

BALMUN'25

FJCC: GAME OF PAWNS

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STUDY GUIDE

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1. The Letter of the Secretariat

2. Letter of the Head of Crisis

3. Introduction to the Committee

a)The World of Panem

After a series of natural disasters, wars and climate change destroyed the world and led to the fall of modern civilization; Panem rose from the ruins of North America as a new nation. The country stretches across a variety of landforms including mountains, oceans and forests. It consists of a highly authoritarian and centralized government based in the Capitol which rules over 13 districts.

Though Panem was created with the idea of unity, it quickly became the symbol of inequality. While the districts faced poverty, famine and labor exploitation; the capitol thrived in luxury. What began as a survival strategy soon evolved into a regime where power is concentrated in the hands of the privileged few. The contrast between the Capitol and the Districts forms the central tension in Panem's history.

b)Capitol

Capital is known for its advanced technology and instruction, luxurious lifestyle and huge influence over the rest of the nation. Capitol, the home of the elites, stands as the both political and economic core of Panem. Located in the Rocky Mountains, its citizens are completely detached from suffering districts, living in ignorance. Also they enjoy constant entertainment, gourmet food, extravagant fashion and are living the lives of extravagance.

Many Capitol citizens made a life due to their immense wealth, influence and power they acquired from the districts. As the wealthiest of Panem, they tend to possess higher ranking and lucrative jobs such as doctors, scientists or bank managers. It causes Capitol citizens to feel superior over district citizens which initially leads to separation and discrimination in the society.

Under the regime of presidents, the Capitol maintains its dominance through fear, manipulation and the Hunger Games. Propaganda plays a central role in the society of the Capitol. Media, history and education are tightly controlled by the government in order to ensure the citizens grow up believing in the faithfulness of the system. The media dehumanizes the tributes in Hunger Games, making it an exciting television show rather than a brutal sacrifice. These tactics not only subdue the districts but also pacify Capitol citizens who are kept distracted by the moral decay of their government.

c)The Districts

Each of Panem's thirteen districts plays a specific and essential economic role. Being the foundation of the nation's economy, districts supply the Capitol from food and coal to electronics and luxury goods. However the districts are under the constant control of the Capitol's oppressive regime.

Each district is geographically and economically isolated, often forbidden from communicating with others. The isolation prevents unity and supports the Capitol's control more easily. Most of the citizens work under dangerous conditions for long hours earning barely enough to survive. The control over them has always been enforced through force and fear, making the districts more rebellious and resentful.

Moreover, each district has a unique character of its own, shaped by its laborers, geography and protest or alliance history.

District 1: Luxury

District 1 produces mainly luxury products such as jewelry, scents and high fashion exclusively for the capitol. Because of its proximity to the Capitol and the wealth earned from the business, District 1 is relatively more favored and privileged as well as one of the most desirable district. Majority of the citizens consider the Capitol with devotion.

Generally this district is known for producing "Career Tributes" children who were trained from young to volunteer and participate in the Hunger Games. Although it is against the rules, these tributes often feel proud and acknowledge the Games as an prestigious opportunity to bring honor to their districts.

Districts 2: Masonry, Weaponry and Peacekeeping

District 2's primary responsibility is to produce military equipment and building materials such as stone and concrete. Also it serves as the military training center of the Capitol, housing many of the peacekeepers who enforce Capitol laws across Panem.

Same as District 1, District 2 is fiercely loyal and receives special treatment in return and their children are trained to combat in the arena. Since the tributes are skilled in fighting and the usage of weapons, they are among the strongest and most dangerous competitors.

District 3: Technology and Electronics

District 3 specializes in technology including manufacturing televisions, computers and other electronics. Children in this district are expected to begin working before they turn 18 since they start learning in school from an early age. The citizens likely appear to have practical skills in the fields of writing and programming various electronic devices.

However, because of the Capitol's fear of technological rebellion, the highly intelligent citizens live under strict surveillance. The district plays a key role in the Capitol's communication and defense systems.

