

Battle Of The Universes: Pixar And Disney



HMUNC XIX

HMUNC Joint Crisis Committee

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Chair Introductions

Dear Delegates,

We are so excited to welcome you to HMUNC! My name is Nikhil Janda, and I will be your chair for the Pixar Theory committee this year. I am a sophomore at Herricks High School. I'm so excited to be your chair HMUNC this year! I look forward to seeing all of the delegates in this committee getting into character, fully embodying their assigned positions and coming up with really creative ways for them to interact with the other delegates in committee. Don't be afraid to play around with cross-film interactions, after all, the purpose of this committee is to foster interaction and really embody the feeling of a massive shared universe of Pixar characters. Overall, the best advice that I can give you is to be creative! Don't feel boxed in by your assigned character or whatever film they're from! With that said, feel free to contact me if you have any questions about how the committee will be run, the mechanics of the universe, or any clarifications I can provide about the background guide.

Looking forward to seeing you all compete,

Nikhil Janda

HMUNC Pixar Theory

Dear Delegates,

Hello and welcome to HMUNC 19! My name is Dahr Chaudhry, and I will be your chair for the Pixar Theory crisis committee! I am a junior at Herricks High School and have been committed to Model UN since freshman year. Growing up religiously watching Disney and Pixar films and

visiting the theme parks, I am so excited for this committee. My favorite Pixar movie growing up was Monsters Inc., with Mike Wazowski being my favorite character. I loved how all of the Pixar films have a very distinct vibe and how they all fit in with each other, both aesthetically and with their lore. I think each of the films has incredible sound design and scoring, and listening to Pixar music is often a quick way to feel immediately in the movie, especially if that music is by Michael Giacchino or Randy Newman. I am so excited for this committee, especially to see all of you compete! I anticipate some intense creativity from each of you, as well as some *incredibly* thoughtful (yet silly) debate. Each of the characters presented in this committee has thoughtful back-stories, as well as exceptional abilities and connections that each of you should utilize and have fun with, both in the front and back room. Make sure to use the unique story and characteristics of your character to your advantage! Try to balance your character's arc: make sure it's not too similar to their movie's arc while also using your character's unique talents in committee. Go crazy! This committee is set in the universe where all Pixar characters have come together, so make sure your arc reflects this fun and chaos.

I am so excited to see what each of you present throughout the conference, and I hope you have a wonderful time at HMUNC! If you have any questions, please feel free to contact me.

All the best,

Dahr Chaudhry

HMUNC Pixar Theory

Hello delegates, before I begin, I would like to thank you all for being here today. My name is Chrystelle Lugo and I will be your chair for your Pixar vs Disney crisis committee. I am a senior here at Herricks high school and I am looking forward to working with you all throughout our time together debating, questioning, and expressing your passions for Pixar/Disney. This is my first year chairing, and my first year participating in the MUN club which truly has been such a great experience and opportunity for me to be able to better my debating, listening to others, and working together learning and practicing valuable skills for the future. I'm very excited to be able to chair this committee alongside my fellow chair members, and I hope that everyone gets the chance to laugh, talk, debate, and truly take full advantage of their positions during the debates and open discussions. Everyone should know that this isn't meant to be scary or nerve racking, this is the place where everyone's opinions, motions, questions, and statements are welcomed and appreciated (granted they are to be respectful and appropriate for the given subject at hand).

If anyone has any questions, comments, or needs personal clarifications and would like to address such privately please feel free to contact or reach out to me before we open debates, during unmods, or through notes. We hope that everyone gets to enjoy themselves for the next coming days here at HMUN and again we are all very excited to see you all here.

Thank you

Chrystelle lugo

Pixar vs Disney committee

Tiara Leo Needs a Chair Statement

Sensitivity Statement

As you conduct research and prepare to attend our conference, please remember to be respectful and mindful of different cultures, traditions, religions, and more. Here at the University of Georgia, we do not tolerate any form of discrimination. As a standard, follow the Western business attire dress code, do not imitate accents when speaking, and do not bring props. Treat your fellow delegates with the utmost respect, regardless of differences in ability, age, culture and ethnicity, gender identity, national origin, race, religion, and sexual orientation. Please keep this in mind, whether it's the ideas discussed during debate or the content of your papers.

