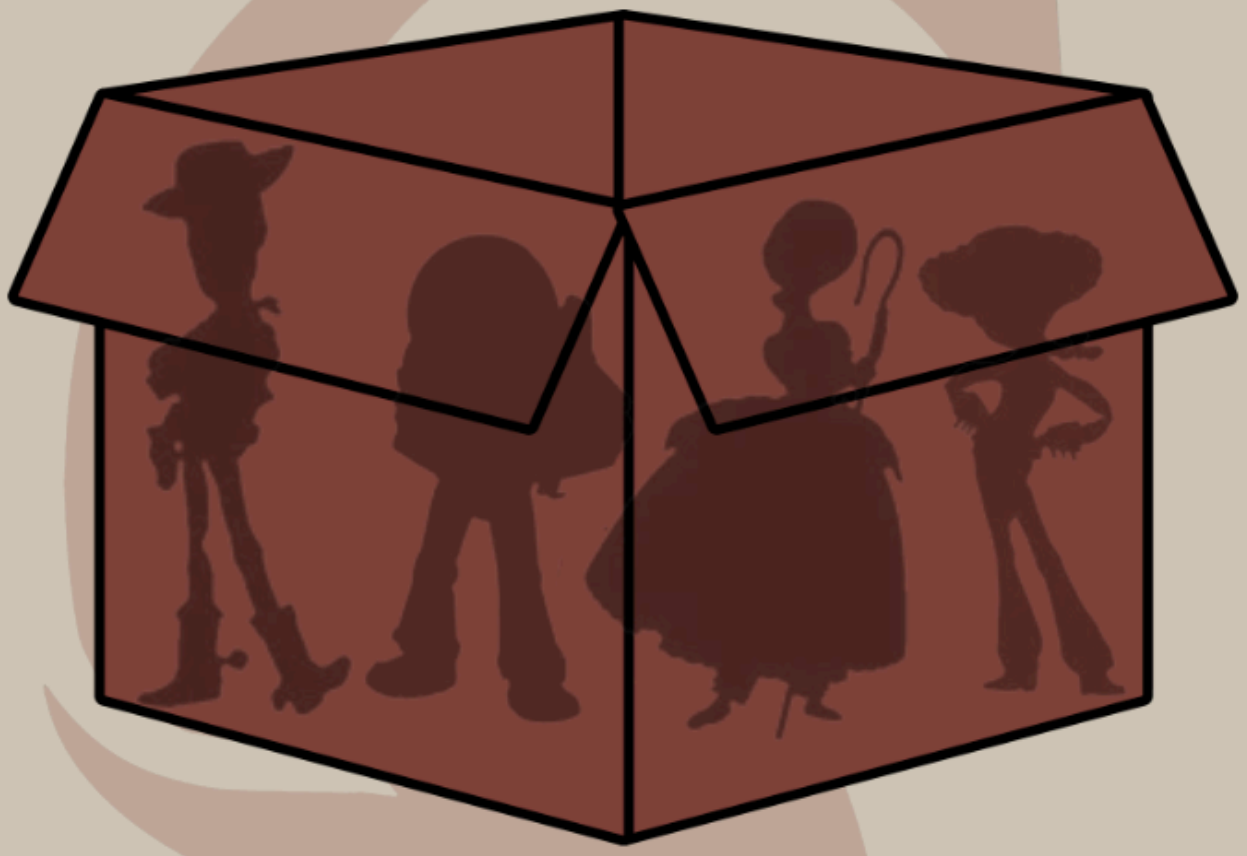
CPSSMUN XIII



Toy Story: The Playroom

Jill Dave and Zahra Syed

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Content Disclaimer

It is important to note that this background guide is based on the popular Toy Story movies, taking inspiration from movies 1-4. The imaginative elements that make this narrative possible are solely intended to emphasize the structure and goals of this committee. In consequence of this, this background guide will explore sensitive topics including abandonment, manipulation, conflict, betrayal, addiction, and the effects of technology on childhood. These topics serve the purpose of enhancing this committee's direction and engage with delegates in formal debate. These ideas exist in this background guide for the overall success of this committee, and the actions and doings in this committee should by no means be replicated in real-world conduct.