District 4: Fishing

Located near an ocean, District 4 provides all kinds of seafood and other marine resources. Apart from being one of the wealthiest and most beloved district, they had a strong rebel underground with a deep sense of community and pride

While they are the third and the last district which produces career tributes, its people are extremely skilled in swimming and great with nets and tents. Since they produce their own food they have relatively more stable diets than other districts.

District 5: Power and Energy

District 5 is responsible for generating the power of the entire nation. Maintaining the power infrastructure that supports all of Panem, especially the Capitol. Its infrastructure includes a massive dam between the district and Panem which may be a strategic target during a rebellion.

Geographically, District 5 is located directly southwest of the Capitol ensuring the efficient transmission of power. Like District 3, the role of the district makes it a critical asset but at the same time places it under strict observation to prevent any rebellious activities.

District 6: Transportation

District 6 is tasked with overseeing the maintenance and development of Panem's extensive network of trains, hovercraft and other vehicles.

Despite the civilian's essential role in the society, the citizens suffer from a widespread addiction of a potent painkiller named morphling which is used to escape from harsh realities of their lives. The district's challenges underscore the Capitol's neglect and the oppressive regime.

District 7 : Lumber and Paper

District 7 is rich in forests and specializes in lumber and paper production. Citizens are skilled in handling axes which is clearly a proficiency that proves advantageous in the arena.

The district's hardworking and resilient citizens might play a pivotal role in possible rebellions.

District 8 : Textiles and Uniforms

District 8's primary industry is textile production, including the manufacturing of Peacekeeper uniforms. Located in an urban area with industrial fumes, the district has harsh living conditions for its residents.

The civilians show considerable enthusiasm to the victors indicating their rebellious spirit.

District 9: Grain Producing

District 9's responsibility is grain production, milling nutrient-rich grains essential for Panem's food supply. Despite its crucial role, the district remains one of the more obscure districts with limited to no information available for its internal affairs. The citizens endure poor education and long working hours emphasizing the Capitol's disregard towards them.

District 10: Livestock

The main industry of District 10 is providing meat and other animal products to the Capitol. The district's contributions to Panem's food supply makes them a vital component in the nation's economy.

The vast landscapes of District 10 are filled with huge farms and free-roaming animals.

District 11: Agriculture

District 11 specializes in agriculture with extensive orchards, fields and herds of dairy cattle. The citizens face severe restrictions despite their importance in food supply, including prohibitions against consuming the crops they harvest. The punishments of the violations may be severe, such as public whippings.

District 12: Coal Mining

District 12 is the smallest and poorest of all 13 districts with the focusing industry of coal mining. With a dangerous occupation, the district is only a home for 8000 citizens.

District 13: Nuclear Technology

In the early years of Panem District 13 functioned as a surface district, specializing in nuclear technology and graphite mining. However in the following day of *Dark Days*' uprising, the Capitol claimed to have exterminated District 13 as a threat to other districts. In reality the citizens moved to an extensive underground complex maintaining independence for over several decades.

The headquarters of the district includes vast living areas, nuclear reactors, command centers and defensive facilities. Even though its surface was buried by Capitol bombardments, their hidden location made them Panem's only territory never to participate in Hunger Games again, protecting its people and resources.

4. *The Hunger Games*

a. The Capitol's Academy

The Academy is an elite institution which educates particularly the wealthy and politically powerful elites' children. It's both a symbol of status and a pathway to leadership, grooming the next generation of Capitol elites.

Students compete fiercely for scholarships and positions under the influence of social hierarchies. Capitol's history, propaganda, political strategy and military studies are just a small part of the subjects taught in order to prepare students for roles in government, military or even in Hunger Games.

b. The Dark Days

The Dark Days refer to a major civil war in which a rebel coalition of districts against the oppressive rule of the Capitol. For decades the Capitol has been draining their resources and imposing brutal laws enforced by Peacekeepers. The districts, each specialized in a crucial industry; were kept overworked, poor and divided. But their shared suffering eventually led to a desperate uprising.

