

CPSSMUN XII



MAZE TRIALS

Guneet Dhillon & Siya Amin

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CONTENT DISCLAIMER

It is important to note that this background guide is based on the novel series Maze Runner and its film adaptations. 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 violence or manipulation. 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 the 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 not tolerated at CPSSMUN. Every attendee at CPSSMUN XI will be made to feel safe, and welcomed, thanks to the efforts of our teacher supervisors, and secretariat. If any member of the CPSSMUN staff, secretariat, or any delegate is acting inappropriately, or in a way that makes you uncomfortable, please contact our Equity Officer at cpssmunequity@gmail.com. This can be done either before, during, or after the conference.

DIRECTOR'S LETTER

Dear Delegates,

It is with great pleasure that we invite you to The Maze Runner universe. We bring you this carefully crafted committee, as it has been something we have been working towards for quite some time. Our names are Guneet Dhillon and Siya Amin, and we are thrilled to be your directors.

We have always had a soft spot for this universe as we surrounded ourselves with many dystopian films growing up. This committee will immerse you in the incredible world of The Maze Runner. You will be tasked with many well-planned challenges, and it will be up to you and your fellow delegates to determine the fate of WICKED and the Gladers. By bringing in some aspects of the first and second books while including some of our own twists and turns, we hope your experience in this committee is incredible.

As your directors, we highly encourage delegates to familiarize themselves with the first and second movies or books, as it will be useful to truly understand the context and slang implied throughout this committee. While WICKED as an organization operates outside the Glade, certain leaders have separate goals in the committee and do not directly control daily life inside. All characters in the committee co-exist and are equally impacted by each conflict. However, their goals can still remain separate from those of the Gladers. As always, it is very important to put in your very best effort to perform a strong debate to showcase your abilities as a delegate. Remember, the decisions you make here could change the outcourse of the entire committee, so let your voice be heard! We truly hope you all enjoy participating in this committee as much as we did writing it, and cannot wait to see what you bring to this committee!

Best of luck, Greenie,

Guneet Dhillon (she/her), Siya Amin (she/her)

Directors of the Maze Runner Committee

BACKGROUND INFORMATION

Up until this point, the Flare has completely wiped out over half the world's population. The ecosystem is falling apart, the jungles are gone, and sudden bursts of intense heat waves flow through the air. Only the richest can be treated; no one can be cured. The Maze Trials are being officiated once again, and WICKED has announced this to be the ultimate test to complete the final experiment.

This time, it is no longer just about finding an escape route. It is about survival—both within the confines of the Maze and beyond. The Flare has found a way to breach its protected walls, and WICKED is desperate to contain the virus before it completely eradicates the experiment. A revolution is impending within the Maze, and should WICKED fail to act swiftly, the consequences will be catastrophic. The Maze shall become a breeding ground for the Flare, and there is no fate worse than that of a Crank.

Despite the devastating circumstances, it now all falls into the hands of WICKED and the Gladers. Every decision made in the committee will determine the outlook for the rest of time. In the midst of this pressure, WICKED has informed the Gladers that there can be one final attempt to prevent the Flare. This plan however, requires the Gladers to put aside their conflicts and work together as one. The Doors are closing and the Creators' patience is being tested; those who refuse to serve will be left behind and the weight of the Glade's walls will rest on their shoulders.

And remember Gladers, WICKED *is good*.