Equity Concerns

Bullying and discrimination are unwelcomed practices at CPSSMUN. All attendees of CPSSMUN XIII will be made safe, welcomed, and appreciated, thanks to the efforts of our teacher supervisor and the Secretariat team. In the event that any CPSSMUN Staff, Secretariat, or Delegate acts inappropriate, or invokes uncomfortability, please contact our Equity Officer at cpssmodelunequity@gmail.com. This can be done at any time leading up to, during, or after the conference.

Director's Letter

Dear Delegates,

Welcome to this year's iteration of CPSSMUN XIII! We are honored to have you be a part of this amazing experience! This committee is a unique rendition of the well-known and loved movie series: *Toy Story*.

Within this joint crisis committee, the familiar world of Toy Story has been thrown into chaos like never before. As tensions rise, the rivaling Playroom and ToyVerse enable the toys to choose their alliances, their enemies, and above all else; a plan to garner Andy's attention.

In the Playroom, delegates face the urgent crisis of losing their toy magic and Andy's nostalgic love. These physical toys are reminiscent of the toys featured in the movies, and thus, foster a connection to Andy like no other. Meanwhile, the world of ToyVerse features more robotic versions of these characters that we all grew up with. However, take heed, for although these characters may look like their playtime counterparts, their personalities may not be as alike as they appear.

This committee is riddled with betrayals, mysteries, and unexpected plot twists that rattle the very fate of Toy Story as a whole. In the midst of all this, the toys are left with a newly-faced reality that perhaps Andy isn't interested in playtime altogether… One thing remains common: you, as delegates, are to decide where your loyalties lie, and develop solutions to the playtime crises before time runs out—all the while, handling internal turmoil from your fellow toys.

Now delegates, the fate of all toys lies in your hands. Decide amongst yourselves how you plan to tackle the many crises thrown your way. Prepare yourselves for the adventure ahead, as what lies beyond will put your greatest strengths to the test. Remember, your primary objective is to sway Andy's attention in your favor, but, as Jessie puts it: "You never forget kids like Andy, but they forget you."

Sincerely,
Jill Dave (She/Her) and Zahra Syed (She/Her)

Directors of the Joint Crisis Committee: Toy Story

Background Information

In the world of *Toy Story*, Andy's bedroom was a place of adventure, imagination, and endless storytelling for years. His toys were more than just objects; they were his whole world. Over time, the bond between Andy and his toys became unbreakable, as they lived for the moments when Andy would open the ToyBox and bring them to life through play. But as Andy grows older and enters his teenage years, the playroom has grown increasingly quiet. School, friends, and especially screens now compete for his attention—a change that has left the toys struggling to understand their place in Andy's life. Recently, a new mobile game called ToyVerse launched, becoming a worldwide sensation that keeps children up all night. This new game allows children to interact with digital versions of their favourite toys, offering endless upgrades, customizable appearances, and never-ending adventures. Children across the world are becoming absorbed in this digital world, and Andy is no exception. The change is evident, as kids start to spend more time on screens and less time with their physical toys, posing a threat to playtime altogether—but is that so terrible?

In the Playroom, Andy's playroom is facing continuous crises, driven by his shift towards the digital world of ToyVerse and away from traditional play. Andy's neglect of the toys has led to their physical condition worsening under the pretense of forgotten repairs. However, there remains good news and bad news. The good? Andy was recently gifted $100 for his 13th birthday, which in the past he used to keep his physical toys looking pristine. The bad news? Well, the ToyVerse characters are competing for the same money, hoping Andy invests in their new upgrades and customizations, which will keep the game running for longer. To make matters worse, tensions inside the ToyBox have reached a breaking point after the toys woke up to find themselves trapped inside, raising fears of sabotage and distrust amongst them. Beyond the playroom, an even larger threat looms as Andy's Engagement Bar continues to fall, and the critical "Imagination Window" begins to close, putting both worlds at risk of being forgotten forever. With trust shaken, time running out, and resources limited, the toys must decide whether to compete or cooperate before their beloved Andy's imagination fades…for good.

