, that are her people, from these slaughters that take place once a year. Establishing a hotel of redemption, the ultimate goal of it being redeeming souls that are being looked down at as a lost cause, called the Hazbin Hotel. At first, she doesn't have much luck in her favor, because she can't find a single willing resident wanting to transform and redeem themselves. They start from an adult film star, who can't really show any progress because of his soul-bonding job. But, as things get interesting and more people start to show up including a powerful overlord

(overlords are basically sinners with more powers because of all the souls they have, so we can call them corrupt businessmen) called the radio demon, Alastor. As Charlie sets up meetings only for heaven to knock 'em down, another surprising guest enters the quarters: an inventor named Sir Pentious (a wordplay for serpentious) who upon signing up, shows incredible progress. Now Charlie has at least a few cards to play in front of heaven. Which she does. But they reject her again and aim to kill the hotel residents on the next extermination.

From that point on, our committee starts, all our protagonists start coming up with plans to stop or at least weaken the attack on their hotel, coming up with numerous defense mechanisms that our delegates can use, and also start forming up armies with sinners that our delegates can also take inspiration from. Needless to say, the universe contains sufficible and much more lore and sources for the delegates to use freely without any problems.

And in the final moments, the army, the weapons, the crew, are all ready and have long awaited for this battle. They win with some losses from their army and Sir Pentious, being killed by Adam, the first man and also the head of exterminators, husband for his second wife Eve, (whom he started the earth's population with) also the husband for his first wife that lucifer "stole" (named lilith).

After being evaporated by Adam's holy light, Sir Pentious gets redeemed and is sent to heaven. But, ironically Adam also dies, leaving the exterminators without a commander, which leads them to fall back. So, the victory is Hell's, for now.

So, this was a quick recap of ONE of the shows our committee will cover called the hazbin hotel. This is where you might need a study guide to help you understand our concept. We also will cover the sister show of Hazbin Hotel: Helluva Boss. This show is about some imps and their lives in hell. The story goes around the life of a Hitman business and its CEO, Blitzo (the o is silent) and his accomplices: Millie, Moxie and Loona. This show covers other types of demons throughout the hierarchy. We see the 7 deadly sins, Ars Goetia, The hellborn, imps and hellhounds.

Now that we summarized both shows, let's focus on how we're gonna make both of them work at the same time. In this universe, Frank the eggboi, tails Vaggie and Charlie into heaven. He listens to all of the conversation, and this time Heaven sends an even bigger threat that they'll go down there themselves along with the army of exorcists. Of course, Frank goes ahead and tells this to Sir Pentious, without knowing that somehow Vox sent one of his drones to spy on the hotel. Of course, Vox wants to make this information the headlines of his news network titled: "The Princess of Hell plays with the lives of her people, but this time, she actually lost." Of course, now knowing their lives are at stake as well, demons throughout hell decided to actually revolt against heaven themselves. This brings us to the start of our committee. Representing all types of demons throughout hell, you all will be given the choice to either unite and make a deal with the pearly gates, OR unite again and rebel against heaven. The choice is yours and your vote will decide the fate of your homeland. (This part is the fanfic hypothetical part but is also considered canon in our committee)

2-SERIOUS HEADS UP AND TIMELINE

So before we get technical and formal, I just want to clarify some things. This committee has been a dream for over a year. So the details have been thought very precisely and each of your roles serve a purpose. Please don't attend the committee without watching both shows. Because if you don't, you won't be aware of anything that will go on throughout the committee. Now each of you should watch the first show, Hazbin Hotel which doesn't take long, around 3-4 hours. You can find the show on Amazon Prime video, and if you can't inquire it financially or