TOPICS OF DISCUSSION

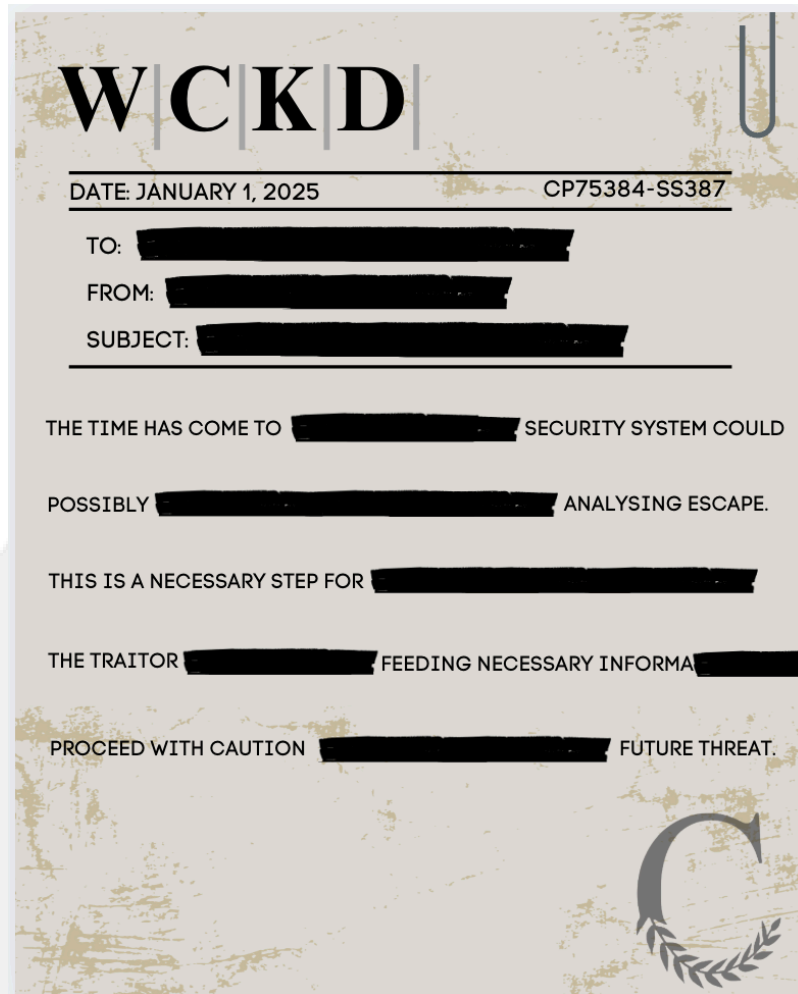
TOPIC #1: WICKED IS GOOD - LABYRINTH OF LIES

WICKED has officially introduced a new plan that potentially puts the entire Maze's survival at risk. This shifts the fate of everyone's lives in the Glade. Gladers must follow an advanced security system that is designed to trap anyone who tries to escape the Maze. WICKED mentioned that this is crucial information to gather in order to study their behaviours and ability to adapt under extreme conditions. However, this can only be done if the majority decides that they want to follow through with this experiment. Although WICKED claims this experiment is necessary for their survival, both inside and outside the Maze, there are contradicting opinions that this is another way for them to manipulate the Gladers further.

Knowing that WICKED has long been a common enemy in the Glade, a former ally has decided to switch sides and join forces with Ava Paige. They have been consistently feeding the Chancellors all the private conversations that Gladers are having with one another. Secrets are being shared, and trust is beginning to fade. The traitor Shank, whose identity remains unknown, could potentially be exactly who the Gladers need in order to understand WICKED's true intentions with this new security system. What was once a Griever-infested maze could become a labyrinth of lies. Moreover, this could be an opportunity to establish long-term survival within the Maze as it makes it more difficult for Grievers to terminate victims who stray too close to the Doors. Gladers must come together to decide what is best for their future in the Glade regardless of any deception, but be cautious; there is no telling how much the traitor is capable of.

GUIDING QUESTIONS

1. Is it more necessary to accept surveillance with the security system for the sake of preventing future problems or resisting it to protect your current "freedom"?
2. How can you uncover this spy, and what could be the motives of this delegate?
3. Should you tackle this issue from its root cause through WICKED's hidden agenda or figure out who the traitor is and solve it through them?



Redacted email sent from an anonymous source.