Topics of Discussion

Topic #1: Legacy or Upgrade? - The $100 Dilemma

Andy's imagination, once powered by his plastic companions and playtime, now faces a challenging new competitor. A brand new game has been launched: ToyVerse: A Toy Story Simulation, which brings digital versions of all Andy's favourite toys. Here, they are customizable, with endless upgrades, skins, and thrilling adventures. Yet, this app is the start of something more than a little entertainment. It represents the growing pull of technology on kids just like Andy, and how the risk of losing imagination becomes probable. Although these virtual toys may mirror the originals, they do not share the same level of emotional connection or fragility. Instead, every scratch, loose limb, and imperfection of the toys shows a sign of a lifelong life, making them irreplaceable because of nostalgia. However, as Andy spends more time on his screen, the Playroom toys come closer to their worst nightmare: being forgotten by Andy, forever. As the level of engagement between Andy and his toys goes down, Woody and his team start losing the magic that allows them to move, speak, and live. To make matters more difficult, Andy was gifted $100 by his mother for his 13th birthday. With the toy's fate in his hands, the balance between the physical and digital world hangs by a thread. The money can either go to ToyVerse, for exciting in-game upgrades and to strengthen the app's universe or to Woody and his team, some of whom desperately need physical repairs for functionality. Without these repairs, it is possible the toys may lose their abilities to move and speak altogether, causing their toy magic to permanently fade away. One choice fuels technological innovation, while the other restores the physical condition of the toys that were the first inspiration of Andy's imagination. Whichever path Andy takes, the future of both worlds depends on keeping this imagination alive at all costs.

This raises the ultimate question—where should Andy's loyalty lie? Does the addictive thrill of the new outweigh the bonds of the old? Where should Andy's birthday gift be allocated: towards his lifelong friends, or the new app he's become so quickly fond of? The toys themselves cannot agree on the right path forward; while some believe that possible friendship with the digital toys is feasible, others think unity is not in the question. Tensions are rising as time, resources, and Andy's engagement grow limited. The decision is pressing because ultimate neglect isn't sudden. It's slow and quiet until…it is too late. If action is not taken soon, the beloved toys who raised Andy and his imagination risk fading into permanent

silence, while the digital toys grow stronger with every tap and purchase to keep their servers running. The future of Andy's imagination and playtime, as well as the survival of both drastically different worlds, now depends on how this choice is made.

Guiding Questions

1. How should Andy spend his $100—on digital upgrades or physical repairs? What values should guide his decision?
2. Is ToyVerse a threat to imagination, or simply a new way for imagination to evolve and broaden?
3. Can the Playroom and ToyVerse toys coexist, or must one world take priority? What factors should determine this?
4. What does “being loved by Andy” truly mean in a digital age, especially with Andy growing up?

