# Looney Tunes

A Crisis Simulation

# Background Guide

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**KALYNA VICKERS**

*SECRETARY-GENERAL*

**SYLVIA CHENG**

*DIRECTOR-GENERAL*

**ABE AL-DALLI**

*CHIEF OF STAFF*

**SHAAN SABHARWAL**

*UNDERSECRETARY-GENERAL OF GENERAL ASSEMBLIES AND SPECIALIZED AGENCIES*

**MEI TORREY**

*UNDERSECRETARY-GENERAL OF CRISIS*


Esteemed delegates and sponsors of VIMUNC X,

Welcome to the tenth annual Virginia Invitational Model United Nations Conference. As the MUN year winds down, we hope to provide the best experience yet, with paramount service and attention to detail that creates the greatest conference. From broad UN organizations to regional bodies, from corporations to criminal organizations, VIMUNC has committees that truly serve every interest. With experienced chairs, czars and staff, we will ensure that every delegate truly has a positive experience, and we simply hope that you can enjoy your experience with us.

VIMUNC's 18 committees and over 700 delegates is one of the largest editions of our conference ever, and we look forward to expanding our outreach across Virginia to continue to provide a wonderful experience for all delegates. With a large MUN team that has years of experience, we hope that every single minute of the committee is filled with substantive debate that will create learning experiences that last for years to come.

So much hard work has been put into every single crisis update, background guide and dossier, and we sincerely hope that the work and care placed in every single aspect of this conference is displayed in its quality. If at any time you feel something about the conference is unsatisfactory, please don't hesitate to talk to your chairs, a staffer, or a member of the Secretariat.

Thank you so much for your commitment to VIMUNC X, and best of luck in your committee, future conferences, and ambitions.

Sincerely,

Kalyna Vickers

Secretary-General, VIMUNC X

# Looney Tunes

## (A Crisis Simulation)

TOPIC A: *Invasion of Planet Moron Mountain*

TOPIC B: *Coyote's Capture of Road Runner*

## INTRODUCTION

to the Looney Tunes Committee

Throughout the weekend at VIMUNC 2023, you will participate in creative, fun, and thoughtful discussions revolving around several key stories of the popular American comedy short film series, Looney Tunes. What makes this crisis committee unique is the individuality of the topics, and their ignition of interesting discussions, one-on-one debates, and undoubtedly entertaining speeches.

While the Looney Tunes crisis committee welcomes innovative and imaginative ideas, the various topics also require an understanding of your character's background and the kind of perspective they'd have on the issue had it occurred in the actual series. While doing research outside of the background guide isn't required, it is recommended - knowing additional

information about your topics and characters may help with your speeches and overall performance.

This committee will be conducted like a regular crisis with a front room and a back room - in the front room, delegates will make speeches, present and vote on directives, publicly negotiate with other delegates, and suchlike. In other words, the front room of the crisis committee is where all public action and initiatives are to take place. In the back room of the crisis committee, your goal will be to advance your personal objective and work “behind the scenes” of what is occurring in the front room. Actions in the back room are usually taken through the use of crisis notes, called personal directives - this differs from public directives, which are addressed and presented in the front room. Delegates’ actions both in the front room and the back room must coincide with specific details of their characters and how that relates to the particularities of their topic.

We are excited to have you all in this committee, and looking forward to seeing the creative, smart solutions you come up with to address the predicaments mentioned in upcoming pages. Good luck and see you all then!

# TOPIC A: Invasion of Planet Moron Mountain

## *Background Information/Current Situation*

Chaos has struck the previously controlled land of Mr. Swackhammer. Iconic planet Moron Mountain, home to Mr. Swackhammer's amusement park, has been seized and terrorized by the Looney Tunes, and even Mr. Swackhammer's loyal Nerdlucks are too grudging to rebel against the powerful forces that threaten their home. Mr. Swackhammer's Moron Mountain is already a failing amusement park, with little to no popular tourist attractions remaining, and the capture of the planet by Earth's creatures, the Looney Tunes, has sent Moron Mountain and Mr. Swackhammer into even more of a downward spiral. Some helpful things to know about Mr. Swackhammer's character: he is an exceptionally greedy, evil, short-tempered, and manipulative character, but perhaps the seizure of his amusement park and a betrayal by his own crew (the Nerdlucks) could teach him a lesson - will Mr. Swackhammer's morals improve after this occurrence?

The Nerdlucks are reluctant to help Mr. Swackhammer after years of neglect and being forced to work on improving the amusement park Moron Mountain is home to. They are loyal but they're scared of Swackhammer who abuses them. They are easily persuadable around the Looney Tunes. Yet they are gullible when Bugs tricks them.