Additionally, cheating by pre-writing or other measures such as the use of AI (ChatGPT, Google Bard, Grammarly AI, etc.) will not be allowed, as it not only provides certain delegates with unfair advantages, but also takes away from the passion, personality, and effort that each delegate puts into their ideas and works. The use of AI to write notes, speeches, or papers in committee is strictly forbidden.

In short, please conduct yourself in a respectful and professional manner. If instances of racism, sexism, homophobia, xenophobia, etc. ever arise during committee, please let us know so that we can handle the situation and create a safe and welcoming environment for everyone. Furthermore, if our staff determine that you have violated our code of conduct, or that you have committed any aforementioned forbidden activities such as prewriting, accent imitation, or racism, we reserve the right to disqualify you from HMUNC XIX.

1. Rules and Procedure:

1.1 General Rules

While other delegates at HMUNC may be placed in traditional General Assembly-style Model United Nations committees, The Pixar Theory Committee at HMUNC will run as a crisis-style committee. While you should still familiarize yourself with the HMUN Rules and Procedure document to brush up on parliamentary procedure, this committee will vary from the typical format. Please familiarize yourself with the following rules specific to this committee, and once again, if you have any questions, feel free to reach out to your chairs.

1. This committee is based on the lore of the films by Pixar Animation Studios

and “The Pixar Theory” by Jon Negroni. This is the general topic of our crisis committee, and as the characters involved or related individuals, this will be the focus of much of the conversation for the weekend. However, you are more than welcome to focus on related issues or stray from the starting scenario within the confines of the Pixar universe.

2. This is a fantastical committee, and you absolutely have the freedom to alter

the timeline. This committee is to be set within the Pixar animated universe, with characters from various films. However, you aren’t just being asked to reenact the plot of the film your character comes from! With timelines clashing together and various films meeting, the goal is to create an entirely new and interesting story

utilizing the components and characters from each film. You can be as creative as you want, have some fun with it!

3. Utilize crisis notes to accomplish your goals in committee and craft your crisis arc. While the main method of negotiation in a typical General Assembly-style committee stems from typical speaking time, in a crisis committee, much of the work you do will be on your own through crisis notes. These are letters that your character will write to a crisis, a body outside of the committee room, to accomplish something without the committee's knowledge. A good crisis note not only explains, in detail, what to do, but it also explains very specifically how to do it. These notes will be addressed to a fictional person that has some relation to your character. "Crisis' ' (HMUNC staff and your crisis director) will answer these notes as if they were this fictional person responding as that person would under the circumstances from the context you set out. Only address a note to the crisis if you have a question about the way the committee is going.

4. Because this is a crisis-style committee, write directives, not resolutions.

Although they are very similar, directives are the typical formal paper written in a crisis committee, not resolutions. Directives are less formal, are normally titled, and are generally more straightforward. They are intended to utilize the powers present in the committee to quickly address the crisis at hand or any related issues.

5. Represent your understanding of your character. This is a fictional crisis committee, but all of these characters have a wealth of lore and character development within their respective films. Use this to your advantage; do some research! Each character is unique and therefore has their own goals and relationships among members of the committee, think about what each character would want. That said, be sure to represent your character's beliefs and not simply your own. While you may not be prepared for the updates that crisis will present to you, you can at least understand the character you have been assigned and react to the crisis in the way they would.

Crisis Note Resources

- Best Delegate - <https://bestdelegate.com/the-three-crisis-notes-to-send-at-the-beginning-of-any-model-un-crisis-committee/>
- Middlebury - <https://sites.middlebury.edu/middmunc/files/2019/09/MiddMUNCsampleCrisisNoteDirectiveandPressRelease.pdf>

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Crisis: The Collision of Pixar and Disney Universes

Background:

In a universe where magic and technology collide, the realms of Pixar and Disney have suddenly converged, causing chaos and conflict. The once separate universes now find themselves sharing limited space, leading to

tension and competition for survival. Each universe is determined to protect its characters and secure its existence, even if it means clashing with the other.

Setting:

The Joint Crisis Committee convenes in a grand hall adorned with artifacts and symbols representing both the Pixar and Disney universes. Delegates from each universe sit across from each other, their expressions a mix of determination and apprehension.

