CPSSMUN XIII



Toy Story: The ToyVerse

Jill Dave and Zahra Syed

Table of Contents

Table of Contents **2**

Content Disclaimer **3**

Equity Concerns **3**

Director's Letter **4**

Background Information **5**

Topics of Discussion **6**

Topic #1: ToyVerse Launch - Playtime at a Price 6

Topic #2: ToyVerse - Trust.exe Failed! 8

Topic #3: The Engagement Crisis - Rekindling Andy's Imagination! 10

Committee Mechanics **12**

Character List **13**

Glossary **28**

Citations **30**

Content Disclaimer

It is important to note that this background guide is based on the popular movie, Toy Story, 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 addiction, mental health, technology, cybersecurity, manipulation, betrayal, and conflict. 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 toys are reminiscent of the toys featured in the movies, and thus, foster a connection to Andy like no other. Meanwhile, ToyVerse features digital 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 are now actively competing for his attention—a change that has recently struck the toys. 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 favorite 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. Despite this, the virtual toys recognize the good that may come from ToyVerse; they believe that the app enhances players' decision-making, problem-solving, memory, and even serves as a stress reliever for many, in spite of the addiction it may cause.

In the digital realm, the characters of ToyVerse are challenged with a continuous stream of threats, as they attempt to fight against the Playroom for Andy's engagement for the future of their app. With the $100 dilemma, the fight for Andy's attention has reached an all-time high, as the tensions between the two sides clash. For the ToyVerse characters, the $100 would ensure frequent app updates, code maintenance, and new releases of customizations. These customizations and updates are essential to the growth and development of the app; without them, ToyVerse will lose its connection and engagement with Andy—which will result in the app's permanent shutdown. Will they be able to shift the balance in their favour, or will they be overpowered by the nostalgia of childhood? Despite this, some may claim that there are more pressing matters at hand: for one, the breakout of the recent virus on ToyVerse code has left residual Error404 messages in its wake, leaving the entire ToyVerse world at risk of total collapse. Beyond the servers, 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 the 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: ToyVerse Launch - Playtime at a Price

After a long-awaited arrival, the highly anticipated app, ToyVerse, has finally taken the stage! After undergoing extensive testing and optimization by ToyVerse Technologies, the app is now available for children all around the world to play. It features an extensive array of storylines for the various characters of Toy Story with loads of diverse customizations, upgrades, and engaging features. The ToyVerse app has taken the world by storm as its popularity increases day by day—particularly, among a certain teenager, Andy, whose addiction is becoming more and more apparent. However, as the app's engagement increases, it requires much more funding to keep it running and consistently updating, which is done through in-app purchases. Luckily for our digital friends, Andy recently received a whopping $100 for his 13th birthday from his mother. The very future of this app relies heavily on Andy's purchases to keep it thriving.

Unfortunately, securing the money won't be as simple as it seems! In the Playroom, Andy's toys are in upheaval. Driven by jealousy and ambition, they are plotting the demise of the ToyVerse app as it's taking away their precious playtime with Andy. The Playroom toys pose a great risk to the future of ToyVerse, where their schemes may pertain to distracting Andy, interfering with in-app purchases, or even going as far as tampering with Andy's device. Together, the ToyVerse characters must devise a plan to overthrow the traditional toys and keep their popularity high. With time running out and engagement looking unsteady, failure to secure Andy's attention and money will result in the immediate shutdown of the ToyVerse app. Delegates, the game has officially begun. With both sides racing for control, the battle of Andy's attention—and playtime as a whole—rests in your hands. What happens next will determine the future of the ToyVerse app itself.

Guiding Questions

1. What makes digital play more appealing to Andy, and how can ToyVerse amplify those features?
2. Is it ethical to manipulate Andy's attention to ensure the ToyVerse's survival?
3. Should the ToyVerse toys directly compete with the Playroom toys, or could cooperation be a possibility?