Topic #2: Locked Away - A Toybox Betrayal

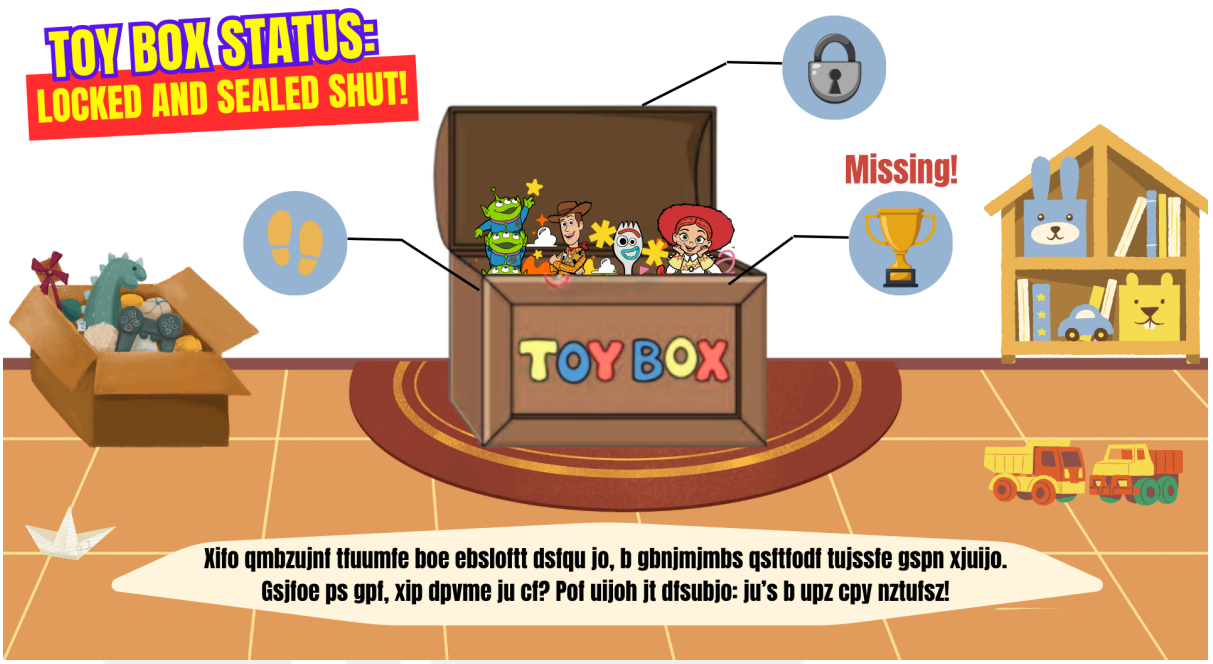
Amidst the toys, there lies an annual election to elect a toy that wins the title of "Andy's Favourite Toy." The one who is awarded this significant title has the highest influence on Andy's Engagement Bar, allowing them to implement actions that sway in their favor. To earn this noteworthy position, candidates must prove themselves to be loyal, natural leaders, and heavily engaged in playtime with Andy. The winner of this title may be any toy in Andy's world, though they must be instated by majority vote from the rest of the toys. With the election fast approaching, the toys are in heavy debate over who deserves the admirable title. In preparation for the election, the toys are campaigning for their worthiness for the title, competing against the long-reigning champion, Woody. In fact, Woody has held the position for years prior, having demonstrated consistent bouts of reliability, selflessness, and hope for the betterment of the toys as a collective.After a long night, the toys went to rest in their beloved ToyBox to recover from the heated debate—only to awake the following morning to find the lid sealed shut.

What once served as a place of safety has now become a trap, straight from the toys' worst nightmare. The true cause remains unknown; however, the tampered lock suggests this was no accident. Alongside this, subtle signs of foul play run rampant, considering the misaligned hinge, displaced items, and rapid movements reported late in the night. The little clues left behind leave the toys questioning the attack: was it merely a lock malfunction, or was it a toy sabotaging from within? The evidence speaks for itself. With Andy preoccupied with his tablet, he remains unaware of the situation—leaving the toys trapped inside with no escape. Be wary, as in the midst of election time, for the toy deemed "Andy's Favorite" may very well be the culprit of the locked ToyBox if not chosen carefully. Delegates must determine whether to address the crisis of the locked ToyBox first, or to instate a strong, natural leadership before tackling the issue. Ultimately, the timeline and strategy of this solution rests in your hands; delegates, you must work together quickly to uncover the culprit, escape, and reunite with Andy. However, keep watch, not everyone will be working on your side.

Guiding Questions

1. What evidence should be considered when identifying the possible culprit? How can the toys strategize to both find the culprit and escape their entrapment?

2. Should the toys prioritize finding the perpetrator or escaping the ToyBox first?
3. Should access to the Chatter Telephone remain only a privilege for one toy, or a shared responsibility amongst all?
4. How can the toys work together to escape while trust amongst them is uncertain?
5. What are some potential punishments that the culprit of the locked ToyBox should face for their crimes?



Topic #3: The Engagement Crisis - Rekindling Andy's Imagination!

