

RGSSMUN V



The Maze Runner

To be scared is to be human.

The Maze Runner: Dual Crisis

To be scared is to be human - Maze Runner

Table of Contents

Table of Contents.....	2
Committee Description:.....	3
Equity Message:.....	4
Director’s Note:.....	5
On details in the movies vs the books:.....	6
Background Information.....	6
WICKED company background:.....	6
The Maze Experiment.....	6
Timeline of Events.....	6
Present day crisis:.....	7
Committee Mechanics:.....	8
Topics of Discussion: Maze.....	9
Topic #1: The Flare.....	9
Topic #2: The Maze.....	9
Topic #3: WCKD.....	9
Characters: Maze.....	9
Topics of Discussion: WICKED.....	10
Topic #1: The Flare.....	10
Topic #2: Controlling the Maze Experiment.....	10
Topic #3: Controlling the public.....	10
Characters (WICKED).....	10

Committee Description:

“If you ain’t scared... you ain’t human.”

As a last ditch effort to prevent a wide-scale rebellion, the Gladers are placed in the maze for a second time. The delegates will need to survive again within familiar walls, this time less friendly and more dangerous than before, with the WICKED scientists watching their every move and a new virus threatening to infiltrate the walls of the maze. However, now with knowledge of the outside world, escaping and revenge is on everyone’s mind. No one can be trusted, and not everyone can be saved.

The scientists of WICKED are hard at work. The Lost City is suffering the brutal effects of the flare and slowly climbing up within their company. Not only that, but their maze experiment seems to be going horribly horribly wrong; not only are the people inside rebelling, but the ethics of their work have been challenged and questioned throughout their ranks, bringing a new age of uncertainty within the WICKED headquarters. Delegates will have to keep the company running amidst the impossible while answering: how far are they willing to go to save the world?

Equity Message:

RGSSMUNV is dedicated towards creating a safe, inclusive and equitable environment for debates. We understand that certain topics within the wide range of matters within debate cover sensitive issues regarding the real world. We ask that delegates be respectful, professional, tactful, and diplomatic when engaging with all committee content, representing their assigned positions in an equitable manner whilst communicating with staff and other delegates, and responding to opposing viewpoints that may be voiced by others.

This specific background guide contains, including but not limited to, topics pertaining towards violence, scientific exploitation, and war. We understand that these topics may distress some delegates, and while fictional, should be only utilized to portray specific characters.

If, at any point in committee, that a delegate feels uncomfortable with topics being discussed, the delegate is encouraged to reach out to their Chairs, Crisis Directors, and RGSSMUNV's equity director, ____.

RGSSMUNV expects all delegates to conduct oneself in a respectful manner, keeping consideration towards others' boundaries. Debate should be productive, and respectful. At no point in time should delegates feel personally attacked, or unsafe. We want all delegates at RGSSMUNV to feel safe and comfortable during the committee.

Director's Note:

Welcome delegates!

My name is Ray Jou, and I am excited to be staffing the fifth edition of Richmond Green Secondary School Model United Nations. I am a grade 11 student at Richmond Green Secondary School as well as your overall crisis director for Maze Runner: Dual Crisis.

Personally, I have been a part of Model United Nations since my first year of highschool and just never quit. Ever since I was dropped right in the middle of a SSUNS crisis during its online year, I developed my love for the fast-paced nature of the crisis, from the backroom rush to the diplomatic, and sometimes chaotic, frontroom. The connections and experiences I have gained from this club are truly priceless, and the speaking and diplomatic skills that are now ingrained in my life are due to my days practicing and debating in Model United Nations. Combining my for Model United Nations with my love of Maze Runner, from the books to the movies, I hope to ensure a fun two-day experience diving into the world of WICKED.

If you have any questions or concerns about the committee, committee mechanics, or any crisis-related problems, please contact me under the committee email or find me during committee breaks.

I am incredibly excited to see the ideas brought to the table, however, choose wisely, as your actions will affect the Maze Runner universe as we know it.

Your crisis director,
Ray Jou

Notes on the source material:

Due to the author's familiarity with the book rather than the movie series, there are very slight differences from the movie series in the background history. These include:

- The acronym "WICKED" instead of "WCKED"
- Different year system
- Utilizing the book escape method from the original maze

All of these details will be elaborated on within the background guide to the extent needed for this committee. Other details are either the same in both series or written with artistic liberty to support committee mechanics. Ideas, characters, and concepts outside of this background guide from either movie or book series will be accepted into the backroom.