Initial Conflict:

The clash begins when Buzz Lightyear and Aladdin, representing their respective universes, encounter each other in the borderlands between Pixar and Disney territories. A misunderstanding quickly escalates into a skirmish, with Aladdin's carpet pitted against Buzz's bravery and resourcefulness. As the battle rages on, other characters join the fray. Elsa unleashes her icy powers, freezing opponents in their tracks, while Woody rallies the Disney troops with his charismatic leadership. In the chaos, casualties mount on both sides, with beloved characters falling in combat.

Turning Points:

As the conflict intensifies, alliances form and break, with characters from both universes forced to confront their prejudices and preconceptions. Simba and Nemo forge an unlikely bond, realizing that their shared struggle transcends their differences. Meanwhile, Maleficent and Syndrome, two of the most cunning villains from each universe, conspire to sow discord and seize power for themselves. Their machinations threaten to derail the fragile peace and plunge both universes into darkness.

Debate and Negotiation:

Amidst the chaos of battle, the delegates convene to debate the fate of their universes. Arguments are passionate and heated, with each side presenting compelling reasons why they deserve to prevail. Disney advocates for the preservation of its timeless stories and iconic characters, arguing that they represent the epitome of imagination and creativity.

Pixar counters with the argument that its characters embody the spirit of innovation and originality, pushing the boundaries of storytelling and animation. They argue that sacrificing their universe would be a blow to artistic integrity and creative freedom.

Resolution:

After much deliberation and soul-searching, a compromise is reached. Recognizing that neither universe can thrive at the expense of the other, the delegates agree to merge their worlds into a single cohesive universe. This new reality will blend the magic of Disney with the innovation of Pixar, creating endless possibilities for storytelling and adventure. As the delegates lay down their weapons and extend olive branches to their former adversaries, a sense of hope and optimism fills the air. The collision of Pixar and Disney has not resulted in destruction, but rather in a new beginning—one where characters from both universes can coexist and flourish together.

Conclusion:

With the conflict resolved and a new era of cooperation dawning, the delegates depart the Joint Crisis Committee with a renewed sense of purpose. Though scars from the battle may linger, they serve as a reminder of the sacrifices made and the bonds forged in the crucible of war. As the curtains close on this chapter of history, the Pixar and Disney universes stand united, ready to write the next great adventure together.

PIXAR: Background:

Prehistory



65 million years ago, when dinosaurs roamed the Earth, a life-ending asteroid hurtled towards Earth, but missed. After this near-extinction dinosaurs continued to live on Earth, becoming very intelligent. While they did learn to farm, dinosaurs were still unable to maintain power due to the threats of humans and severe weather events, significantly limiting their food supply. While the dinosaurs may have missed one extinction event, the lack of food and the increasing power of humans eventually led to their extinction (The Good Dinosaur).

Ancient History



In ancient China, a scholar and poet named Sun Yee prayed to the gods for the power to protect her family and village during the war. She was granted the ability to turn into a giant red panda, which she passed on to all of the future women

of her family (*Turning Red*). In 10th-century Scotland, a power-hungry prince named Mor'du is turned into a bear by an eccentric Witch. This same Witch later gives Merida the ability to turn her mother into a bear. The Witch is shown to use magic to animate objects, turn humans into animals, and use doors as portals. Merida also sees “wisps,” which are physical spirits of human ancestors who guide Merida (*Brave*).

20th Century

In the mid-century, the government developed a way to utilize human energy to create supers, who have incredible powers like strength, elasticity, and more. A supervillain named Syndrome invents AI and Omnidroids to destroy the supers.

While the Omnidroids are defeated, the creation of AI forever changes the world. A company called “*Buy N Large*” acquires this omnidroid technology (*The Incredibles*).

Towards the end of the 20th century, *Buy N Large* entered the toy market, with their toys having the power to harvest human energy. The emotional energy harvested by the toys gives them the power to come alive, where they seek to make their “kid” happy, even when they are not around. Toys like Buzz Lightyear are powered directly by *Buy*



N Large batteries (Toy Story).

21st Century

At the beginning of the 21st century, animals began to show increasing intelligence, especially animals who have sustained contact with humans. Fish like Dory show increased intelligence after time in an aquarium (Finding Nemo and Finding Dory). A rat obsessed with human culture named Remy even becomes the best chef in the world after befriending a human (Ratatouille). Animals are shown to thrive off of human emotion.