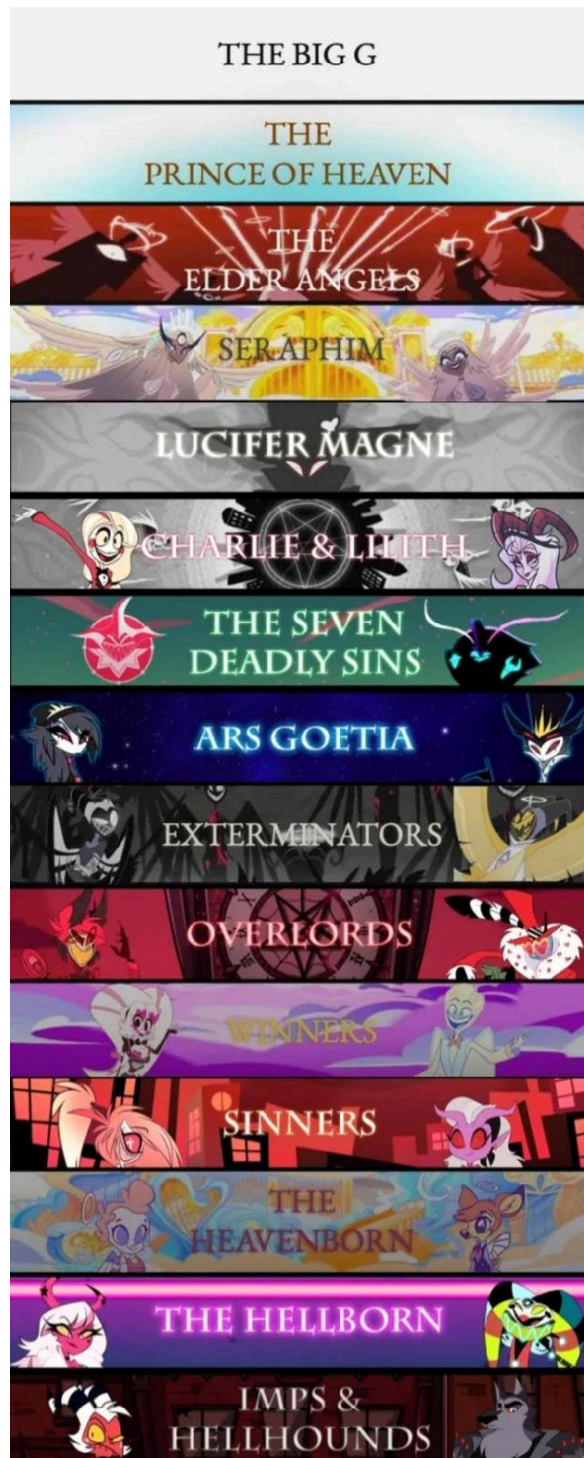
have other reasons, you can watch it illegitimately on the internet after about 5 minutes of research. But if you also are unable to do that, your academic team will happily aid your needs. The other show, Helluva Boss, is entirely free on Youtube for free. The link to the show will be at the end of the guide. You are expected to watch it completely, but for any appropriate reason you can't, after informing the academic team with your reasoning, you will be given the episodes that are the minimal requirement for the committee.

The timeline and where we will start:

So for this committee to work we need a clear and general problem that must be resolved objectively all throughout hell. And those are exterminations and the threat of heaven conquering hell. In order for the shows to not fall on top of each other and disrupt the committee, the official start has been chosen as the court scene in **s1e6**.

3)Additional Lore Sources

So first things first, as soon as you finish the show, you must know that you completed only about 70% in lore. The other 30, you'll have to learn via other sources. The hierarchy will be given but anything more, you'll have to go and learn yourself. Recommendations of lore sources will be given right after the hierarchy:



Hierarchy:

By race, kind and the place your midwife pulled you into, every living being is bound by some hierarchical rules. Your strength and status in society are predestined. I am more than certain that

there are going to be some uneducated sinfolk among you, so I shall kindly explain the system you see when you look up.

Hellhounds: Lowest of all, literal dogs. But some have powers that surpass your average imps.

Imps: Plebs. Proletarians, red and ugly weak creatures that can and will travel and inhabit all 7 rings of hell. They are everywhere, but are oppressed.

The Hellborn: Creatures born throughout the 7 rings. Powers differentiate based on the rings they spawn into.

The Heavenborn: Celestial beings made for divine purposes, but aren't invincible and dum-dums that can't get a single thing straight.

Sinners: People who have earned their ticket to hell. They are bound to Pentagram City (Hell's first circle), meaning they can't leave there. They earn their powers with their reason of death combined with their personality. They are immortal age-wise but can be killed.

Winners: Exact opposite. Happy a.f. They are NOT killed unlike sinners because why would they? They are a minority after all.