TOPIC 2: RESOURCE SCARCITY

In a sudden turn of events, a grave ordeal has occurred in the depths of the Glade; the Box, an imperative source of resources, has abruptly stopped its usual deliveries. Food, supplies, and medicine are quickly running out, and all that was needed to survive in the Glade is now limited to each individual. Gladers, the moment has come to begin rationing. However, survival comes at a price. In a place where tension and mistrust have already reached an all-time peak, the absence of the Box could ruin the little unity that remained among the Gladers. With each day, hunger will take over any rational decision-making, and desperation will have a way of making even the most loyal turn selfish. There are whispers that the Creators may still be watching...and listening. The boldest, or perhaps most desperate, are starting to believe they can ask for help at a certain *cost*. Thus, to regain a familiar, orderly environment, it is of the utmost importance to fix this dilemma. After all, nothing quite tests leadership like fighting over which teenager gets the last piece of bread.

As Gladers face this challenge, a new, even more alarming threat is on its way. Amidst these trying times, the Flare has found a way to reach both the Maze and WICKED, and is beginning to spread slowly but surely. While it is not an immediate epidemic in the Maze due to WICKED's many attempts to control the outbreak, it is up to the Gladers to decide the best course of action. With the Box shutting down and the Flare spreading rapidly, the Gladers must quickly work together and use their strengths to the best of their abilities to decide what is most crucial. Fear and cowardice have no place in these dire circumstances. If left ignored, the Gladers risk not only losing their resources but also their chance of survival inside and outside the Maze.

GUIDING QUESTIONS

1. How can Gladers create a rationing system that is fair to all, without it leading to chaos?
2. Is it necessary to focus on solving the issue of limited supplies for long-term survival, or is it a better idea to focus on securing resources potentially needed to treat the effects of the Flare?
3. Should the Gladers work with WICKED in order to eliminate the Flare both inside and outside the maze?

TOPIC 3: THE LOCKED BRIEFCASE

It is no secret that the Maze has countless mysteries lying deep within it. However, a certain mystery has been leaked by an unknown individual that must be addressed immediately. A hidden briefcase has been placed by WICKED in the center of the Maze as a variable to test each individual. It is secured by a hefty lock with a code that is *almost* unbreakable. WICKED has informed the Gladers that the case has groundbreaking information that could change the outcome of the experiment, for better or for worse. While the contents remain unknown, it is solely up to you to find a way to uncover the briefcase. What lies within the briefcase could either be what the Gladers have been looking for as a way out of WICKED's plans, or the very thing that leads to their downfall.

Bribery, manipulation, deceit. Some will try to stop you and find it for themselves instead. It is no longer about unity and protecting the peace but rather survival of the fittest. On the other hand, collaboration could be a more efficient strategy to get to the center. This could cause conflict, depending on whether you decide to unlock the briefcase. No matter the dire circumstances, it will be a hard journey for everyone involved. WICKED wants to see your abilities—this is not the time to show any weaknesses. Although the best approach to this situation is unclear, WICKED is willing to assist. Do not fret; there is a classified way to open the briefcase. But the question remains: will you?

GUIDING QUESTIONS

1. Would it be worth unlocking the briefcase to potentially expose the truth but risk being vulnerable and weakened by WICKED even more?
2. Is it better to leave it sealed and continue the fight for survival?
3. Is unlocking the case the only way to potentially understand the purpose of the Maze and break free?

CHARACTER LIST

Thomas



Thomas, the last male “Greenie” in the maze, is a curious teenager who never stops questioning anything and everything in the Glade. A brave and determined Glader - Thomas conveys natural leadership abilities, tends to rebel, and fights for those he cares for, including their freedom. While his impulsivity and hero-like complex often leads him to end up in dangerous situations, his ability to inspire others makes him a very important Glader. His relationship with WICKED however, is a complicated one as he once worked with them in the past.

Minho



Minho, the Keeper of the Runners, takes his job very seriously within the Maze. He is very decisive and never hesitates to express his opinion when it comes to figuring out ways to escape. Minho is not only physically strong, but mentally as well, which is an important quality to have as a Runner. Similar to Thomas, his intuition often leads to dangerous situations, and his short temper further worsens the issue. Ultimately, Minho is an extremely loyal friend with a wicked sense of humour.