Buy N Large is shown attempting to buy up large swaths of land to spread their influence further when they try to buy Carl Fredrickson's home. Later, when Carl travels to Paradise Falls, we see animal intelligence going even further, with dogs now able to speak through unique collars (Up).



By looking into the mind of a young girl named Riley, we are shown the source of human energy: emotions and imagination. The physical representations of these two concepts contain energy that has powered toys, super abilities, and more, showing the incredible power of human energy in this universe (Inside Out).

A young Mexican boy named Miguel travels to the afterlife, where he sees that spirits of the dead can take on corporal forms, just like the wisps (Coco).

In the late 21st century, *Buy N Large* eventually amassed enough power to take over the entire world and its governments. Rampant consumerism and overpopulation lead to the Earth running out of resources and ultimately polluting the Earth's surface. *Buy N Large* evacuates the Earth on starships while initiating "Operation Cleanup," where small robots called WALL-E units

work to incinerate all of the trash on the Earth's surface. While the operation is successful, the Earth's atmosphere is so polluted from the interaction that the Earth is uninhabitable. Humans stay in space on starships, waiting for the Earth to become hospitable again (WALL-E).

22nd Century to the Distant Future

With humans gone from the planet, machines are left to rule the world. Cars that humans once owned come to life with the remnants of their owner's energy.

Now that cars are alive, they assume the lives of their owners and carry on human traditions while the Earth heals from pollution. Cars eventually die out, as there is insufficient human energy or fuel to sustain them (Cars).



Buy N Large's "Operation Cleanup" ended in the early 22nd Century but evacuated most WALL-E units with one polluted city left. One WALL-E remained, solitarily cleaning with solar power and human trinkets. Eventually, this WALL-E unit partners with another robot named EVE to bring a *Buy N Large* starliner back to Earth to



repopulate and begin again (WALL-E).

While humans were off the planet, bugs — especially cockroaches — continued to survive and gain intelligence. With the return of humans also came the return of human energy. This energy allowed insects and birds to begin rebuilding their societies. Bugs can put on circuses and invent with their newfound intelligence (A Bug's Life).

The humans that returned to Earth on the starliner began

mutating into animal-like monsters in the very distant future. Eventually, these monsters rebelled against humans and became the dominant species on Earth. While the humans died out, the monsters continued to evolve past humans. However, these monsters rely on human emotion to power their cities. With no humans left to harvest energy, the monsters use door portals to travel to the past. These “scarers” gather human children’s fear. Since the doors time travel into the past, the monster government and the Child Detection Agencies tell monsters that humans are toxic to maintain the timeline (Monsters University and Monsters Inc.).

During a routine “scare,” a girl from the 20th century called “Boo” is exposed to the world of monsters. While in the world of monsters, she witnesses door portals and meets a monster she calls “Kitty” (Monsters Inc.). Eventually, Boo is returned to her world, where she grows up to become a witch. Having witnessed door portals, she learns this magic to attempt to find the world of monsters and her “Kitty” she saw as a child. While trying to find “Kitty,” she travels into the past believing that he must be there, not knowing he lives in the distant future. This is the same Witch that Meredith encounters that turns Mor’du and the Queen into bears (Brave).



DISNEY

Movies and Problem:

1. Snow White and the Seven Dwarfs: The issue arises when the Evil Queen, jealous of Snow White's beauty, plots to eliminate her rival to maintain her position as the fairest in the land.

2. The Lion King: Conflict emerges as Scar, driven by his thirst for power, orchestrates a coup against his brother Mufasa to become the ruler of the Pride Lands.

3. Aladdin: The crisis unfolds when Jafar, the power-hungry Grand Vizier, seeks to overthrow the Sultan and seize control of Agrabah using dark magic and deceit.

4. Frozen: Elsa's struggle to control her magical abilities leads to an eternal winter engulfing Arendelle, threatening the kingdom's prosperity and stability.

5. Moana: The issue arises when the demigod Maui's actions inadvertently lead to the disruption of the natural order, endangering the safety and livelihoods of the inhabitants of Motunui and surrounding islands.

