**COMMITTEE: FICTIONAL 1**

**Overview of Lord of the Flies**

**Chairs: Andy Chai and Anna Shillinglaw**

 *Lord of the Flies* was released in 1954 by Nobel Prize-winning author William Golding. Loosely based on novels that emphasize survival such as *The Coral Island: a Tale of the Pacific Ocean, Lord of the Flies* came into fruition after Golding asked his wife whether or not it was a good idea if he wrote a book about children who are stranded on an island as well. The novel paints the intrinsically evil side of humanity, where mannerisms and conditioned responses are overshadowed by primal nature.

 *Lord of the Flies* is set in a dystopian future, amidst a nuclear war. A group of British boys find themselves stranded on an island with no human contact and without supervision. They are in their adolescence, with an age range that does not indicate any sign of adulthood. The novel centers around a primary protagonist and a secondary protagonist, Ralph, and Piggy. Ralph is elected as leader and attempts to maintain civilization and peace amongst the boys. Piggy, an intellectual, is implicitly his right-hand man. Jack prioritizes following the rules and maintaining a concrete structure of leadership. He hopes that by making signal fires, the stranded boys will be saved.

 However, Jack, the antagonist, attempts to usurp Ralph’s leadership. Jack represents the primal side of human nature and convinces a few boys to secede from the initial alliance and become hunters with him. As the novel progresses, the boys on the island slowly revert to their primal instincts and dehumanize themselves. This establishment of order by Ralph continually dwindles over time.

 The “beginning of the end” begins when the boys conjure the image of a mystical beast that roams the island. This imaginary beast is a result of their general paranoia and fear that the island may contain mysteries that have not been unearthed. Initially a rumor, this imaginary beast becomes the focal point of the novel. It represents the delusion, imagination, and innate challenge that the boys invent to pass their days. However, it always places the boys on edge and high alert.

 The more the boys believe in the beast, the less they follow order. As Jack and Ralph feud, Jack begins to gain more influence as the boys retreat to their original ways. One night, when a large battle in the sky causes a deceased pilot with a parachute to land on the island, the boys begin to think that the mystical beast appears. This exhilarating experience during the night in an otherwise mundane island sparks fear and awe in the boys. Jack takes initiative and advantage of the situation and forms a group to protect the island from the beast.

 Almost all the boys end up joining Jack, convinced by his masculinity and bravery. Jack also begins to host tribal dances with ferocity. Those that join him indulge in primal acts, such as camouflaging face paint, hunting, and bellowing.

 One boy, Simon, unearths the truth of the mystical “beast,” and finds that it is merely a pilot. As a news bearer, he hurries to impart the gravity of the situation to the boys. However, the boys are in the middle of a ritual, and confuse Simon for the mystical beast. Thus, Simon dies a gruesome death.

 Shortly afterward, Jack puts a hit out for Ralph, and steals Piggy’s glasses. Ralph, now stranded and with no support, has no choice but to negotiate with Jack. However, Piggy is killed in the ensuing scuffle, and Ralph is left to fend for himself. Fire is set to the island, and Ralph is chased to the beach of the now burning island.

 However, he is saved at the end by a British naval officer.

**Committee Setting:**

The MSMUN *Lord of the Flies* committee will take place as soon as the boys are stranded on the island. The island will be completely separate from the one that exists in the actual novel, and pieces will be gradually revealed through crisis announcements or directives. Delegates can also write crisis notes to find out parts of the island that may not be revealed to the rest of the committee. Some of the characters were present in *Lord of the Flies,* while others are new. Each character will also get their individual perk to their advantage. For example, while writing a joint directive or crisis note about technology, it is more likely to be approved if a member with an affinity for technology is a sponsor.

The goals of this committee are as follows:

* Discuss the ethical issues of leaving human imagination to itself without any consequences
* Determine how human interactions may play in collaborating, forming sects, or breaking alliances
* To make it out of the island alive

Over the course of the conference, this committee will pass directives to advance human civilization and foster collaboration in an otherwise isolated society, and to make it out of the island alive.

**Characters:**

The Lord of the Flies committee consists of 16 delegates. Committee members will fall into the categories as follows:

* Hunters (4)
* Researchers (4)
* Experienced/ Survivors (4)
* Leaders (4)

Characters will come into the committees with their own opinions. It is allowed to go against the ideals of the characters from the novel. All necessary information related to each character is listed below. Please keep in mind that in committee and in crisis notes, it is recommended to act within the jurisdiction of your own character for a higher success rate of your directive or note being passed.