The rebellion began as a series of individual uprisings such as striking Peacekeepers, sabotaging infrastructure and refusing the orders, in several districts.

The first major rebel air raid on the Capitol immobilized the city for several days. While every citizen of the Capitol was assigned to a shelter, the system relied on electricity and the rebel interference in District 5 caused frequent blackouts. Apart from the regular military units; the Capitol used mutations, genetically-modified animals, against the rebels however they were countered by feeding them false information.

For the last two years of the conflict, the Capitol was under siege, entirely cut from outside supplies. Forcing the families to sell their goods and furniture for rations for not to face starvation.

Even though the rebellion showed promise at the beginning with districts using their expertise, forming alliances and coordinated attacks to challenge the Capitol dominance together; the Capitol has the apparent victory.

District 13 was the only district to pose a real threat to the Capitol with its secretly developed nuclear weapons and an underground military network. But rather than engaging in a full scale war, District 13 negotiated with the Capitol. In exchange for non-interference and isolation, the Capitol allowed the district to live underground and be excluded from Hunger Games.

Following the retreat of District 13, the Capitol launched a brutal counterattack. Using advanced weapons, hovercrafts and mutations they crushed the districts one by one. Rebels were executed or sent to forced labor camps.

The Dark Days left deep impacts on Panem. The Capitol emerged more paranoid and controlling, using propaganda and violence to maintain power. It led the districts to become more isolated and oppressed with resources drained and spirits crushed.

To cement its dominance and prevent any future rebellions, the Capitol implemented a horrific act of punishment: The Hunger Games.

c. The Root of the Hunger Games

Hunger Games stand as the most terrifying symbol of Capitol's rule over the districts by annually forcing the children to fight to the death as a contest broadcasted in the whole nation.

The Treaty of Treason was issued after the victory of the Capitol during the rebellion in the Dark Days. It contains three clauses:

- *Each district would send one boy and one girl between the ages of 12 and 18 to a televised death battle in an arena as a cruel reminder of their defeat.*
- *Districts have to rebuild their economies under strict Capitol supervision with most of their output going to Capitol elites.*
- *Districts were forbidden from communicating with each other to prevent unity.*

In the Capitol, the Hunger Games became a form of entertainment with the citizens obsessed over tribute interviews, costumes and romantic engagements. Betting on the winners and sending sponsor gifts turned the games to a cultural phenomenon.

The Hunger Games were not just a physical punishment but also a form of psychological warfare. By glamorizing the survivor and villainizing the dead, forcing families to participate for money and food supply the Capitol conditioned the districts to believe resistance was futile.

The Hunger Games starts with the Opening Ceremony which lasts one week, starting with the reaping day, the day when the tributes were selected, where children were entered multiple times based on their family's need for food, making the poor more likely to be chosen.

When the tributes are chosen, they are escorted into the Capitol for the Tribute Parade. Upon arrival the tributes are transported to the Remake Center in order for them to have a makeover before being presented to the Capitol. The Tribute Parade concludes at the presidential mansion where the president gives an opening address to the tributes.

Following the parade, tributes begin survival and combat training for the next three days in the Training Center. Training is also an opportunity for tributes to observe their competitors or form alliances.

While training, tributes are being observed and scored by the gamemakers which contributes to the number of sponsors they can draw in.

Before the games the tribute's last stops are the interviews. During the interviews each tribute is asked different topics from their life back at home. It is highly important to stand out that this is their last opportunity to directly appeal to sponsors.

Following the interview the tributes are being taken to the arena which initially shows the Hunger Games officially commence.

Once a tribute declared victor, they are immediately taken back to the Capitol for medical treatment. Later in the day the president crowns the latest victor. However the victor remains far away from their home for several months until the end of Victory Tour where the victor travel all across Panem in order to keep the horror fresh and immediate

d. The 10th Hunger Games and the Failed Rebellion

The 10th Hunger Games marked a pivotal shift in the Games' evolution, introducing Capitol mentors for the first time. Twenty-four top students from the Capitol Academy were assigned to guide tributes, serving both as strategists and public figures. Among them was a young Coriolanus Snow, who mentored Lucy Gray Baird, the female tribute from District 12.