Overlords: Sinner mafiabosses, they rule over people's souls and different turfs throughout the infamous pride ring. For their own interests, they keep Hell running smoothly. They can make

nasty deals and command respect/fear from everyone below. The CEOs back WallStreet was in its prime basically.

Exterminators: Elite Angelic forces that hitherto annually purged sinners. They're named by Adam the first man who also is in charge of them.

Ars Goetia: Royal Demon bloodline ruling all the non-human in hell with powerful artefacts and ancient spells that can both influence Hell and Earth. These feathery nobles hold significant power and influence. They're birds.

The Seven Deadly Sins: The core divisions of Hell. Each sin rules over their own region.

Pride - Most prestigious ring, overpopulated sinners. Lucifer.

Lust - Ring devoted to pleasure and indulgence, clubs. Asmodeus.

Wrath - A warlike, brutal place filled with conflict, volcanoes. Satan.

Greed - A capitalist nightmare, circuses, casinos, Loo Loo Land. Mammon.

Envy - Ring of constant competition and jealousy, not much is known. Leviathan

Gluttony - Overconsumption. Suspicious mansion parties. The dream of every teen.

Beelzebub. Sloth - The laziest ring full of apathy and hospitals. They capitalize on medicine.

Belphegor.

Lilith and Charlie: Literally the Queen and Princess of hell.

AND NOW OTHER LORE SOURCES (links at the end of guide)

1-Ayylmaotv:

If you don't watch youtube shorts, start watching with this guy. Seriously, just scroll through every one of his popular shorts. You will gain a ton of knowledge. His regular videos are also pretty good. Just don't fall deep into the *controversy* videos.

2-The Roundtable and Cartoon Universe:

These guys cover a lot of indie shows and since I watched them for more than 4 years, I can confidently say that they're good at their job. Not as good as ayylmao though, they dont make shorts.

3-Reddit:

Reddit Communities. They are cool.

4-X (Twitter):

Maybe sometimes twitter.

5-Your USG:

Ask me anything. I will leave my contact information within my letter.

4-Process of the committee:

The committee will process as follows:

Apart from a regular crisis committee, this committee, even though it will focus on battles and wars, will also focus on harmony. You, as a delegate, **SHOULD** memorize at least 2 songs from the entire universe. Fanfic or not, you will sing a song.

You can write new songs, start new dramas with characters, or just focus on your 40-page directive that you will give at the very end that you believe will somehow “guarantee” your best delegate certificate. Do whatever makes you happy, have fun.

Expect music in the background whilst you struggle to write your directives, expect music videos or just videos with people who are in cosplay, expect bullying from an entire conference. But don't hesitate. You will definitely not forget this experience. We will go out there on breaks and flex our weirdness and cringeness, as a group.

I expect full commitment for the tour de tables that we will get each session. (Tour de table is explained in the 7.3rd clause)

5-Roles and their responsibilities

This list that you will gaze upon is the ultimate official matrix of this committee. Now let's talk about every single character and their personality with their roles. (Summarized)

- Charlie (Charlotte Morningstar) – Princess of Hell who starts the Hazbin Hotel, determined to redeem sinners despite Hell mocking her optimism.
- Alastor (The Radio Demon) – Overlord with an old-fashioned radio persona, helps Charlie's hotel out of amusement, terrifyingly powerful.
- Vox – Media overlord and member of the Vees, controls Hell's tech empire and holds a bitter rivalry with Alastor.
- Velvette – Fashion and social media overlord, always treating Hell like a runway while tearing others down with style.

- Valentino – Adult industry overlord, manipulative and abusive toward Angel Dust, partners with Vox and Velvette.
- Carmilla Carmine – Spanish arms dealer. Has two daughters and is powerful enough to host entire top-overlord meetings.
- Rosie – Cannibal overlord with a cheerful appearance, one of the few who gets along with Alastor.
- Asmodeus (Ozzie) – Embodiment of Lust, flamboyant and dramatic, runs a club called ‘Consent’ and shares a genuine bond with Fizzarolli.
- Beelzebub –Embodiment of gluttony, depicted as a hard-partying Hellhound queen in Hazbin’s canon.
- Mammon –Embodiment of greed, traditionally tied to wealth and excess, envisioned as a flashy and cocky boss. Abuses everything he has. Also owns and runs a knockoff of Lucifer’s ‘LuLu World’ theme park called Loo Loo Land.
- Leviathan –Embodiment of envy, has two heads, master of the oceans.
- Belphegor –Embodiment of sloth, tempter of laziness, connected with inventions that make life too easy.
- Satan – Embodiment of rage and rebellion, is in charge of the seven deadly sins while Lucifer’s gone.
- Fizzarolli – Famous robo-performer working under Mammon, flamboyant on stage but deeply connected to Asmodeus off stage.
- Blitz (Blitzo) – Loud, chaotic head of I.M.P., reckless but deeply insecure beneath his bravado.
- Stolas – A Goetia prince who provides I.M.P. with his grimoire, openly flirty with Blitz but also genuinely affectionate. Owl.