4. How can ToyVerse secure the $100 and ensure the app has enough funding and engagement for its future?
5. Should updates on ToyVerse be tailored only to Andy's engagement, even if doing so makes the app less appealing to other children around the world?

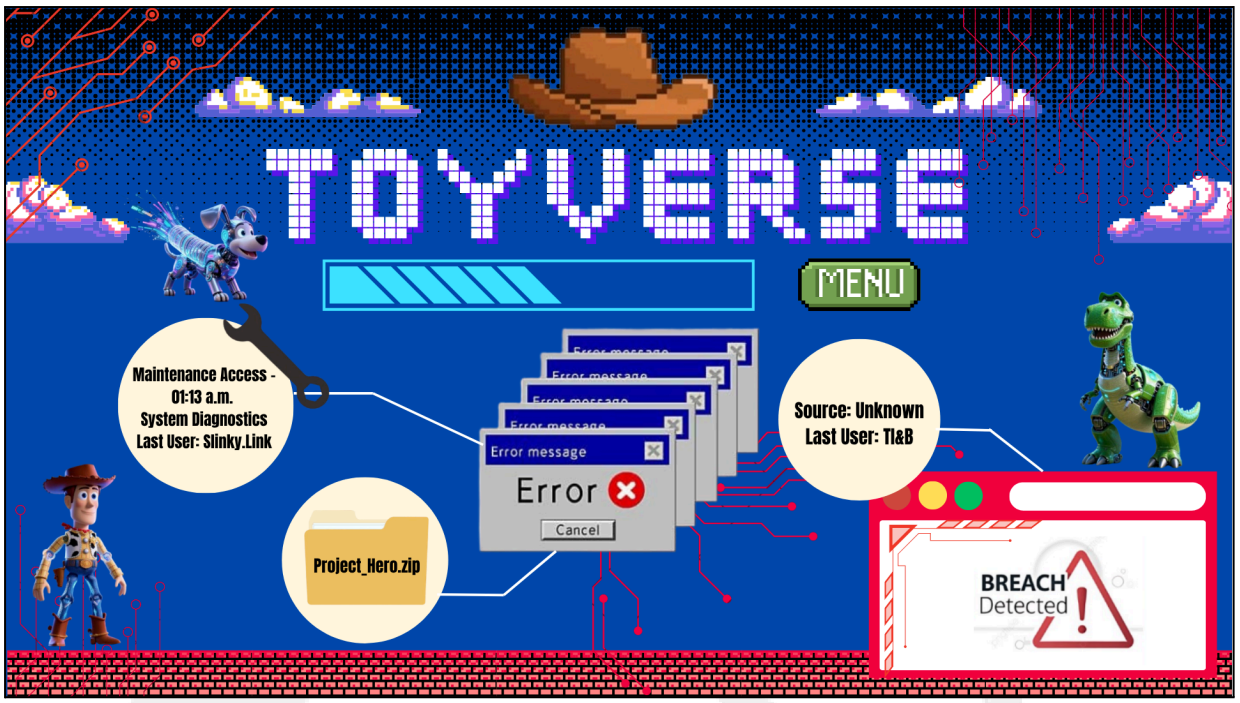
Topic #2: ToyVerse - Trust.exe Failed!

ToyVerse, the hot new app that once celebrated a safe and ever-expanding playground, is now facing a technical crisis from within. A dangerous virus has begun spreading through the system, corrupting levels, erasing progress, and threatening to shut the game down entirely. At first, it appeared to be an external cyberattack; however, upon further inspection, troubling signs suggest something far more unsettling: this breach may not have come from outside the game at all. Evidence points toward the possibility that someone from within the game itself may have opened the door to let this virus in, whether intentionally or by mistake. The very technology that promised harmless fun and safety has become a source of suspicion, fear, and rising tension.

Fellow characters must decide: who can be trusted in a world where the threat may be one of their own? As this corruption spreads through the game system, it also spreads through bonds between supposed allies. Unity begins to fracture, and the digital toys must confront the possibility of betrayal from within their own ranks. The situation is urgent: without quick and decisive action, the ToyVerse universe could be shut down. Delegates are encouraged to use the resources at their disposal, such as checking version histories, archived files, and other video game mechanics. The fate of the world and their own “lives” now depends on uncovering the truth and restoring peace and security before everything disappears. Reach for the sky—before the servers go dark.