Unlike previous Games, these were marked by chaos and controversy. Tributes were housed in filthy zoo enclosures, treated more like spectacles than human beings. Several died before the Games even began, due to illness, neglect, or violence. Even Capitol students were caught in the violence, some were killed during the lead-up to the Games, shocking the city.

Throughout the event, Snow covertly aided Lucy Gray by manipulating conditions in her favor; sneaking her food, offering secret guidance, and quietly influencing the Games' outcome. With cunning and charisma, Lucy Gray ultimately emerged as the victor,

though the integrity of the Games was deeply compromised. Most recordings of the event were mysteriously destroyed afterward, with only a single official record surviving.

Following the Games, unrest continued to grow in the districts. One of Snow's fellow mentors, Sejanus Plinth, played a key role in this undercurrent. Originally born in the Capitol but relocated to District 2, Sejanus became increasingly disturbed by the Capitol's brutality. Stationed in District 12 as a Peacekeeper, he began secretly meeting with local rebels, recording messages that condemned the Capitol and calling for escape beyond Panem's borders.

However, Snow betrayed him. Viewing Sejanus's idealism as both a threat and an opportunity, Snow reported his friend's actions to the authorities. Sejanus was swiftly arrested, charged with treason, and publicly executed by hanging, a clear warning to any who might consider dissent.

The rebellion attempt was extinguished before it could spread. The Capitol viewed it as nothing more than an isolated act of treachery. Yet for Coriolanus Snow, it was a defining moment. He silenced all traces of his involvement, manipulated the aftermath to regain political favor, and orchestrated the death of a rebel informant to protect his secrets. From this point forward, Snow hardened, calculating, merciless, and deeply committed to one principle: control above all.

While the Capitol dismissed the event as a minor disturbance, history tells a different story. The failed rebellion, and the brutal response to it, planted the earliest seeds of future uprisings. It was the first spark in the long chain of resistance that would one day ignite Panem's rebellion. It demonstrated both the Capitol's willingness to rule through fear, and the people's growing hunger for hope.

e. The 74th and the 75th Hunger Games

The 74th Hunger Games were held in a diverse arena comprising woods, streams, meadows, a wheat field, caves and a large central lake. In the centre, surrounded by a Cornucopia full of weapons and supplies, the tributes began on a flat, open patch of compacted dirt. Secret traps placed by the Gamemakers filled the arena: access points for genetically altered mutations and flame-spewing devices.

Tributes kept dropping as the Games progressed until only Katniss Everdeen of District 12 and Peeta Mellark remained following a brutal fight with Cato of District 2. Katniss compassionately killed Cato after mutts tore him apart to end his agony.

Then came a surprising turn: the Capitol reversed a prior rule change permitting two winners from the same district. Ordered to murder one another, Katniss and Peeta challenged the Capitol by threatening dual suicide with poisonous nightlock berry. This act of defiance made the Gamemakers declare them both winners to prevent public anger.

After their triumph, the Capitol attempted to spin their deeds as a romantic gesture instead of political defiance. President Snow, on the other hand, saw past the deception and directly cautioned Katniss that her uprising, whether deliberate or not, was harmful. This started a trend of increasing conflict between Katniss and the Capitol, which would lead to more major disturbance.

A particularly harsh turn in the 75th Hunger Games, called the third Quarter Quell, was re-entry into the arena for winners of prior Games. Divided into twelve wedges, each holding a timed hazard, the arena was built as a massive clock. Among these were deadly lightning-struck trees, jabberjays imitating the cries of loved ones, blood rain and toxic fog.