It is later revealed that they are kind hearted aliens. Currently, the Nerdlucks (Pound, Bang, Bupkus, Blanko, and Nawt) have turned into basketball prodigies, the Monstars, after their triumphant win in the game over the Looney Tunes, and have chosen to remain on Earth while Moron Mountain is being terrorized. The Monstars, unlike the Nerdlucks, are cocky, dangerous, and intimidating. While they are initially still afraid of Mr. Swackhammer because he abuses and neglects them, they soon realize that in their Monstar form, they are much bigger than him and can defeat him. Ask yourself this: how might the difference between the Nerdlucks in their original and Monstar form impact the capture of Planet Moron Mountain?

For some background context on the five Nerdlucks, Pound is the leader of the Nerdlucks - he is orange, muscular, and wears a green bowtie. Pound speaks in a high, raspy voice and is a very bossy, demanding, and frankly mean Nerdluck - this might be the reason he's their leader.

Blanko is a blue Nerdluck, and is very laid back and rather stupid in contrast to his fellow Nerdlucks. Blanko wears a pink bowtie, speaks in a thick Californian accent, and is tall, muscular, and has pointy ears. Blanko is a friendly Nerdluck, even in his Monstar form.

Bang is second-in-command after Pound, and he is a green Nerdluck sporting an orange bowtie. Bang speaks in a deep, growling voice, and he is a strong and aggressive leader, and also

particularly unfriendly and hostile. One of Bang's favorite hobbies is picking on the Looney Tunes and insulting them, even when they're "working on the same side."

Bupkus is a purple nerdluck who is cheerful. He speaks in a high cheerful voice and wears a yellow bowtie. He is emotional and cocky and has dark purple hair and pointy ears that are slightly floppy. He speaks in a deep suave voice and is very muscular. He enjoys mocking Michael Jordan and hurting the Looney Tunes.

Nawt is a small, red nerdluck, who speaks in a high squeaky voice. He is smart and wears a light orange yellow spotted bowtie. As a Monstar, he has big floppy rabbit-like ears; he is muscular and shorter. Nawt also enjoys insulting the Looney Tunes.

Bupkus and Nawt are the first to agree with Mr. Swackhammer when he initially introduces the idea of capturing the Looney Tunes as a source of amusement for the Planet Moron Mountain amusement park. As Monstars, Bupkus and Nawt, alongside their fellow Nerdlucks, are extremely egotistical of their grand size and power, and consider themselves to be superior to Michael Jordan (appearance in Space Jam), the Looney Tunes, and even their boss, Mr. Swackhammer.

Back on Earth, the Nerdlucks (now the Monstars) are planning to avenge Mr. Swackhammer for how he treated them in the past, and capture both the 2D Earth and Moron Mountain for themselves, expelling the Looney Tunes creatures as well as Mr. Swackhammer.

Meanwhile on Moron Mountain, Mr. Swackhammer has no way of contacting the Nerdlucks or enforcing his usual surveillance on the amusement park that his planet is. He stands alone against some of the most powerful Looney Tunes (Bugs Bunny, Porky Pig, Lola Bunny, Elmer Fudd, etc.) and must fight to protect his planet - either by keeping it as the eerie, unstable amusement park that it is or transforming it back into a normal planet and finding a way to make peace both with the Nerdlucks and the Looney Tunes.

However, the chances that Mr. Swackhammer will make peace with the Nerdlucks is very slim. He's treated them very meanly and unfairly in the past. Many theories circle how Mr. Swackhammer rose to power - some propose that he absorbed the power of a corrupt businessman, just like the Nerdlucks absorbed the power of basketball players on Earth in their "battle" against the Looney Tunes (see more information about this below), and transformed from a regular Nerdluck into the omnipotent leader of Planet Moron Mountain.

When the Nerdlucks arrived on Earth courtesy of Mr. Swackhammer (who wanted them to recruit the Looney Tunes creatures as a form of entertainment), Bugs Bunny is upset with them - he doesn't like the idea of being kidnapped and sold to Mr. Swackhammer. However, to spare them and not completely harm them, Bugs Bunny proposes a deal to the Nerdlucks - a basketball game. They decide to have a basketball game to decide their fates because they think they have the advantage because the Nerdlucks are too small. Little do they know the Nerdlucks have the ability to melt themselves and shoot into a person's brain to steal their abilities. Using

this, they steal the talent from Charles Barkley, Patrick Ewing, Larry Johnson, Muggsy Bogues, and Shawn Bradley and place the stolen talents into a basketball.

They then take out the basketball and transform into gigantic monsters now calling themselves "The Monstars". After trashing the court, Bugs decides that they may need a little help, so they abduct Michael Jordan while he's golfing. After some coaching and training, he decides to help them in the game. At first the Tune Squad does poorly against them and are off by many points until Bugs pretends to take steroids which is actually water in order to improve their skills. After the Monstars start trailing, Swackhammer tells them to play more aggressively, which they do by sending most of the Looney Tunes to the hospital; the only remaining players are Bugs Bunny, Daffy Duck, Lola Bunny, and Michael Jordan. Bill Murray eventually comes as a replacement and through the power of cartoon logic, Michael Jordan is able to stretch his arm long enough to score the winning points.