Newt



Newt, second-in-command to Alby, is known to be a veteran in the Glade. He always has the Gladers’ best interests at heart and is a deeply caring individual. His strengths include his long-standing belief in unity and friendship, as he believes that handling any crisis requires everyone to work as a team to succeed. This is also the reason why he is labeled as “The Glue” within the Glade. However, along with his injured leg, Newt is deeply resentful of WICKED’s actions and wishes for the day he can avenge his fellow Gladers. Nevertheless, Newt remains the kind Glader who can easily step up and be a strong leader.

Chuck

Chuck is a chipper and mischievous tween. He is extremely close to Thomas as he views him as his big brother in the maze and would follow him anywhere. An innocent Slopper, Chuck is a little prankster who loves to play jokes on his fellow Gladers. While he puts on a brave face in dangerous situations, Chuck remains



fearful and uncertain of the world around him and often gets into trouble with his actions. However, Chuck's genuine heart and determination make up for this fact, and he wants to find a life back to his parents.

Zart



Zart, or more famously known as "Zart the Fart," is one of the only Gladers willing to answer any difficult questions. Although he may not be a talkative individual, Zart has a blunt and honest personality. As the Keeper of the Gardeners, he is very logical when it comes to decision-making and always chooses the most practical solution. Additionally, Zart tends to observe situations from the sidelines, focusing more on what needs to be done inside the Glade.

Billy










Billy is the Keeper of the Baggers and has a quiet yet dependable persona. He actively defends the Glade against any threats and is able to work well under pressure. He strictly believes in protecting the Gladers' safety and would follow any orders from those in command in the Glade. While his reserved personality can be seen as difficult to handle at times, Billy makes up for it by voicing his opinion when it matters and gets the job done.

Alby



Alby, a former runner and the first-in-command, was the first to ever enter the Maze. While he ultimately cares about the Gladers, he can be slightly harsh with his words and short-tempered with even his closest friends, including Newt. Alby strongly believes in trust and honest hard work around the Glade and has a deep hatred for WICKED as he dealt with their mistreatment for a long time. However, there are times when Alby is hesitant to find ways to leave the Maze as he grows quite comfortable within its walls. Nevertheless, Alby will always do what is best for the Gladers and holds a great responsibility.

<p>Frypan</p> 	<p>Frypan, Keeper of the Cooks. He is a very talented chef and always cooks for all the Gladers. He is physically strong and has extensive knowledge of operating heavy machinery. Not only that, but Frypan is also great with weapons, proving him to be a strong and well-rounded Glader. However, he tends to be overly cautious at times which can lead him to be hesitant about taking risks. Furthermore, Frypan does not completely trust WICKED; his true focus is on keeping the Gladers safe.</p>
<p>Clint</p> 	<p>Clint is the Keeper of the Med-Jacks and works alongside Jeff, the only other Med-Jack in the Glade. He is calm, reliable, and caring. Additionally, he is patient and listens before acting. Clint's weaknesses include being quiet and reserved, which makes it hard for him to take charge. This leads him to always avoid conflict, sometimes even when it is necessary. In terms of WICKED, he is unsure about them but believes in their power to control most outcomes of the Glade.</p>
<p>Winston</p> 	<p>Winston is the Keeper of the Slicers. Despite being very stubborn, Winston stays calm and is always ready to help, making him dependable. However, he is easily influenced by others and has trouble taking charge when needed. Additionally, he has strong marksmanship which makes him a reliable asset in trying times. Winston is cautious about WICKED but he is not as vocal or extreme in his opposition as some of the other Gladers.</p>
<p>Ava Paige</p>	<p>Ava Paige is known to be the mastermind behind WICKED. Intelligent, charismatic, resourceful. Ava will always use people to her advantage, seeing them as tiny pawns in her plans. Additionally, Ava Paige oversees the experiments on the Gladers and is willing to make tough, and rather morally questionable choices for what <i>she</i> believes is the greater good. Ava believes</p>