- Zestial – Masked overlord from Hazbin lore, remembered for flamboyance and theatricality.
- Angel Dust – Spider demon and first resident of the hotel, covers trauma with humor and sass, trapped under Valentino's control.
- Husk – Grumpy, alcoholic cat demon forced into hotel work after Alastor ropes him into a contract.
- Cherri Bomb – Angel Dust's best friend, punk anarchist who thrives on chaos and destruction.
- Moxxie – The sharpshooter of I.M.P., moral compass of the group, deeply loyal to Millie.
- Millie – Moxxie's wife, affectionate and bubbly but violent in battle.
- Loona – Blitz's adopted hellhound daughter, cynical and distant, yet caring underneath.
- Vassago – Goetic demon known for uncovering secrets and foresight, helps Stolas whenever in need. Parrot.
- Sir Pentious – Snake demon inventor, dreams of conquest but constantly fails with his unstable machines.
- Vaggie – Charlie's pragmatic girlfriend, skeptical of the hotel project but fiercely protective of her.
- Niffy – Hyperactive maid, obsessed with cleaning and romance, bringing chaotic energy into the hotel.
- Zeezi – Pink Big Dinosaur. Runs the clubs at the pride ring and is powerful enough to join overlord meetings.

Boards:

- Lucifer – Ruler of Hell, Embodiment of Pride, the big bad boy of hell, yadda yadda

yadda. (short king)

- Razzle: One of Lucifer's goats created in order to protect Charlie.
- Dazzle: The other goat serving the exact purpose.

6-PERMISSIONS

Now, for the serious part. This may be a very special committee, but it still has boundaries of respect and procedures it has to follow. However, it is a special committee after all. So, you can:

- DO COSPLAYS!!
- ROLEPLAY!!
- SING!!
- SHOOT A VIDEO!!
- TURN THE ROOM INTO A MUSICAL!!
- DANCE!!

The only rule you have to follow is to be respectful and listen to others if they tell you to stop, otherwise on breaks, you're free to do whatever you want.

7) *Crisis Committees*

Once again greetings you miserable folk! Here you ignorant sinners shall be educated about the procedure of our committee. However, bear in mind that your **Slothful** actions prior to the committee due to a lack of preparation are going to be punished! And oh boy, do trust me when I say this; your disciplining is going to be very unique, agony and sufferings unmatched.

"Cursed is he who does the Lord's work
negligently."

— *Jeremiah 48:10*

Now let's get on the semi-informal parts:

‘Sup u pathetic hell dwellers! For the sake of keeping this guide ‘formal’ (and mildly printable), your beloved roles will be referred to through abbreviated titles. If you find yourself labelled a B.I.T.C.H. or a M.O.T.H.E.R.F.U.C.K.E.R., take it as a compliment. That just means you’re doing Hell’s work properly :)) Relax, just breathe, trust and open yourself, and The BIG G (or D) will take good care of you so don't worry about a thing.

Aforementioned Abbreviations:

BITCH = B.I.T.C.H. = Belligerent Ignorant Troll Causing Hell (Stella)

ASS = A.S.S. = Arrogant Self-Serving Scumbag (Blitz)

DUMBASS = D.U.M.B.A.S.S. = Deranged Unqualified Moron Behaving As Strategic Scum (Sir Pentious)

FUCKER = F.U.C.K.E.R. = Filthy Unhinged Cocky Kid Exploiting Rules (Minzy)

SHITHEAD = S.H.I.T.H.E.A.D. = Sadistic Hypocritical Idiot Talking Hellish Egotistical Awful Drivel (Adam)