As Andy begins to grow up, his priorities stray away from his childhood friends due to the growing pressures of his teenage years. As a result, the playroom sits quieter than ever while screens glow late into the night. Rumor has it that Mr. Potato Head overheard Andy saying he is considering deleting the ToyVerse game and even thinking about throwing out his childhood toys! For the first time, both worlds face the same terrifying possible fate: being forgotten at the same time. In addition, Toy Scientists have issued a dire warning about a critical "Imagination window", a period in youth where creativity and imagination must be actively nurtured before they begin to fade. Andy is now on the very edge of that window. If it closes, he might withdraw entirely—no games, no toys, no playtime, just… silence. To make matters worse, Andy's Engagement Bar is dropping—and faster than ever. This bar is an indicator of how much time Andy spends playing, imagining, and connecting with both his physical and online toys. If it reaches zero, both the playroom and ToyVerse risk permanent abandonment.

The stakes are deep and personal for everyone involved. The classic toys fear being thrown away before they can prove they still matter. The digital characters face deletion if Andy loses interest. Tension rises as desperation grows. Do the differences between virtual and physical toys still matter? The future of Andy's creativity now depends on restoring balance before it is too late.

Guiding Questions

1. Can the toys overcome their hatred for the digital side and instead collaborate with them for a joint cause: Andy's well-being? Or will their opposing opinions only cause more conflict between the two worlds?
2. How can the toys raise Andy's Engagement Bar before the imagination window closes?
3. What certain compromises can the toys suggest to their ToyVerse counterparts to come to a shared consensus on what is best for Andy?
4. What are some strategies to boost Andy's morale to prevent him from completely withdrawing from his passions?

Character List

Each character is categorized into one of three factions: The Keepsakes, The Rebels, and The Outliers. It is not necessary that you work with these specific individuals, but rather, this is meant to serve as a starting point for delegates to reach out to others with similar motives.

Please note that each delegate will also be provided with a unique secret for the committee that only they will know. This will be distributed via email in the days leading up to the conference.

The Keepsakes	The Rebels	The Outliers
1. Woody 2. Slinky Dog 3. Bo Peep 4. Mr. Potato Head 5. Mrs. Potato Head	1. Buzz Lightyear 2. Rex 3. Trixie 4. Jessie 5. Bullseye	1. Hamm 2. Lotso (Lots-o'-Huggin' Bear) 3. Stinky Pete 4. Aliens (Little Green Men) 5. Forky

Understanding the Factions

The Keepsakes: The Keepsakes believe that Andy's imagination should be preserved at all costs. Their values of loyalty, tradition, and emotional connections over the years have kept them very close to Andy's heart and generally, favored by the rest of the toys. The primary goals of the Keepsakes include, but are not limited to:

- Preserving Andy's imagination and connection to the toys
- Restoring and repairing the Playroom toys
- Resisting the invasion of ToyVerse, and the potential of being replaced forever

The Rebels: The Rebels are those toys that challenge the status quo, how things are right now. Owing to their traits of adaptability, skepticism, and willingness to embrace change, they show that, despite their care for Andy, they are willing to disrupt tradition and existing practices to do whatever is best for the future of playtime. The primary goals of the Rebels include, but are limited to:

- Finding new and innovative ways to avoid replacement and ensure survival of the toys
- Bridging the gap between the physical and digital worlds
- Encouraging change in the system and adapting to Andy's quickly changing interests

The Outliers: The Outliers prize their own ambitions, beliefs, and needs above everything else. Though they too have connections with Andy, they refuse to let it strip away their independence, drive, and ability to avoid manipulation from others who seem to blindly follow tradition. The primary goals of the Outliers include, but are not limited to:

- Advancing personal ambitions and agendas
- Gathering information about fellow toys and key events
- Exploiting opportunities created by certain conflicts

Character Stats

- **Condition:** Physical state of each of the characters and how desperately they need repairs
- **Imagination Link:** Connection to Andy through bonds they build while playing together
- **Trust Level:** How trustworthy the character is

Character Stat Legend

Character Stat Bar	Level
	Very High
	High
	Moderate
	Low
	Very Low

The Keepsakes

Woody



Sheriff Woody Pride, simply referred to as Woody, is a vintage pull-string cowboy who is Andy's most loyal toy. Being with Andy since kindergarten, Woody serves as a natural leader for the rest of the toys in keeping business in order. Woody has noticed his bond with Andy growing apart, but remains steadfast with the belief that he will eventually circle back. With the rest of the toys in shambles, Woody displays a voice of reason, serving as their dependable leader to ensure that no one gets left behind.