Characters that are underlined were characters in the novel *Lord of the Flies*. Those that are not underlined are new characters that were not a part of the novel. Please be conscious that characters from the novel will have NO ADVANTAGE over original characters- anyone can take leadership, advance technology, or survive. Delegates are also encouraged to stay consistently within character.

**Hunters:**

Jack:

 Jack is the primary hunter of the group. He is known for his strength, efficiency, and effectiveness. He is also a focal point when it comes to food. He thinks in a militaristic and domineering way. Perks may include having overwhelming physical prowess and capability when hunting!

Tom:

 Tom is a creative hunter. He is known for his efficiency and his aptness at advancement. Previously, at the academy, he learned useful information on hunting, and the blueprints for numerous traps. Whether he creates them or has the materials to is up to the committee. Perks may include having data that others do not!

James:

 James is a marksman. He is known for his marksmanship and precision. If given a weapon, he is sure not to fail, whether it is targeting animals or humans. However, he is not as efficient as the other hunters. Perks may include being the most effective soldier in any team that he decides to join!

Laura:

 Laura is a brilliant stealth tactician. She is known for her surpassing stealth skills and can prove to be effective asset when spying. When on scouting missions, she is the least likely to be caught, whether it is by another team or by mysterious creatures that roam the island. Perks may include finding out information that was not intended to be shared or finding more about the geography of the island before anyone else does!

**Researchers:**

Piggy:

 Piggy is the primary researcher of the group. He is known for his surpassing intellect. However, he is also the most vulnerable of all the boys. He has asthma and has poor eyesight. Perks may include your inventions, no matter how complex, coming to fruition, albeit slowly!

Simon:

 Simon is the visionary of the group. He is known for his concern and predictions. Perks may include being able to see future announcements before they come out. Share them at your own risk, Simon!

Hannah:

 Hannah is known for her research in efficient and effective methods. From irrigation systems to cotton gins, she knows it all. She remembers a plethora of blueprints from the academy that may prove useful in providing a substantial boost to any alliance she is in, especially in the beginning. However, her intellect in larger, more complex projects is limited.

Pam:

 Pam is renowned for her expertise in botany and the identification of hazards. From detecting whether water is contaminated to determining which plant is the least poisonous and the most efficient source of food, Pam remembers it all. Her guidance will allow her alliance to suffer the least when it comes to the consumption of food or water.

**Experienced/ Survivors:**

Sam:

 Sam is a well-versed and socialized person. He is devoted to the rescue and the cause. He is one that will survive and is experienced with both sides. Perks may include knowing details of what is brewing from both sides, and to choose which side you believe will win!

Eric:

 Eric is also a civilized and well-versed person. He is devoted to the rescue and the cause. He is one that will survive and is experienced with both sides. Perks may include knowing details of what is brewing from both sides, and to choose which side you believe will win!

Irene:

 Irene is an expert survivalist. Whenever disaster may strike the island, whoever follows Irene will emerge safely through any trials. If any famine strikes the island, whoever follows Irene will always have food in their mouth. She is adaptive and cunning. Perks may include having an overwhelming advantage whenever trouble plagues the island!

Nancy:

 Nancy is an expert on all species. She spent her time at the academy focusing on animal species and geography. Whenever a mystical beast appears, she is sure to know its weaknesses, strengths, usages, and whether it can be tamed.

**Leaders:**

Roger:

 Roger is a strong and decisive ruler. He masks his impulses and does not allow others to know what he is truly thinking. As a result, he plays a key role in the committee. Perks may include a greater opportunity at allowing your plans on the evil side brew without anyone knowing!

Ralph:

 Ralph is a civilized and charismatic ruler. He is also intelligent and retains common sense. His will to become a leader and his drive becomes noticed by all. He is very intuitive and can guess what others are thinking. Perks may include reports on what others are secretly thinking!

Sandy:

 Sandy is an amiable and cunning leader. Her negotiation skills are second to none. Whether it is with creatures or potentially other inhabitants of the island, Sandy will be able to strike a deal that is favorable for her party. Any deal you make with her will always go in her favor.

Catherine:

Catherine is a very neutral leader. She knows how things work on both sides and has ears in every corner of the island. Her charismatic personality and intelligence allow her to maintain balance from both sides. Negotiating with her will allow for a grand exchange of ideas from both sides.