BASTARD = B.A.S.T.A.R.D. = Brutal Abomination Spitting Trash And Ruining Diplomacy (Satan)

MOTHERFUCKER = M.O.T.H.E.R.F.U.C.K.E.R. = Malicious Overrated Trashbag Holding Endless Rants, Faking Unholy Confidence, Killing Every Resolution (Susan)

HOE = H.O.E. = Hopeless Overused Entity (Angel Dust)

PRICK = P.R.I.C.K. = Pathetic Reject Instigating Constant Knock-offs (Mammon)

SLUT = S.L.U.T. = Sleazy Lying Untrustworthy Traitor (Chaz)

7.1) What is a Crisis Committee

CC means Crisis Committee. Therefore, your status quo is going to be almost always chaotic, negative and problematic, hence the word Crisis. Unless any of you motherfuckers decide to betray one another, you are going to be working towards the same goal, path or resolution in the committee. As we rain literal hell and disgusting challenges upon thee, thine actions must prevail our naughty desires and redeem thyself from the upcoming doom. Here is how thou must achieve:

i) Directive:

Directives are the main materials of Crisis Committees; they are what distinguish a CC from the General Assembly. As the name implies, the term "directive" refers to an order or instruction. On the committee, any realistic and feasible action can be taken by writing

directives. Consequently, it is guaranteed that the majority of the time spent on the committee will be devoted to writing directives (Triumphs are attained through concrete actions, rather than mere speeches or campaigns.) Unlike the GA procedure, it is unnecessary to encourage, suggest, or demonstrate any ideas to make it happen; only a decent directive is required. There are several types of directives depending on what one wants to do, and they will be discussed in the latter section.

To summarise, directives are written when one wishes to accomplish or do something. Writing a directive allows one to take any realistic action, therefore instead of long discussions and talking sessions to execute your ideas and progress in the committee, directives will be written.

ii) Updates:

1- Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The Crisis Team evaluates whether they are

adequate or not; every conference with crisis committees includes a Crisis Team that reads and inspects directives.

2- Updates can also come as a result of a new occurrence in your cabinet. For example, if the other cabinet launches a successful attack on one of your cities and captures it, an update will come. If the directive only concerns your cabinet, such as building a new military base in your country, then the update will only come to your cabinet, but if it is a conflict that both sides participate in, then the update will come to both cabinets.

3- The update doesn't necessarily have to be the result of a directive; for instance, if you are in the Hundred Years' Wars committee during the 14th century, then the Crisis Team may bring a plague update that will infect the majority of soldiers. Hereupon, it can be understood that the update may also be a *crisis*.

iii) Crisis:

Crises emerge when one submits an insufficient directive, the other cabinet successfully affects you in a negative way, or temporal crises occur depending on the Crisis Teams' wishes. To clarify:

1- In order for a sufficient directive to be written, there are a few rules and necessities that must be followed; failing this, an inevitable crisis will occur based on what was wanted to be done in the directive.

2- If a cabinet were to create a virus and spread it to the other cabinet's people, the update would be a crisis that must be handled promptly. It doesn't necessarily have to be a virus or a plague; anything that affects one or one's cabinet negatively can be a crisis.

3- Finally, depending on how the committees' actions progress, a periodic crisis like a plague or a political disagreement may arise and affect a cabinet adversely.

7.2) Directive Types and How to Write Them

In a Joint Crisis Committee, there are six types of papers that can be submitted. Each type has its own purpose, advantages, and disadvantages. Unless it is a top secret directive, directives should be given to the chair, who will then send them to the crisis team via admins.

i) Personal Directive:

Personal directives are written when an action is within your character's authority or is possible due to their abilities. Now take a look at how to write a Personal Directive: Firstly, there is a format for writing directives; thus, one has to write who is sending the directive and to whom (from, to). After that, which cabinet is sending the directive, then the real-world time and the current date of the committee. Lastly, the type of your directive and the headline of it. And that's it; this is all the format one needs to know to write a directive. The only thing left is the content of the directive, and the method by which one writes it is fairly straightforward; it is written by addressing the WH questions, which are what, why, when, who, where, and, most importantly, how. Write down the action you want to take by answering the WH questions, then detailing and explaining it as much as possible to ensure that your plan is as comprehensive as possible. Also, the use of the future tense is critical, try to use it whenever possible. Here is how a directive looks on paper:

From: Menelaus	Personal Directive	Date: 1192BC May 3
To: Related Authorities	Capturing Tiryns	Time: 12.34
(Spartan Cabinet)		

What: I will capture Tiryns with my 5,000 men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard.

Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns.

How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100 soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and

gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven and the commanders of the groups will eliminate the soldiers who made the mistake such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. Meaning of mercy will disappear from their minds and any

offers made by the enemy will be rejected for they have disrespected our Nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Once one gets used to it, it is quite simple and straightforward to write. While it lacks details and additional information, the directive nicely illustrates its format. As one keeps writing and contributing to their cabinet's goals, in no time one will witness that the directives one has written have already surpassed that one above. And to write such a directive, here are a few tips and tricks:

- For every action that's written in the directive, it has to answer all the WH questions.
- The longer and more detailed, the better.
- Drawing your war doctrine, charging plan, or strategy may significantly increase the directive's preciseness and effectiveness. The success rate of the directive will grow in proportion to how clear your action and directive are.
- Do not use abbreviations such as "etc."; instead, detail the directive explicitly.
- WH questions are not necessarily broken into paragraphs (one can write the directive like a book), but if you're a beginner, doing so will dramatically improve the quality of your directive, hence, I strongly recommend it.
- In JCCs, one should not try to impose their ideas or policies on others but rather to achieve a specific goal, such as destroying the other cabinet; therefore, do not be hesitant to ask for help from other cabinet members or your chair, you are all in this together.
- If you are positive that there is no impostor in the cabinet, directives should be written separately because it will be much faster. If you need the authority of another cabinet

member, simply ask that person to add their name to the "from:" section. That way, eight people will be working on eight different tasks, and it will save quite a lot of time.

- Precise information, like troop counts, is critical; don't forget to write them down.
- If needed, fake names can be used for strategic persons in the directives, like Cokus, the Naval Commander or Big Dixus the Scout.

ii) Joint Directive:

Directives written by more than one individual are considered joint directives. Joint directives are written when one can only achieve the purpose of the directive by utilising the authority of other cabinet members. Consider the scenario where one is a commander responsible for capturing Warsaw. Recognising the insurmountable challenge of achieving this objective without air superiority, a collaborative effort can be initiated by writing a joint directive with the Air Force general. In this case, the "from" field of the directive would include the commander's name alongside the name of the air force general, and instead of a personal directive, you write Joint Directive at the top of the directive. Everything else is the same.

iii) Committee Directive:

A committee directive is written when one wishes to use everyone's authority or when one is about to deliver their final directive (in most cases). Delegates frequently ask, "How are we meant to write a committee directive with the other cabinet?" However, this concern stems from a widespread misunderstanding. The committee directive is essentially formulated collaboratively within the confines of your cabinet, with the members of your cabinet. Although it is formally referred to as a "Committee Directive," its essence remains akin to that of a cabinet directive. So, simply writing Committee Directive in the "from:" part will do.

iv) Intelligence Directive:

Intelligence directives are written when one wants to acquire the necessary information about their country/cabinet/character. The format is exactly the same, except for the "WH Questions" part. For example:

From: Winston Churchill	Intelligence Directive	Date: 1942 May 3
To: Crisis Team	Our Troop Counts	Time: 16.21

(The Great Britain Cabinet)

How many troops does our country have? Do we possess any nuclear weapons? How many of our military factories are assigned to manufacture infantry weapons, and what kind of weapons are they producing?

When one wants to acquire a piece of information, one must write "To: Crisis Team" but when one wants to take action, one must write "To: Related Authorities". The reason behind this is that the crisis team is not the people who will cause the action to happen; hence, "Related Authorities" must be written.

V) Top Secret:

Top Secret directives are those that your chair is not allowed to read. Top secret directives are directly handed to the admin. They are written precisely the same, but one must fold the paper and write "TOP SECRET" on the back side of it. The major reason for writing a Top Secret Directive is treason, a diabolical strategy to crash one's own cabinet or switch sides. For instance, if a person secretly kills his cabinet members and becomes dictator, the winning

condition changes and only that person wins, whereas the cabinet loses. But I don't recommend writing Top Secret Directives unless you're planning on writing a brilliant 10-page directive, because failing to do so will backfire much worse. If one fails to accomplish their nefarious plan and gets busted, one will earn their cabinet's distrust and may die and be given an insignificant character. Additionally, updates to the Top Secret Directives are only sent to the person who sent them unless they directly affect other cabinet members.