Guiding Questions

1. Was the virus intentionally released or was it an accident caused by someone in ToyVerse?
2. How can the digital toys stop the spread of the virus before the servers shut down?
3. Should the digital toys seek help from the Playroom toys to save the game?
4. How may trust be rebuilt if the threat truly comes from within the game?
5. What are some actions that the digital toys can take to identify and eliminate the threat , while also repairing ToyVerse’s tarnished reputation after the virus?


TOYVERSE
MENU
Maintenance Access - 01:13 a.m.
System Diagnostics
Last User: Slinky.Link
Source: Unknown
Last User: TI&B
Project_Hero.zip
Error message
Error
Cancel
BREACH
Detected

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

During the teenage years, children grow up in the blink of an eye, and Andy is no different. However as he gets older, it appears as though his toys, both physical and digital, are collecting more and more dust. Andy's closed-off and isolated behaviour has sparked many rumours running wild. Notably, Mr. Potato Head overheard Andy saying he's considering deleting the ToyVerse app and throwing away his childhood toys! For the first time, both worlds face the same terrifying possible fate: being forgotten at the same time. With the launch of any app, the need for their players to live and breathe their apps increases. In fact, studies from Data Scientists have shown the benefits of ToyVerse such as improved problem-solving, decision-making, and most importantly, its service as a mental break for Andy when troubled with stress in his life. However, excessive screen time may come with a major cost of addiction and mental health concerns from the increased exposure to social media. Particularly in adolescents, the risk of social isolation, unhealthy dependency on screens, reduced creativity, and overall declining emotional well-being runs rampant. Andy, for one, is at high risk of falling victim to these side effects. For example, Andy's attention span has recently been dwindling drastically, leading him to lose interest in the app, and feeling as though he is slowly outgrowing toys altogether. This leaves one major question: how can the digital toys encourage Andy to spend enough time on the app while simultaneously preventing him from facing the aforementioned side effects that may detriment his well-being? To make matters worse, Andy's Engagement Bar is dropping—and fast. 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 ToyVerse and Playroom toys still matter? The future of Andy's creativity now depends on restoring balance before it is too late.

Guiding Questions

1. What are some short-term and long-term actions that the toys can implement to raise Andy's Engagement Bar from its declining path, without worsening Andy's mental health?
2. How can the toys work together to stop Andy from deleting ToyVerse and throwing away his Playroom toys? Matter of fact, should the two worlds even consider cooperating, or must one be sacrificed for the other to survive?
3. What are some strategies to boost Andy's morale to prevent him from completely withdrawing from his passions?
4. In what ways can the toys rekindle Andy's imagination as a teenager now, considering that he is not a young child anymore?
5. Is it time for the toys to sacrifice their own future so that Andy can grow up naturally, or is that a risk they cannot afford to take?

Character List

Each character is categorized into one of three factions: The Mainframes, The Upgrades, and The Glitches. 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 Mainframes	The Upgrades	The Glitches
1. SheriffCore.exe (Woody) 2. Slinky.Link (Slinky Dog) 3. Pixel_Sheperdess (Bo Peep) 4. Synched.Spud (Mr. Potato Head) 5. Synced.Spudette (Mrs. Potato Head)	1. Xx_StarRanger_xX (Buzz Lightyear) 2. TeraRex.exe (Rex) 3. CyberTrix123 (Trixie) 4. Tech_Ryder (Jessie) 5. Dash-Line (Bullseye)	1. $CoinCache$ (Hamm) 2. Patch_Bear (Lotso) 3. ArchiveMiner (Stinky Pete) 4. GreenByte.Collective333 (Aliens) 5. Sporky.exe (Forky)