While the Tunes beat the Monstars in the aforementioned basketball game, both sides “cheated” and used unfair advantages to try to get the result they wanted. How can this or how is this reflected in the “war” over Planet Moron Mountain - furthermore, how do the ideals of the

Nerdlucks and the Tunes in regard to their perception of Mr. Swackhammer fit what they want for the future of Planet Moron Mountain?

Some context on the main Tunes characters: Lola Bunny, Bugs' Bunny girlfriend, has a no-nonsense, confident, and witty personality. She solves and addresses issues effectively and quickly, and is an important contributing member to the Tunes team due to her high athleticism, self-assuredness, and charm

Bugs Bunny is best known for his passive, relaxed personality - Bugs Bunny is a jokester and takes everything with an air of humor or mirth. He is a cunning, charismatic, and smart rabbit. These personality traits are what give him an advantage over his enemies, rivals, and opponents. He is also known for his famous catchphrase, "Eh, what's up, Doc?" which he typically uses as a greeting to anyone he encounters, this is usually while munching a carrot. Bugs is characterized as being clever and capable of outsmarting anyone who antagonizes him, including Elmer Fudd, Yosemite Sam, Willoughby, Marvin the Martian, Beaky Buzzard, Daffy Duck, Porky Pig, The Tasmanian Devil, Cecil Turtle, Witch Hazel, Rocky and Mugsy, Wile E. Coyote, The Crusher, The Gremlin, Count Bloodcount, and a whole bunch of others.

Daffy Duck is both the rival and best friend of Bugs Bunny - in other words, his frenemy.

Daffy is a self-absorbed, yet secretly insecure duck and has ridiculous schemes that always make life more interesting and very complicated. He is also wacky, zany and in a word "Looney" to an extent which he uses to

his advantage to confuse his enemies. He is very greedy. He also is prone to jealousy and can come across as dim. Daffy is also very extreme and ambitious whenever he plans his crazy schemes. And like Bugs, he is also short-tempered and gets irritated easily. Daffy Duck is very jealous of Bugs Bunny - keep in mind, how can this serve as a leading cause for some occurrences throughout solutions arising to solve the capture of Planet Moron Mountain?

There are many underlying issues with all sides of the story - if Mr. Swackhammer single handedly battles off the Looney Tunes and Nerdlucks, keeping Moron Mountain as an amusement park, the planet will keep derailing and eventually attract zero tourists. Although, if Mr. Swackhammer chooses to yield to the invasion of the Looney Tunes, how will Moron Mountain be rehabilitated to normal condition, and, moreover, how will the Looney Tunes, Nerdlucks, and Mr. Swackhammer learn to negotiate and get along in the near and distant future?

The various characters of Moron Mountain and the Looney Tunes Earth must present their points with valid reasoning, which must correlate with the established background of the character they are representing. Furthermore, characters must negotiate with other characters, also with relevance to their background, to reflect their ideal: to save Moron Mountain, or to abandon it entirely?

## *Questions to Consider*

- How can Mr. Swackhammer be encouraged to negotiate and make amends with the Looney Tunes and the Nerdlucks?
- How can the future of Moron Mountain be most safely and effectively ensured?

- If Mr. Swackhammer chooses not to negotiate with the Looney Tunes, what else can be done to resolve the conflict and either expel or surrender to the Looney Tunes and the Nerdlucks?
- How does the personality of all of the Tunes characters and Nerdlucks play into the seizure of Planet Moron Mountain?
- How can both the Tunes characters and Nerdlucks establish relationships with or amongst each other to reach a consensus regarding the issue at hand?
- Will Mr. Swackhammer's morals change at all given the situation?
- Will he treat the Nerdlucks and Tunes better, in any way, or worse?
- How can Daffy Duck overcome his jealousy of Bugs Bunny to help with the agreeable solution regarding the capture of Planet Moron Mountain?
- Should the Nerdlucks stay in their Monstar form or go back to their original form?
- What are the pros and cons of both of these sides?
- How can Tunes characters work with their friends and enemies alike to solve the issue at hand?
- Are peaceful negotiations a possibility, or does there have to be some kind of conflict?

# TOPIC B: Coyote's Capture of Road Runner

## *Background Information/Current Situation*

The legendary feud between Wile E. Coyote and the Road Runner has finally come to an end. The perpetually hungry, nefarious coyote has finally cooked up a scheme smart enough to capture the Road Runner, enough to even redeem himself after the mock capture that occurred when Wile E. Coyote's shrinking/enlarging machine backfired on him and instead benefited the Road Runner. After many fruitless attempts of throwing grenades at the Road Runner, trying to suck the Road Runner into a machine, and so on, Wile E. Coyote was finally victorious when he lured his prey using not just plain bird seeds, but the Road Runner's favorite meal - cactus fruit and prickly pears, by which the Road Runner was so distracted that it fell victim to its eager predator.