Katniss and Peeta teamed up with District 4 tributes early in the Games, including Finnick Odair and Mags. Later, they interacted with Districts 3 and 7 tributes. The first to notice the clockwork pattern of the arena, which provided the group a tactical advantage, was Wiress (District 3). Wiress, though, was murdered soon after. Mags sacrificed herself to save Finnick and Peeta, and Johanna Mason (District 7) killed other tributes to protect Beetee, Wiress's partner and a key rebel asset.

Beetee discovered a way to wield the arena's lightning into a weapon: by wrapping a wire from the lightning tree into its surrounding water, scooping the force field into aflaccid woosh. When the lightning hit, the force field broke, causing the entire Games to go desperately away.

With the arena demolished, Capitol no longer controlled the Games for the first time. Katniss was rescued from the arena by a rebel hovercraft, helmed by Plutarch Heavensbee, revealed to be a secret revolutionary within the Capitol. But Capitol forces captured Peeta.

Katniss awoke in District 13, long thought to have been destroyed. Rather, it had endured underground and was now in charge of a full-scale uprising. She found out that the Capitol had retaliated by bombing and almost destroying District 12.

The rebellion had begun in earnest. Soon, Katniss, who is now a symbol of resistance, would replace her as the face of a revolution that would rock Panem to its core.

5. The Second Rebellion and its Aftermath

a. The Second Rebellion

The Second Rebellion is a nationwide uprising against the Capitol, led by District 13 and supported by rebels from other districts. It's a civil war where the oppressed districts rise to decline the Capitol's brutal regime. This rebellion's most important cause is the oppression by the Capitol. The Capitol's regime made many people suffer from poverty, forced labor and hunger. Eventually, people wanted to gain their freedom.

Secondly, "The Mockingjay" symbol played a big part in this rebellion. Katniss Everdeen received this symbol from a friend and when she played a big role during the events, her Mockingjay symbol and Katniss herself became the sign of rebellion.

People of Panem realized that they wanted a more qualified life when the 75th Hunger Games began because they were thrown back into the Games again, powering the rebellion.

While most of Panem believed that the 13th District had been destroyed during the Dark Days (the First Rebellion), it survived underground and became the hidden power behind the revolution. They were extremely organized masters in technology during the rebellion and they managed to rescue people, create shelters, and broadcast propaganda videos. They helped the rebels to get enough food, medical supplements and protection while coordinating with them. They helped people to spread propaganda messages and enter the system of the Capitol, with the use of their technology. President Coin (president of District 13) the political head of the rebellion, became a leader and a new hope for many.

b. Fall of the Capitol and the Aftermath

After most of the districts join the rebellion, the final push is to take over the Capitol itself. District 13 and the rebel forces launch a coordinated attack, while resistance cells inside the Capitol rise up. Katniss and a special squad (Squad 451) are sent on a "propo mission" to film content, but Coin secretly wants Katniss to assassinate Snow.

The Capitol has turned the city into a deadly minefield using traps called pods (similar to Hunger Games arenas). Many squad members get killed by traps. Though most of her team is wiped out, Katniss keeps moving forward with a few others. She ends up near the Capitol's city center, disguised and blending in with refugees.

A group of Capitol children is herded in front of Snow's mansion, supposedly for protection. Then a hovercraft drops parachutes that explode, killing the children. The hovercraft had Capitol markings, but the attack was actually controlled by President Coin to turn people against President Snow.

After the bombing, chaos erupts. President Snow gets arrested but surprisingly Katniss suspects Coin set up the bombing as a political move. Snow confirms this to her, saying, "I'm not above killing children... but I'm not wasteful." Katniss realizes Coin is just another version of Snow and during Snow's public execution, Katniss kills Coin instead. Snow dies shortly after caused by injuries and the rebellion wins.