	<p>WICKED's work is absolutely necessary for the human population, but her actions often lead to conflict with those who disagree with her views.</p>
<p>A.D Janson</p> 	<p>A.D Janson is a highly intelligent, yet unpredictable individual. He typically has a calm and easygoing demeanor. He has excellent marksmanship and is great in combat. As he is the second highest-ranking official in WICKED, he is very loyal to Ava Paige. However, his loyalty is more about his role and power rather than any personal belief in WICKED's missions. This loyalty leads him to make questionable choices, and he struggles to adapt when things change.</p>
<p>Gally</p> 	<p>Gally, the Keeper of the Builders, is very passionate, often aggressive, and loyal to the Glade. Although he is very skilled at his role in the Glade, he often comes into conflict with others, especially Thomas. Additionally, he has plenty of trouble trusting people and accepting change. His stubbornness can make him a natural leader, but it also causes problems with the rest of the Gladers. He does not trust WICKED and blames them for the Gladers' problems. He is completely against working with them and opposes anyone who suggests it.</p>
<p>Teresa</p> 	<p>Teresa, the only female of the Gladers. She is smart, independent, and stays calm in tough situations. She cares about the Gladers, especially Thomas, but her connection to WICKED makes others cautious of her. She often keeps things to herself and struggles with guilt over her past actions. It is unsure where her loyalty lies between WICKED and the Gladers and in the end just depends on the situation at hand.</p>

<p>Ben</p> 	<p>Ben reacts quickly and acts on impulse, sometimes even becoming aggressive without fully thinking things through. It is hard for him to truly trust people because he tends to be suspicious of others and often feels overwhelmed by fear. Nonetheless, Ben is a very determined Glader who is extremely loyal once he starts to trust someone. In the Glade, Ben works as a Builder. His construction skills make him a valuable asset, despite the internal conflicts that sometimes affect his decisions. When it comes to WICKED, Ben will always view them as a threat and is always doubtful of their motives.</p>
<p>Jack</p> 	<p>Jack, a talented cook, is always willing to help anyone around the Glade and lend a hand, both inside and outside the kitchen. He is dependable and hard-working but sometimes is not as assertive as he should be in situations where it is important for him to voice his own thoughts and beliefs. Even though Jack may not be as open about his opinions as the other Gladers typically are, he is open-minded and his opinions can be quickly changed and persuaded based on the experiences he faces in the Glade.</p>
<p>Jeff</p> 	<p>Jeff is one of the two Med-Jacks, alongside Clint, in the Glade. He is compassionate and reliable, always willing to help the Gladers and assist in medical emergencies. However, as a newer Med-Jack, he lacks the experience of someone like Clint, which can make him less confident in his decisions. In high-pressure situations, Jeff can become overwhelmed and may struggle to stay calm. Furthermore, Jeff is somewhat concerned about WICKED's intentions but above all else, analyses what would serve him best before making any decisions.</p>

COMMITTEE MECHANICS

LEVELS OF HIERARCHY

(Note that these levels are not permanent, and there is no greater advantage for any delegate. All delegates are encouraged to stay in character or use book slang for authenticity and respect the nature of the committee).

WICKED Chancellors:

- At the top of the hierarchy are the chancellors of WICKED. These leaders have control over the experiments and the fate of the Gladers. They are responsible for making decisions that impact the Maze trials. The Gladers know little to nothing about them, and they manipulate them through controlled events and consistent surveillance. Their power is primarily indirect but immense. However, WICKED leaders in the committee will not have this direct power but rather influence events to their advantage.

The Keepers :

- The Council Members and Heads of certain work groups, elected by fellow Gladers.
- Each Keeper leads different groups and makes key decisions within the Glade. There is the Head Keeper, the Keeper of the Runners, the Keeper of the Gardeners, the Keeper of the Builders, the Keeper of the Cooks, the Keeper of the Slicers, the Keeper of the Med-Jacks, and the Keeper of the Baggers.
- Keepers are highly respected and trusted by the Gladers. Their position grants them authority, but it also comes with great responsibility, as many lives depend on them. While they may have a lot of influence, they are still bound by the rules of the Glade and must follow the same guidelines as the rest of the Gladers.

The Workers (General Population) :

- The workers are the rest of the Gladers within the Maze and are responsible for contributing to the community's survival by fulfilling the required roles. Without the Workers, life on the Glade would not have been possible, as every Glader is important to maintain order and peace.
 - **The Runners:** Runners are the only Gladers allowed to enter the Maze. They map out the Maze by running through it every day to be able to escape.