Profile

- Unwavering loyalty
- Passionate leadership
- Deep sense of responsibility

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Slinky Dog



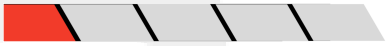
Slinky resembles just a normal dog, except for his speech and the fact that he's made up of a giant spring! With the recent crisis of low repairs, his springy abdomen seems to be in very poor condition—making him a huge advocate for Andy's $100 to go towards repairing toy conditions. Without these repairs, Slinky loses a major aspect of his overall movement, especially the ability to reach the hidden nooks and crannies of the ToyBox. Slinky is nice and playful, and loves to be petted by the other toys. He is one of Woody's most loyal friends, acting as his right-hand. This often causes the other toys to make fun of him, as he is seen as a "Kiss Up" to Woody. Despite this, he remains loved amongst most of the toys.

Profile

- Playful
- Sensitive
- Flexible

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Bo Peep



Bo Peep, is a brave and independent porcelain shepherdess. Resourceful and clever, she values freedom and helping toys find their purpose, and she will do anything to help a friend in need. She has a passion for adventure, and a deep care for her friends like no other—especially towards Woody. With the recent events of ToyVerse's launch, Bo Peep's condition has suffered the most, as her porcelain material requires frequent repairs, which Andy seems to have forgotten.

Profile

- Resourceful
- Independent
- Compassionate

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Mr. Potato Head



Mr. Potato Head is a sarcastic and cynical toy, who always seems to be in some form of snarky banter with his close ones. He has the ability to detach his body, and has a convenient compartment for storage in his back. He is fiercely loyal and devoted to his wife, Mrs. Potato Head, even to a fault. Over time, he unexpectedly took on the loving role as a father figure to the Little Green Men (Aliens). Mr. Potato Head's grumpy mood makes him quite irritable and swayed by his emotions, but Mrs. Potato Head always seems to be able to calm him down.

Profile

- Hot-headed
- Loyal & protective
- Stubborn

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Mrs. Potato Head



Mrs. Potato Head is known for her sassy and stern attitude. Her husband, Mr. Potato Head, and adoptive children, the three Little Green Men are her closest allies who help complete her family. She would do absolutely anything for them with no hesitation. Attaining her trust comes with great difficulty, but once it is established, it remains strong forever. Mrs. Potato Head, an opinionated toy, continues to boost the morale of the other toys—assuring them that they are wanted by Andy.

Profile

- Caring
- Nurturing
- Overdramatic, at times

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



THE REBELS

Buzz Lightyear



As a member of the Star Command, Buzz Lightyear is a heroic spaceman action figure who was gifted to Andy on his 6th birthday. He holds strong abilities to invent machines, new technology, and techy advancements. Buzz seems to be convinced he's not an actual toy, but rather a Space Ranger sent to complete his mission Being one of Andy's favorite toys, Buzz often gets into heated debate with Woody which has created an escalated rivalry between the Keepsakes and the Outliers. Driven by ambition, his primary motivation lies with protecting the other toys, with a particular interest in Jessie; however, his personal incentives makes him quite naive, delusional, and blind to the reality of a situation.

Profile

- Courageous leader
- Unwavering loyalty
- Tech-savvy

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Rex



Often mistaken for a fearsome predator due to his appearance, Rex actually displays insecurities about not being scary enough! Rex is often panicked in stressful situations and constantly worried about his small roar. Though his vocabulary is fairly strong, he tends to be somewhat absent-minded and causes accidental mayhem due to his size and obliviousness. However despite his anxiety, he is incredibly kind and loyal, and will always come through for his friends. In fact, after spending countless hours playing ToyVerse, he has become quite adept at its mechanics and familiar with the characters—so much so that he is often referred to as one of ToyVerse's most dedicated players.