Panem transitions toward a republican form of government with elections and more democratic ideals. Commander Paylor, a respected rebel leader from District 8, becomes President of Panem. The Hunger Games are officially abolished. Katniss returns to District 12, which had been bombed by the Capitol, and slowly rebuilds her life. Survivors begin to return and rebuild the district over time. Peeta also comes back, and eventually he and Katniss begin healing together.

c. Restoration of Capitol Power and reinstatement of Hunger Games

Following the chaos of the Second Rebellion and the symbolic destruction of the 75th Hunger Games arena, Panem went through a brief era with democracy under President Paylor. However her administration was troubled by economic upheaval, inter-district conflicts, and widespread political polarization. Amidst rising tensions, a movement within the Capitol demanding "national unity and tradition" gained traction.

At the end of a decade, a new president, Cassian Raventon, was elected under the guise of unity, then more and more concentrating power. Raventon, supported by influential backing from former Capitol elites and Peacekeeper-militarized forces, rebranded the

Hunger Games as a call for national strength, sacrifice, and remembrance, reinstating them for the 80th Games.

Initially marketed as voluntary games of honor, participating grew to become obligatory once more in the name of preserving order and guaranteeing commercial exchange among the districts. Technology was applied at the hands of the Capitol in order to make the Games look more magnificent and globally telecast. Resistance to the Games became silenced through malicious manipulation, manipulative propaganda, and stern repercussions.

Successive presidents did pass and go in the course of years, though, reinforcing again and again the Games as the pivot of Panem's cultural and political self. By the time of the 97th Hunger Games, the Capitol was fully restored to power, and the Games themselves were now a carefully manufactured symbol of national pride, solidarity, and obedience; fear once again draped in the guise of spectacle.

6. The Current Status

a. Political Landscape

By the 97th Hunger Games, Panem is a centralized authoritarian republic run by President Aurelia Dax as its third leader after the restart of the Games. Under her reign, the Capitol has modernized its infrastructure and security complex and rules with close monitoring of all twelve districts. Though elections exist on paper, they are closely monitored and symbolic and have the Capitol choose appropriate candidates.

The Capitol maintains control through political manipulation and economic dependence: districts are given technological advancements but in return of obedience and tributes. The Hunger Games remain the government's most powerful tool; used to distract, entertain, and oppress.

b. Recent Events

There was a brief rebellion in District 6 in the 95th Games which was ruthlessly crushed and muzzled. As a response, President Dax brought forth the "Unity Expansion Program," spending heavily on Capitol-governed education and labor projects within the districts, while further strengthening Peacekeeper patrols.

The 96th Hunger Games, held in a volcanic arena, were extremely well viewed and enjoyed in the Capitol but inflicted a deep wound on District 9, which lost both the tributes on the first day of the Games. This led to riots, which were brutally suppressed. As the 97th Games get underway, Capitol propaganda has increased, romanticizing the Games as a glory and perpetuating the notion that Panem is at its strongest and most peaceful. Gossip of a third rebellion already begins to emerge, more calculated and subtle this time.

7. Bloc Positions

a. Capitol Leadership

The Capitol government is now organized under the Panem Unity Council, headed by the supreme leader President and twelve councilors for different branches: media, military, infrastructure, tribute management, directories and internal security. President Aurelia Dax, a former Capitol politician, is loved and feared in turn, deeply committed to keeping the Games as a cultural necessity.

Her leadership centers on three columns: Control, Progress, and Legacy. She has implemented cosmetic reforms to appease young Capitol citizens who question the morality of the Games, such as "Compassion Weeks" and tribute aid programs, but they're performative. Her true power lies in dominating the headlines and eliminating dissonance with ruthless precision.

b. District Leaders

By the time of the 97th Hunger Games, each of Panem's twelve districts had been placed under the strict control of Panem. While the Capitol presents the districts as unified contributors to the nation's prosperity, the reality is completely different. Conditions across the districts vary significantly, with some benefiting from loyalty while others continue to suffer from systemic neglect, poverty, and surveillance. but beneath the surface, resentment simmers.

Whether through labor protests, hidden rebel networks, or symbolic gestures of defiance, each district is in a quiet resistance. As the 97th Hunger Games approach, Capitol leaders

may believe they've restored peace, but history has shown that suppression breeds rebellion, and silence does not mean surrender.