6. Beauty and the Beast: Conflict arises as Gaston, consumed by his desire for Belle and jealousy towards the Beast, incites a mob to storm the castle and kill the Beast, disrupting the delicate balance of life in the enchanted castle.

7. Toy Story: The crisis unfolds when Lotso, the tyrannical ruler of Sunnyside Daycare, enforces oppressive rules and punishes dissent among the toys, threatening their autonomy and happiness.

Story Arc:

In the Disney multiverse, a rift between the various universes emerges as each character and kingdom vies for recognition as the best and most powerful. The forces of Disney . As tensions escalate, chaos ensues, and the very fabric of the Disney multiverse is threatened.

Recognizing the imminent danger, key figures from each Disney and Pixar universe come together to form an alliance. With the fate of their respective universes hanging in the balance, they must collaborate to overcome their differences and thwart the coalition's plans.

Through courage, teamwork, and the power of friendship, the Disney and Pixar characters unite to protect their universes and restore harmony to the multiverse. As they stand together against the forces of darkness, they learn valuable lessons about acceptance, forgiveness, and the importance of working together for the greater good. In the end, peace is restored, and the Disney multiverse emerges stronger than ever, with each universe recognized for its unique contributions to the tapestry of Disney magic.

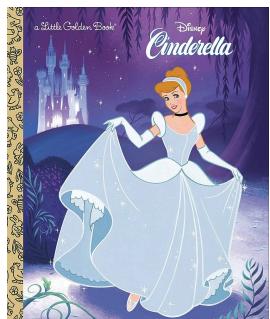
Starting Scenario:

The timeline is topsy-turvy! Disney and Pixar have collated into one world. The villains

have teamed up from both worlds. They want to get rid of all heroes and princesses. It is up to you guys to stop them. Be creative and use all that the characters can offer you.

Crisis Story Arc for a Model UN Committee:

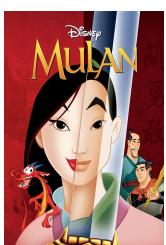
Character Dossier:



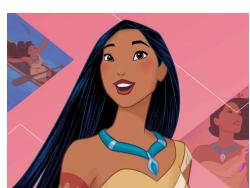
1. Cinderella: Despite facing adversity from her wicked stepmother and stepsisters, Cinderella remains kind-hearted and resilient. Her journey revolves around dreaming of a better life and finding love, ultimately leading to her magical transformation and happily ever after.



2. Jasmine: Jasmine yearns for freedom and independence from her sheltered life as a princess. She faces the challenge of defying tradition and societal expectations to forge her own path, ultimately finding love and advocating for change in her kingdom.



3. Mulan: Mulan disguises herself as a man to take her father's place in the army, facing the challenges of gender expectations and the brutalities of war. Her journey is one of courage, self-discovery, and proving her worth, ultimately saving China and earning the respect of her fellow soldiers.



4. Pocahontas: Pocahontas confronts cultural barriers and the clash between her people and the settlers.

Her journey revolves around bridging divides, embracing differences, and fighting for peace and understanding amidst conflict.

5. Rapunzel: Rapunzel escapes her tower and embarks on a journey to discover the world beyond. Along the way, she faces challenges of self-discovery, trusting others, and confronting her fears, ultimately finding love and reuniting with her long-lost family.



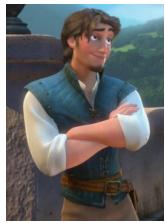
6. Ariel: Ariel dreams of exploring the human world despite her father's disapproval. She faces the challenge of sacrificing her voice and making difficult choices to pursue her desires, ultimately learning the value of self-expression and true love.



7. Belle: Belle is an outsider in her provincial town due to her love for reading and her unconventional ways. She faces the challenge of overcoming prejudice and finding acceptance, ultimately seeing beyond appearances to find true love and break a curse.



8. Aurora: Aurora is cursed to prick her finger and fall into a deep sleep, facing the challenge of escaping her fate. Her journey revolves around the battle between good and evil, love's transformative power, and the triumph of true love's kiss.



9. Flynn Rider: Flynn is a charming thief who becomes entangled in Rapunzel's journey. He faces the challenge of overcoming his selfish tendencies and finding redemption through love and selflessness.



10. Anna: Anna embarks on a quest to find her sister Elsa and save their kingdom from eternal winter. She faces the challenge of navigating treacherous landscapes, confronting dangerous foes, and learning the true meaning of love and sacrifice.