Profile

- Insecure
- Kind & loyal
- Bubbly personality
- Clumsy

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Trixie



Curious and tech-savvy, Trixie is an energetic blue triceratops who is full of excitement about videogames and modern gadgets, making her loyalty to the Playroom toys seem undecided. Despite this, she is friendly and bright, often bringing a playful and upbeat vibe to the group while still showing bravery and compassion to help a friend in need.

Profile

- Undecided loyalty
- Bubbly personality
- Tech-savvy

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Jessie



Jessie is a friendly and sarcastic cowgirl doll, who longs to be loved by children. Her biggest fear is not being loved, and being in confined spaces, such as a ToyBox, for too long. Jessie is known amongst her friends as someone who is never afraid to speak the truth, and never hesitates to stand up for what is right. Her blunt, yet encouraging, attitude is always refreshing to have around in order to uplift those she cares about most. She is outgoing, and fiercely loyal to her friends, especially Buzz Lightyear for whom she harbours romantic feelings toward.

Profile

- Claustrophobia
- Courageous
- Opinionated

Character Stats

- Condition:



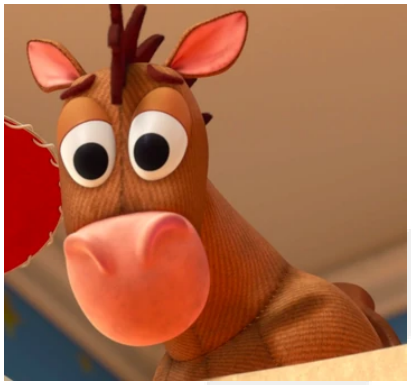
- Imagination Link:



- Trust Level:



Bullseye



Although regarded as a high and mighty stallion, Bullseye has a personality similar to that of a gentle puppy dog. He is extremely affectionate and kind, and one of the very first toys Andy met after Woody rescued him from Al, a greedy toy collector. Under Al's care (or lack thereof), Bullseye was almost sold to a faraway Toy Museum in order for Al to become rich. After his rescue, he formed close bonds with both Jessie, whom he had previously lived with, and Woody, who had rescued him. From this, Bullseye has become one of Jessie's closest friends, with whom his ultimate loyalty lies. Overall, he will do anything it takes for his friends, including following them and doing as they say.

Profile

- Silent communication
- Loyal and kind
- Team Player
- Jessie's Right Hand

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



THE OUTLIERS

Hamm



Hamm is a quick-witted plastic piggy bank with a "know-it-all" personality that many tend to overlook. He is known for his remarkable wisdom, technological knowledge, and intellectual commentary. Hamm harbors a close relationship with Mr. Potato Head, Woody, and Rex who seem to share similar views as him—at least outwardly. Using his quiet resourcefulness and strategic plans, Hamm is able to influence the toys and make important decisions in times of need.

Profile

- Realistic
- Sarcastic & Blunt
- Often Misunderstood

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Lots-o'-Huggin' Bear



At first glance, Lotso may seem like your typical cuddly, caring and friendly bear. His sweet strawberry scent further adds to the illusion of warmth and comfort, making him appear like the perfect leader and protector for the toys. However, beneath this soft exterior lies a far more calculating and controlling personality, one that believes strict order and absolute authority are the only ways to maintain safety and survival. This belief goes so far, in fact, that Lotso quietly sees himself to be a far stronger candidate for "Andy's Favourite Toy" title than anyone of the other toys, for which he is willing to go to great lengths to secure.

Profile

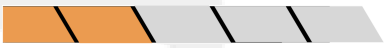
- Friendly appearance
- Cunning
- Deceptive

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Stinky Pete



Also known as the Prospector, he is a vintage miner doll who initially appears kind, polite, and supportive of Woody. However, beneath his friendly exterior, he's deeply bitter and resentful after spending his entire life unopened in a box, never getting the love and playtime he believes he deserved. This jealousy drives him to manipulate others and prioritize his own chance at being admired.