Right now, the location or the status of the Road Runner is unknown - the bird was last spotted by a Coahuilan box turtle out in the New Mexico desert, enjoying a seemingly innocent snack of fruit. The box turtle also reported seeing a "shaggy, brown

tail" poking out from behind a neighboring cactus, but didn't pay much mind to it - everyone presumed Wile E. Coyote was still shrunken and his return to normal size is a mystery to all!

Wile E. Coyote is known for being a creature on the go, and his place of residence can change in days - the coyote doesn't have many close friends, and is always on the hunt, mostly seeking out the Road Runner. Now that Wile E. Coyote has successfully captured the Road Runner, it is presumed that he is no longer even in the New Mexico desert! Everyone is puzzled about how Wile E. Coyote returned to his normal form, how he figured out the Road Runner's favorite foods, and how he was finally able to not only capture the Road Runner, but also escape the New Mexico desert. Could Wile E. Coyote be receiving help from an outside source and, if so, what or who could this outside source be?

Since the beginning of the timeless conflict between Wile E. Coyote and the Road Runner, everyone has known that the coyote's main goal is to eat the bird. However, when Wile E. Coyote was last openly seen out in the wild, he didn't appear to be his normal self.

Usually known to be sniping out new prey with binoculars, Wile E. Coyote was different this time. He was sitting at the foot of a cactus… and reading a book! What could this book have

been about and why wasn't Wile E. Coyote on the prowl as usual? Is the Road Runner eaten or alive?

Some important things to understand are that the Road Runner and Wile E. Coyote follow some basic rules of cartoon physics throughout their "chases." For example, the Road Runner has the ability to enter the painted image of a cave, while the coyote cannot (unless there is an opening through which he can fall). Sometimes, however, this is reversed, and the Road Runner can burst through a painting of a broken bridge and continue on his way, while the Coyote will instead enter the mirage painting and fall down the precipice of the cliff where the bridge is out. Sometimes the coyote is allowed to hang in midair until he realizes that he is about to plummet into a chasm (a process occasionally referred to elsewhere as Road-Runnering or a Wile E. Coyote moment). The coyote can overtake rocks (or cannons) which fall earlier than he does, and end up being squashed by them. If a chase sequence runs over the edge of a cliff, the Road Runner is not affected by gravity, whereas the Coyote will realize his error eventually and fall to the ground below. In other words, the Road Runner seems to have always had an advantage over the Coyote, even defying basic laws of "normal" physics - so what changed now and how did the coyote finally capture the bird?

Furthermore, over the course of their entire squabble, the Road Runner and Wile E. Coyote seem to adhere to a rudimentary set of guidelines! These include: The Road Runner cannot harm the Coyote except by going

"beep, beep." No outside force can harm the Coyote except his own ineptitude and mistakes when trying to capture the Road Runner. When running away from Wile E. Coyote, the Road Runner must stay on the road - after all, it is a roadrunner bird. Any and all action must be confined to the *natural environment* of the two characters - the southwest American desert (so this may extend all the way to California (or any other area in the southwest American desert), and not necessarily be confined to New Mexico.) Whenever possible, make gravity the Coyote's greatest enemy and naivety and distractions the Road Runner's greatest enemy. All (or at least almost all) tools, weapons, or mechanical conveniences must have been obtained from the Acme Corporation. There were sometimes exceptions when the Coyote obtained other items from the desert such as boulders to use in his attempts. However, delegates should mostly acquire or have acquired the necessary material from the fictional corporation, Acme Corporation. Securing the Acme Corporations resources will be a valuable tool of success and it may help with finding out the whereabouts of the Road Runner.

The various characters engaged in the committee should maintain focus on rescuing the Road Runner and solving the "mystery" behind some of Wile E. Coyote's recent actions - is it possible that the bird and the coyote could resolve their feud? Or should Wile E. Coyote be punished for his actions?

## *Questions to Consider*

- Is Wile E. Coyote receiving help from an outside source? What or who could this outside source be?

- Is there a possibility that the feud between the Road Runner and Wile E. Coyote is resolved? What if the Road Runner was never even kidnapped?
- What could the new location of the Road Runner and Wile E. Coyote be?
- Should this conflict be resolved using any form of violence?
- How did the coyote return to normal size after the accident? How did he find the bird again?
- How can the “rules” of the chase (like gravity being the Coyote’s greatest enemy) factor into his altercation with the Road Runner?
- How can witnesses or other creatures in the area help with the situation at hand?
- Is Wile E. Coyote receiving materials or help from Acme Corporation in any way?