11. Elsa: Elsa struggles to control her magical powers and fears hurting those she loves. She faces the challenge of self-acceptance, embracing her uniqueness, and learning to harness her abilities for the greater good, ultimately finding inner peace and reconciliation with her sister.



12. Olaf: Olaf is a lovable snowman who dreams of experiencing summer despite the obvious challenges his icy nature presents. His journey revolves around discovering the true meaning of warmth, friendship, and selflessness.



13. Kristoff and Sven: Kristoff is a rugged ice harvester with a heart of gold, and Sven is his loyal reindeer companion. Together, they face the challenges of braving the elements, navigating treacherous terrain, and overcoming their own insecurities as they aid Anna in her quest.



14. Ursula: Ursula is a cunning sea witch who manipulates Ariel into making a dangerous deal. Her journey is one of deception, power, and ultimately facing the consequences of her actions.



15. Scar: Scar is a treacherous lion who seeks to usurp the throne from his brother Mufasa and nephew Simba. His journey is one of jealousy, betrayal, and the pursuit of power, ultimately leading to his downfall.



16. Tiana: Tiana dreams of opening her own restaurant despite facing numerous obstacles. Her journey revolves around hard work, determination, and the realization that there's more to life than just chasing dreams.



17. Mufasa: Mufasa is a wise and noble king who must protect his kingdom and his family from threats both within and outside the pride lands. His journey is one of leadership, sacrifice, and the circle of life



18. Simba: Simba faces the challenge of overcoming his past and embracing his destiny as the rightful king. His journey is one of redemption, self-discovery, and finding the courage to confront his fears.



19. Timon and Pumbaa: Timon and Pumbaa befriend Simba and help him embrace the carefree lifestyle of Hakuna Matata. Their journey is one of friendship, loyalty, and teaching Simba to let go of his past and live in the moment.



20. Aladdin: Aladdin is a street-smart thief who dreams of a better life beyond the streets of Agrabah. His journey revolves around self-discovery, love, and the pursuit of justice, ultimately proving that true worth lies within.



21. Genie: Genie is a magical being trapped in a lamp who grants three wishes to whoever possesses it. His journey is one of freedom, friendship, and finding his own path beyond servitude.



22. Peter Pan: Peter Pan is a mischievous boy who never grows up and leads the Lost Boys in Neverland. His journey is one of adventure, fantasy, and the eternal struggle between childhood innocence and the realities of growing up.



23. Tinker Bell: Tinker Bell is a spirited fairy with a knack for tinkering and a fiercely loyal friend to Peter Pan. Her journey is one of self-discovery, loyalty, and finding her place in the magical world of Neverland.



24. Jack Sparrow: Jack Sparrow is a witty and cunning pirate captain who embarks on adventures in search of treasure and glory. His journey is one of swashbuckling escapades, narrow escapes, and the constant pursuit of freedom and fortune.



25. Will Turner: Will Turner is a skilled blacksmith with a secret past who becomes entangled in Jack Sparrow's adventures. His journey is one of romance, redemption, and the pursuit of justice, ultimately leading him to embrace his destiny as a hero.



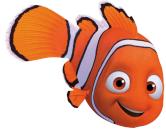
26. Elizabeth Swann: Elizabeth Swann is a spirited and courageous young woman who defies societal norms and embarks on her own adventures alongside Jack Sparrow and Will Turner. Her journey is one of self-discovery, bravery, and the pursuit of freedom and love.



27. Snow White: Snow White was ordered to be killed by her wicked stepmother the Queen mothers. However, she was later discovered living in a cottage with 7 dwarfs, disguised as a hag. The Queen Mother brought her a poisoned apple that put her in a deep sleep that could only be broken with a true love's kiss.



28. Davy Jones : He was a man, now he is responsible for ferrying the souls to a stop at sea. He is a cruel man, him and his pet the Kraken. He wants the seas for himself.



29. Nemo: Nemo is a clownfish born in a reef. He was captured by a diver and put in a fish tank. He then embarks on a daring escape trying to get back home to his father.