- **The Gardeners:** Gardeners take care of the plants in the Gardens by weeding, pruning, planting seeds, and harvesting vegetables.
- **The Builders:** Builders construct most of the things around the Glade. They continuously build new necessary buildings while also upgrading previous ones, such as the Homestead.
- **The Cooks:** Cooks work in the Kitchen to prepare all the meals for the Gladers and are responsible for cooking nutritional food.
- **The Slicers:** Slicers take care of the animals like pigs, cows, and chickens in the Blood House, including feeding, cleaning, and fixing the fences. It is also their responsibility to slaughter animals for the Cooks to prepare.
- **The Med-Jacks:** Med-Jacks are the doctors and nurses in the Glade, helping with injuries and illness. It is their responsibility to ensure every Glader is healthy.
- **The Baggers:** Baggers are the guards and police within the Maze. They are usually patrolling the Slammer and the graveyard.
- **The Slopplers:** Slopplers are the Gladers who are not skilled in any of the other roles, and help around the Glade by doing the unwanted chores.

FACTIONS OF FORMATIONS

Gladers can also request certain resources, such as tools or intel, from the Creators at any time within the committee. Requests must be made through either private or joint directives (e.g., Faction Formations) and will be reviewed by the Backroom. Approval is *not* guaranteed as the Creators may deny, alter, or delay requests depending on the events. Be bold, but beware, as too many requests may draw suspicion. The Creators are unpredictable and can both manipulate narratives and expose secrets.

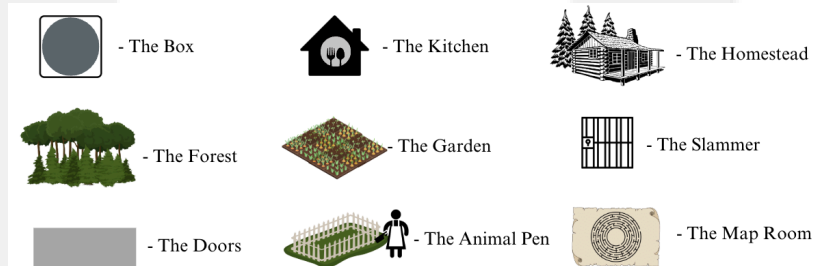
GLADE GATHERING

Any delegate can call this motion to request an unmoderated caucus, and they are free to discuss solutions with anyone. However, this unmoderated caucus is similar to a gentleman's unmoderated caucus. Delegates will stand and gather to the center of the committee, and a circle will be formed for everyone to discuss closer together.

WORKERS GATHERING

Central Peel Model United Nations | The Maze Trials

Any delegate can call this motion to request an unmoderated caucus to make decisions or solutions in worker's groups.



Map of the Glade

GLOSSARY

The Maze→ The labyrinth built by WICKED surrounding the Glade with deadly grievors and seemingly no escape.

The Creators→ The term used in the committee to refer to the Backroom.

The Gladers→ The name for the delegates within the committee whose character is inside the Glade.

The Glade→ The living area for the Gladers and the center of the Maze.

Greenie→ The term refers to the newest Glader to enter the maze, otherwise known as a “newbie.”

Griever→ Deadly, mechanical creatures with painful stingers are designed to patrol the Maze. They are one of the greatest threats to the Gladers, and the only cure against their stingers is the Griever serum provided by WICKED.

The Box→ An elevator designed to deliver weekly supplies to the Gladers or a new Greenie every month. It is located in the center of the Glade.

The Flare→ A deadly virus that drives infected individuals insane and has turned into a worldwide pandemic.

Shank→ Used by Gladers, “Shank” is a slightly more aggressive way to refer to a friend, buddy, or, in certain situations, a foe.

The Slammer→ A jail set up inside the Glade where rule-breakers are imprisoned as punishment.

WICKED→ An acronym for “World In Catastrophe: Killzone Experiment Department,” an organization that is dedicated to finding a cure for the Flare by conducting controversial experiments on the Gladers.

Crank→ A term used to refer to someone who has been infected by the Flare Virus.



CITATIONS

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