Profile

- Stinky
- Calculated character
- Vindictive

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Aliens (Little Green Men)



Originally found from a vending claw machine at Pizza Planet, the Little Green Men are rubber squeak toys that can always be found together. They are often referred to as Aliens for short. Although they appear as three separate toys, the Aliens share the same short, green-skinned, and three-eyed appearance and speak in the same voice at the same time. Similar to Buzz Lightyear, they serve under Star Command, often as engineers, scientists,and inventors. In the past, they have built ships, weapons, and all sorts of other gadgets for Buzz—hoping to assist him with all his endeavors, no matter the cost.

Profile

- Cheerful
- Curious
- Genius scientists

Character Stats

- Condition:



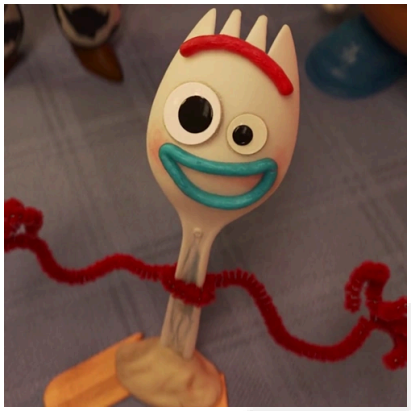
- Imagination Link:



- Trust Level:



Forky



Formed from the utter creativity of a child's craft project, Forky was handmade using a plastic spork, a pipe cleaner, and, most importantly, love. Unfortunately, Forky has been going through a major identity crisis: one where he sees himself as trash, rather than a true toy loved by Andy. In truth, he constantly wants to throw himself away, despite the other toys always reassuring him. Due to his naivety and insecurity, Forky is easily swayed and often finds himself in sticky situations, potentially at the expense of others. However, the very fact that he was created rather than manufactured—the very thing he hates most about himself—is also his greatest strength. It allows him to embody the limitless creativity and imagination that gave ToyVerse life in the first place. His kind-hearted and nonjudgmental nature enables him to build trust quickly, making him an effective mediator during disagreements and often inspiring hope in toys who have lost their sense of purpose.

Profile

- Naive and innocent
- Anxious
- Curious, questioning nature

Character Stats

- Condition:



- Imagination Link:



- Trust Level:



Committee Mechanics

Chatter Telephone: The telephone toy, Chatter Telephone serves as the primary source of communication between the physical and virtual toy worlds. Using this mechanic, the Playroom toys are able to communicate and connect with the virtual toys, and vice versa. To use the Chatter Telephone, a public directive must be passed outlining both the direct message and its intended purpose.



Andy's Engagement Bar: The Engagement Bar indicates the amount of Andy's attention that both the physical and virtual toys are holding. Throughout committee sessions, the actions of delegates and crisis outcomes may influence the Engagement to rise or fall, so be wary of the decisions you make as a committee and individual! For this reason, the Engagement Bar will be updated live throughout the course of the committee (i.e. during crisis updates), which can also be opened up at the request of the delegates.

Imagination Window: The Imagination Window is a measure of Andy's overall imagination and emotional connection to the toys. It is different from Andy's Engagement Bar because rather than being a measure of the amount of Andy's attention, the Imagination Window indicates the quality of this attention. If the Imagination Window falls too low, Andy is under severe risk of outgrowing imaginative play altogether, leaving both the Playroom and ToyVerse characters in danger of being forgotten and replaced.

Toy Science/Toy & Data Scientists: Toy Science refers to the laws, inventions, and technologies that are found in the Toy Story universe. Ranging from the intricacies of the ToyVerse app to the very toy magic that gives the Playroom toys their secret lives when humans are not looking, Toy Science remains an ever-changing field of discovery. In the Playroom, the Toy Scientists may focus on finding solutions for toy repair and restorations to protect them from abandonment. While on the digital side, the Data Scientists may focus on discovering the memory, data, and other features left after the ToyVerse virus. Both Toy and Data Scientists are not limited to these goals, but they are great places to start. Overall, delegates, especially those whose characters lean toward being "Toy Scientists," are

encouraged to think creatively when proposing scientific discoveries, gadgets, or solutions, as long as they remain reasonable within the established rules of the committee. As always, Crisis Backrooms will have complete discretion to approve, modify, or reject any scientific proposal and decide its outcome.

Citations

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