Maleficent:



Pixar Characters:



1. WALL-E (WALL•E) - WALL•E is an acronym which stands for Waste Allocation Load Lifter: Earth Class, of which there are millions left behind on Earth to clean up the dirty planet as humans departed on giant spaceships. However, this unit was left alone for 700 years, causing the glitch of sentience and personality. He is a very curious robot, hoarding interesting trinkets he finds. He especially has a penchant for growth and plant life.



2. Thunderclap (The Good Dinosaur) - A Nyctosaurus, Thunderclap leads a ferocious gang of Pterodactyls. This pack of hunter-scavengers utilize storms to their advantage, swooping in after

devastation to prey on trapped creatures. Thunderclap has become deranged by the storms, with a fascination for them spurred by a revelation when he saw “the Eye” in a storm - which he claims freed him from fear. The storm provides!



3. Miguel Rivera (Coco) - Miguel is a 13-year-old boy from Mexico who traveled to the realm of the dead on Dia De Los Muertos. In spite of his family's ban on music, Miguel loves practicing the guitar, wishing to one day be like his idol, Ernesto De La Cruz. However, once strumming Ernesto's guitar, Miguel ended up in the Land of the Dead, where he was able to interact with his dead relatives and discover the truth about his family's past.



4. Queen Atta (A Bug's Life) - As Princess of the ant colony, Atta feels a lot of weight and anxiety on her shoulders, being a huge perfectionist and wanting to be liked by everyone. Now the Queen of the colony, she has fully come into her own, being a more fearless and dignified leader for the ants under her rule, through her relationship with Flik and the experiences fighting against Hopper.



5. Syndrome (The Incredibles) - Born Buddy Pine, Syndrome was formerly Mr. Incredible's biggest fan, before his request to be the Super's sidekick was rejected. This gave Syndrome a massive grudge, leading him to create the Omnidroids, robots designed to be Super-killing machines. Now he is a sociopathic, cruel, vengeful villain, who wants nothing more than to see the destruction of the Supers.



thus became involved in international espionage.

6. Tow Mater (Cars) - Tow Mater is a rusty tow truck with a kind-hearted and somewhat naive personality. He's Lightning McQueen's best friend and serves as a loyal and dependable companion. Mater was once unwittingly mistaken for a spy and



7. Dug (Up) - Dug is a fun-loving dog who is able to speak English using a special collar that can translate his thoughts into speech, which was given to him by his former owner Charles Muntz.

Dug is innocent and naive, but he is fiercely loyal and has a strong sense of right and wrong. Additionally, he is the father to nearly 20 golden retriever puppies.



8. Merida (Brave) - Merida is a fiery and fiercely independent young princess with vibrant red hair and a talent for archery. She's known for her untamed spirit and adventurous nature, which often leads her into trouble as she defies the expectations placed upon her as a princess.



9. Flik (A Bug's Life) - Flik is a bumbling but clever ant inventor who lives on the outskirts of any society due to his unconventional nature. Desperate to improve the lives of the ant colony, some of Flik's good-natured plans lead to unintended consequences. However, he exhibited great bravery against the grasshoppers, and his numerous inventions proved very useful in defeating Hopper's gang.



Edna Mode (The Incredibles) - A fashion designer and auteur, Edna

Mode is highly accomplished at her craft and creates some of the most interesting garments in the world for the Supers. Her speciality is creating supersuits which can withstand the various abilities of their wearers, such as stretching for Elastigirl - all while looking incredible. No capes!



10. Buzz Lightyear (Toy Story) - Buzz Lightyear is a toy that comes to life. As the action figure of the character Buzz Lightyear from the science fiction franchise of the same name, Buzz is a universal space ranger from the Intergalactic Alliance. Buzz is trained in several forms of martial arts and excels in hand to hand combat. His sworn enemy is Emperor Zurg, the ultimate force of evil in the galaxy. To infinity and beyond!



11. Bo Peep (Toy Story) - Bo Peep is another toy that comes to life, this time a porcelain figurine of a shepherdess. As Woody's girlfriend, she was often the damsel in distress in her owner Andy's playtime stories. However, in reality, Bo Peep is highly skilled in combat, utilizing her crook to hook enemies, and she is quite fierce and independent.