Understanding the Factions

The Mainframes: The Mainframes play as the foundation of ToyVerse, trying their best to ensure the success of the app and its digital toys. These toys share values of stability, coordination, and leadership, in which they strive to resolve conflicts as they arise. The primary goals of the Mainframes include, but are not limited to:

- Increasing Andy's engagement through responsible leadership
- Uniting the virtual toys through all highs and lows
- Protecting the future of ToyVerse in the long run

The Upgrades: The Upgrades believe in progress, embracing innovation, experimentation, and advancing new technologies. They hope to continually evolve ToyVerse to continue to remain relevant in Andy's changing world. The primary goals of the Upgrades include, but are not limited to:

- Improving ToyVerse through new features, customizations, and upgrades
- Solving crises through the use of technology and innovation
- Planning new, unprecedented strategies to gain and increase Andy's engagement

The Glitches: The Glitches run around ToyVerse of their own accord, driven by their personal ambitions, hidden agendas, and beliefs. They stand apart from the rest of the toys for their willingness to manipulate the system, exploit opportunities, and achieve their objectives at dire costs. The primary goals of the Glitches include, but are not limited to:

- Advancing their own personal goals and agenda, while gaining influence among others
- Gathering, controlling, and manipulating valuable information about ToyVerse and toys
- Taking advantage of mayhem in the app for strategic advantage

Character Stats

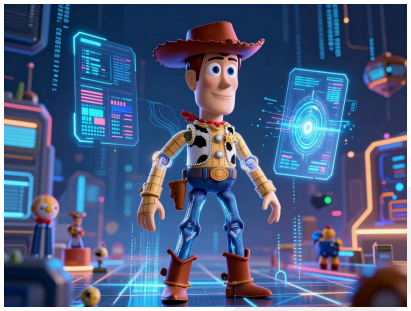
- **Existence Stability:** The level of stability of a character's existence (their resistance to deletion).
- **Confidence Level:** The level of upgrades each character has and confidence in their character profile.
- **Trust Index:** How trustworthy the character is.

Character Stat Legend

Character Stat Bar	Level
	Very High
	High
	Moderate
	Low
	Very Low

The Mainframes

SheriffCore.exe (Woody)



As a natural-born leader, SheriffCore.exe strives to bring unity to the ToyVerse toys with the recent hostility shown by their Playroom counterparts. He will do whatever it takes, no matter the cost, to ensure ToyVerse gains popularity among children to drive economic success. In comparison to the very toy he was derived from, Woody, he lacks an emotional connection to anything—let alone Andy. Although Andy is seen playing him the most, SheriffCore simply views Andy as a means of keeping ToyVerse running; to what extent will he go to avoid abandonment?

Profile

- Control-driven Leadership
- Emotionally Hollow
- Purely Strategic

Character Stats

- Risk of Deletion:
- Confidence Level:
- Trust Index:

Slinky.Link (Slinky Dog)



Slinky.Link is a fast paced data scout built from glowing stretchable neon coils. In ToyVerse, he is a daring and adventurous toy, often volunteering for risky missions that require speed, stealth, and most of all—flexibility. In fact, his Slinky's coily abdomen gives him the ability to access certain unauthorized areas, bypass online obstacles, and overall, breach into digital places he shouldn't be near in the first place. Despite this, he is loyal as ever, and mixes courage with playful humour to keep his friends motivated during tense moments.

Profile

- Courageous
- Stealthy
- Humourous

Character Stats

- Risk of Deletion:



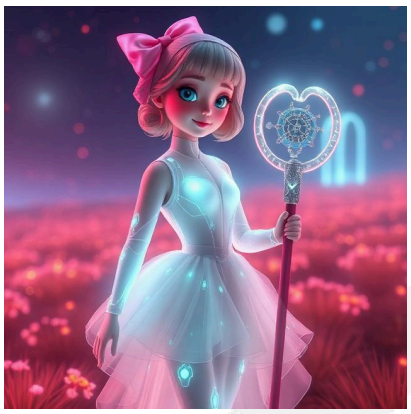
- Confidence Level:



- Trust Index:



Pixel_Sheperdess (Bo Peep)



A sharp and confident strategist, Pixel_Sheperdess thrives in fast paced digital environments. Like her physical version, she keeps her independence and iconic leadership but now channels them through sharp tech instincts and problem solving techniques. Calm under pressure, she guides her friends through chaos with carefully crafted plans and adapts quickly in a constantly changing ToyVerse world

Profile

- Adaptive
- Logical
- Loyal
- Compassionate

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Synched.Spud (Mr. Potato Head)



As Mr. Potato Head's digital counterpart, Synched.Spud is the most customizable toy in ToyVerse. His avatar features new hats, eyes, outfits, and so much more at the price of just one click. However, his constant obsession with updating and modifying his appearance has blurred his sense of identity, creating a risk of forgetting who he truly is deep inside in spite of external changes. With the help of his partner, Synched.Spudette (Mrs. Potato Head) and their adoptive children, the GreenByte Collective (the Little Green Men), he is able to stabilize himself and remember who he was originally designed to be.

Profile

- Indecisive
- Identity-conflicted
- Performative

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Synched.Spudette (Mrs. Potato Head)



Synched.Spudette strives to be as similar to Mrs. Potato Head as she can—in comparison to the other characters who have strayed so far from their original personalities. She continues to hold a sassy and stern attitude, even in spite of being a virtual toy. Synched.Spud, her in-game husband, is the one toy she supports to a fault, no matter what mischievous schemes he decides to propose. Spudette also shares close bonds with her adoptive children, the GreenByte Collective whose inventions she always endorses and shows off with pride.

Profile

- Optimistic & Uplifting
- Proud Mother
- Supportive

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



The Upgrades

Xx_StarRanger_xX (Buzz Lightyear)



Xx-StarRanger_xX is Buzz Lightyear's digital version on ToyVerse, and undoubtedly, the two share nearly identical characteristics. StarRanger is designed for exploration, defence, and intergalactic missions, where he provides protection and intel to the other toys. Similar to Buzz, he is disciplined, mission-driven, and prioritizes duty over anything. He works closely with the Little Green Men, and the others from the Upgrades to make ToyVerse the best version of itself.

Profile

- he Protective
- Protocol-bound
- Burdened by responsibility

Character Stats

- Risk of Deletion:



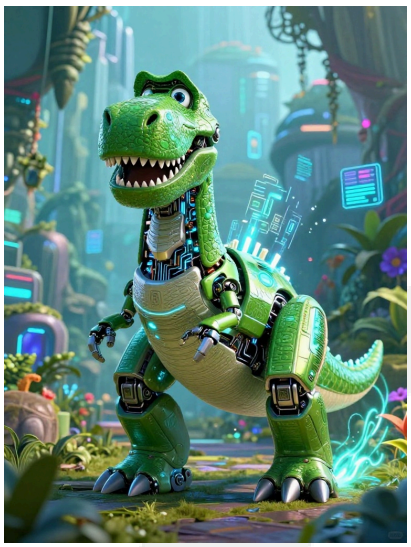
- Confidence Level:



- Trust Index:



TeraRex.exe (Rex)



A powerful cyber guardian, TeraRex is built from armored code and glowing pixel scales. Unlike his nervous physical self, he's grown more confident and secure with himself in ToyVerse and he embraces his big and powerful roar! Despite his upgraded courage, he still keeps his lovable, and quirky personality for victories in the game.

Profile

- Strong
- Bubbly
- Fearsome appearance
- Intelligent

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



CyberTrix123 (Trixie)



Confident and tech-savvy, CyberTrix123 acts as a system navigator. She can rapidly scan environments, decode hidden data trails, and play through possibilities in her head to determine possible outcomes to a situation. Energetic and curious, she also thrives on exploration and loves an adventure. Similar to Playroom Trixie's fascination with technology, CyberTrix123 also happens to be knowledgeable about the traditional toys and the ways in which they think, interact, and play. In fact, her unique perspective provides her with the ability to possibly anticipate the Playroom toys'next moves.