VI) Press Release (Declamation):

Press Releases are written when one wants to make a declaration, a speech, or a notice. When one writes a press release, depending on the era of the committee, the other cabinet members may hear it or not. In our case, there are no printers, social media, or newspapers, so it is very unlikely to hear other cabinets' press releases. The format is once again exactly the same, except for the "WH Questions" part. For example:

From: Erwin
Smith

Press Release

Date: 845 July 23

To: Related
Authorities

Hyping Up the Soldiers

Time: 18.17

(Wall Maria Cabinet)

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body, we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless?... They were not! Their memory serves as an example to us all! The courageous fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced

with the cruelty of this world! My soldiers push forward! My soldiers scream out! My soldiers
RAAAAAGE!

A Press Release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

From: Rollo	Declamation	Date: 802 August 28
To: Related Authorities	Standing our Ground	Time: 10.27

(Frankish Kingdom Cabinet)

All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the *only* thing that matters. So, gather yourselves. Gather all of your strength, all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

Based on one's creativity, press releases may vary just like directives and can be used for almost any purpose. And for this committee, we will allow you to write Declamation instead of

Press Release because declamation is a more accurate term for the Sixteenth century.

7.3) Procedure of the Committee

i) Roll call: It is a roll call. When your character's name is called out during a roll call, you can respond with "I", "present", or simply by raising your placard.

ii) Tour de Table: Tour de Table is an introduction, similar to the opening speech. Following the roll call, it can be done at the beginning or end of the sessions, depending on the chair's initiative. Delegates are expected to briefly introduce themselves and voice their goals or vision for their cabinet.

iii) Semi-moderated Caucus: Unlike moderated caucuses, delegates in a semi-moderated caucus are allowed to speak without the chair's permission, as long as they do not interrupt other cabinet members and treat each other with respect.

iv) Unmoderated Caucus: In an unmoderated caucus, delegates are free to draft any kind of paper they want to achieve their goals, and support others. The majority of the cabinet's time should be spent on unmoderated caucuses rather than semi-moderated.

Unlike the General Assembly Committees, at a Joint Crisis Committee or Ad-Hoc Committees, the sessions proceed with Semi-Moderated caucuses and Unmoderated caucuses. The reason for that is to have a more smooth experience. Since the participants of a Joint Crisis Committee have already had a few experiences with how committees and MUN conferences

proceed, semi and unmoderated caucuses are to advance the efficiency of debates, thus making crucial and quick decisions. It was mentioned earlier, but directives are the primary reason that a JCC's procedure is so unique. So later on with the sessions based on your chair's initiative you needn't take one or two semi-moderated caucuses before an unmoderated caucus to write directives, directly voting for an unmoderated caucus before moderated will be allowed to continue writing directives.

On a Joint Crisis Committee, after the roll call and Tour de Table, delegates take semi-moderated caucuses to discuss future actions, strategies and plans. After determining their move, delegates write down the designated act to put into practice. There isn't a General Speakers' List, resolution paper, or opening speech.

8)LINKS

<https://www.youtube.com/@ayylmaotv>

<https://www.youtube.com/@CartoonUniverse/videos>

<https://www.youtube.com/@RoundtableVids>

<https://www.youtube.com/@SpindleHorse>

[https://youtube.com/playlist?list=PLxNVtS9sTzGW](https://youtube.com/playlist?list=PLxNVtS9sTzGWfXwcuGrtEI0DZTVf5hhdX&si=TuZ6yTF7MpY7WKMd)

[fXwcuGrtEI0DZTVf5hhdX&si=TuZ6yTF7MpY7W](https://youtube.com/playlist?list=PLxNVtS9sTzGWfXwcuGrtEI0DZTVf5hhdX&si=TuZ6yTF7MpY7WKMd)

[KMd](https://youtube.com/playlist?list=PLxNVtS9sTzGWfXwcuGrtEI0DZTVf5hhdX&si=TuZ6yTF7MpY7WKMd)