12. Russell (Up) - Russell is a nine-year-old Wilderness Explorer and a ball of pure optimism. After inadvertently joining Carl Fredricksen on his balloon-powered house journey, Russell became friends with Kevin, an exotic bird, as well as Dug. Russell is physically weak, and struggles in the wilderness, but his bravery and loyalty are invaluable qualities.



13. Dory (*Finding Nemo*) - Dory is a tang fish who suffers from short-term memory loss. A crazy optimist with a huge heart, Dory tries her best to make friends everywhere she goes, but often forgets them as soon as she meets them due to her poor memory. She has a maternal streak, and is a motherly figure to Nemo. She can read humans, speak whale, and is effortlessly charismatic and helpful. Just keep swimming!



14. Bruce (*Finding Nemo*) - Bruce is misunderstood. A great white shark, most fish assume that he wants nothing more than to eat them. However, as the leader of the Fish-Friendly Sharks support group, Bruce's motto is "Fish are friends, not food." While he has the capacity to be fearsome, Bruce has dedicated himself to a vegetarian lifestyle, and the cultivation of an inclusive community for all types of marine life.



15. Mei Lee (*Turning Red*) - A 13 year-old Chinese-Canadian girl living in Toronto, Mei is just trying to get through life as a young girl - but on top of that, she also has the added curse of turning into a massive red panda every time she feels strong emotions. Mei is loud and dorky, gets great grades in school, and loves her friends and family. Her mystical connection to red pandas stems from her ancestry, passed down from Sun Yee.



16. Mike Wazowski (*Monsters Inc*) - Mike is the one-eyed best friend of Sulley, the best scarer at Monsters, Inc. He is funny, smart, and brave, but he can fail to sometimes recognize the obvious, and he isn't very scary at all. He's a great strategist and thinker, and is great at coming up with creative solutions to problems.

Since he's not cut out to be a scarer, Mike has turned his career towards being a comedian.



17. Randall Boggs (Monsters Inc) - Randall is an greedy, ruthless, and conniving chameleon/gecko-like monster, who is the arch-nemesis of Mike and Sulley. He's short-tempered and competitive, and generally an embodiment of evil. He formerly worked as a scarer for Monsters Inc., but he participated in a conspiracy with Mr. Waternoose which led to his banishment through a destroyed door - until now.



18. Remy (Ratatouille) - Remy is a rat who has an extremely keen sense of smell, and is highly talented as a chef. However, since he is a rat, he can't effectively cook on his own. Because of this, he has developed a friendship with Alfredo Linguini, who is a human Remy is able to control by pulling on his hair.



19. Lightning McQueen (Cars) - Lightning is a bright red racecar with a charismatic personality. McQueen is known for his competitive spirit and determination to win races. He has become a beloved figure and hero in the small town of Radiator Springs, where he learned the value of friendship and teamwork.

As the Disney characters unite to protect their universes, a new challenger emerges from the Pixar universe. Led by iconic characters like Woody, Buzz Lightyear, and Lightning McQueen, the Pixar alliance seeks to prove that their universe is equally worthy of recognition as the best in the multiverse.

Tensions rise as the Disney and Pixar factions engage in spirited debates, each presenting

compelling arguments to support their claim to greatness. The Disney characters highlight their timeless stories, beloved characters, and enduring magic, while the Pixar alliance emphasizes their innovative storytelling, groundbreaking animation, and emotional depth.

As the Model UN committee deliberates, unable to reach a unanimous verdict, uncertainty looms over the fate of the multiverse. Both sides passionately defend their universes, refusing to concede defeat.

In the midst of the debate, a realization dawns upon the assembled characters – the true magic of the Disney multiverse lies not in determining the best universe, but in celebrating the diversity and richness of each individual universe. With this newfound understanding, the Disney and Pixar characters set aside their differences and come together in a spirit of unity and cooperation.

In a moment of solidarity, they declare that there is no single "best" universe, but rather a vibrant tapestry of interconnected worlds, each contributing its own unique charm and brilliance to the multiverse. As they join hands and raise their voices in harmony, the Disney and Pixar characters affirm their shared values of friendship, creativity, and imagination.

With the crisis averted and peace restored to the multiverse, the Model UN committee adjourns, leaving the verdict undecided but celebrating the bonds of friendship that unite them all. And as the characters return to their respective universes, they carry with them the knowledge that true greatness lies not in competition, but in collaboration and camaraderie.