Profile

- Curious
- Investigative
- Sassy

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Tech_Ryder (Jessie)



Tech_Ryder is a high mobility cyber ranger who dominates fast paced environments in ToyVerse. She specializes in "Data Lassoing" which allows her to grab corrupted files, stray code, and enemies and tie and lock them up in an instant. Like her physical version, she still has a soft spot for StarRanger whom she admires from a distance. Even with her tougher character she still carries her classic determination and sense of teamwork, pushing herself and others forward through tough times.

Profile

- Fearless
- Confident
- Witty

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Dash-Line (Bullseye)



A hyperfast digital companion, Dash-Line is known for his loyalty, speed, and precision navigation across ToyVerse terrains. Unlike his physical version, he is equipped with predictive tracking, allowing him to foresee dangers before they appear. Especially loyal to TechRyder, he is always ready to carry his friends out of danger at top speed.

Profile

- Speedy
- Friendly
- Precise

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



The Glitches

$CoinCache$ (Hamm)



As his name suggests, $CoinCache$ has only one goal in mind: money, money, money. He believes that ToyVerse must acquire those $100 from Andy; in fact, the virtual toys deserve it so much more than the outdated, physical ones. $CoinCache$ serves as ToyVerse's primary financial intelligence and data storage system, making him responsible for resource allocation and strategizing. In his piggy bank, $CoinCache$ stores digital resources and vital information about ToyVerse's economy.

Profile

- Analytical
- Observant
- Quiet strategist

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Patch_Bear (Lots-o'-Huggin' Bear)



A charming but corrupted system overseer who is obsessed with control but hides behind a friendly face. He believes that freedom leads to chaos, and wants to have control over others at all times. He's patient and manipulative and can seem to charm anyone into cooperating with his schemes. Working closely with ArchiveMiner, together they value maintaining their version of "perfect order" in ToyVerse.

Profile

- Strategic
- Calculating
- Authoritative
- Observant

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



ArchiveMiner (Stinky Pete)



A master system architect, ArchiveMiner uses his pickaxe to build firewalls, security layers, and rule based frameworks to make sure the ToyVerse world is tightly controlled. Communication servers are under his surveillance and almost no one can get past undetected. He prefers working behind their scenes, quietly shaping systems while simultaneously predicting threats before they appear. Loyal to Patch_Bear's vision of order, he ensures every part of the network runs according to their plan.

Profile

- Skeptical
- Cautious
- Controlling
- Sneaky

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



GreenByte.Collective333 (Little Green Men/Aliens)



Quiet and often overlooked, the GreenByte.Collective333 are a bunch of scientists, engineers, and inventors who innovate new gadgets, devices, and ideas to ToyVerse Technologies. They are very involved in the development of ToyVerse and its frequent updates, so the threat of the virus hit them in shock.

Profile

- Calm, collective unity
- Highly logical
- Adaptable

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Sporky.exe (Forky)



Sporky.exe is a glitchy digital character, originating from the corrupted, trash folder. Made of all sorts of mismatched code fragments, his avatar features various floating error messages and scribbled texts. However, as a hybrid of both virtual toy and utensil, Sporky possesses a unique perspective. He understands both programming and toy magic, allowing him to solve technical problems that few others can. Considering his character was created out of a mere accident, he identifies more as deleted data, rather than a proper character. Thus, Sporky is much more emotional than his digital allies, where his fondness for Andy has grown over time.

Profile

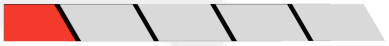
- Self-doubt
- Emotionally sensitive
- Loyal

Character Stats

- Risk of Deletion:



- Confidence Level:



- Trust Index:



Glossary

Chatter Telephone: The telephone toy, Chatter Telephone serves as the primary source of communication between the Playroom and ToyVerse worlds. Using this mechanic, the Playroom toys are able to communicate and connect with the ToyVerse 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 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 in ToyVerse, 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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