Background Information

The Solar Flares

In the year 217 a powerful solar event ravaged the Earth. Within the first 15 minutes, 4.5 million people died, as well as decimating all cities close to the equator; the areas between the Tropic of Cancer and Capricorn were hit the hardest, and countries such as Mexico and India were completely gone. Any of the cities directly impacted became a desert, isolated, ghost town, filled with the charred remains of all the cities that once were. These areas became colloquially referred to as the Scorch.

The aftermath of the Solar Flares was also devastating. Huge climate changes occurred. Natural disasters increased in severity as colossal firestorms, tsunamis, heatwaves, and thunderstorms became a common occurrence, killing billions more. The radiation released due to the Earth's magnetic field being disrupted was also a huge threat. All of these threats left the Earth mainly uninhabited, including the main part of Europe.

The Post-Flares Coalition (PFC)

In response to The Solar Flares, the Post-Flares Coalition was formed (PFC). The members included many high-ranking officials of pre-solar flare governments who wanted to work together to find solutions to the new problems that arose. 6 months after the Solar Flares, they released a survey to assess the population's health. It revealed that there were only ~1.4 billion surviving people and sustainable resources for 70% of the surviving population.

As a solution to distribute the remaining population with sustainable resources, The Flare was created as a man-made population control virus. It was supposed to cause a painless death, however this virus quickly mutated beyond control. The general population is not privy to man-made origins.

The Flare

The Flare affects a part of the brain called The Killzone, and will turn the Infected into irrational, bloodthirsty, and trigger-happy individuals, wanting to kill everything in sight. A person affected by this virus is known as a “Crank”, and the progression of the virus only accelerates the more active the Killzone is, increasing under stressful conditions. Preliminary symptoms include mood swings, paranoia, and headaches, however quickly worsen to memory loss, psychotic breakdowns, cannibalistic tendencies, and a bloodthirsty nature. When the patient has reached this stage, they are referred to as “The Gone”.

There is a population of people called Immunes (Or “Munies”) that are immune to the virus: around 20% of the population under the age of 20.

There aren't any current cures for the Flare, and many major cities have resorted to creating “Crank Palaces” which are holding places for Cranks, due to lack of better options. The only drug available that slows the virus' progression is a drug called “The Bliss”, which reduces the Killzone's activity and slows the Flare, however, the virus will inevitably reach its final stages, even with this treatment.

The Last City

The Last City, located in modern-day Denver Colorado, is one of the main metropolitan areas left on Earth. After its foundation after the Solar Flares, there was mass immigration to this city as the last hope for citizens to flourish. The governmental responsibilities from the start have been relegated to the Post Flare Coalition, and later, WICKED. This city is the location of WICKED headquarters, several research facilities, as well as other mega-corporations. With tall circular city walls barring the outside from the inside, this is truly the last hope of the world and a symbol of a future.

World In Catastrophe: Killzone Experiment Department (WICKED)

World In Catastrophe: Killzone Experiment Department, otherwise known as WICKED, is a scientific organization created by the Post-Flares Coalition with the mission of developing a cure for the Flare Pandemic. The philosophy of the company is that saving the human race is worth the deaths of a few, and this results in their solutions heavily relying on human testing and experimentation. Through their research, they developed the Trials, a 3-stage test to figure out the difference in Immune's brains that allowed them to fight The Flare. This information would hopefully lead to a cure.

The Trials consist of three steps: The Maze, The Scorch, and a third, individualized, test. After the trials are completed with multiple test groups, an individual will be selected to be operated on to provide the physical composition of their brain. The outcome of this operation would be fatal. Currently, WICKED has only completed the first part of the trials, the maze, however, the facilities to carry out the other two steps have completed construction, ready to be utilized.

The Maze (Trial 1)

The Maze Experiment was fully launched in the Year 220. It consisted of 2 testing groups, group A, made up of all girls except for Teresa Agnes) and Group B (all girls except Aris Jones). Both groups ran similarly despite the differences; around every month a new person was sent into a metal lift into the maze, their name the only thing in their memory. After ~35 people, the exception is sent to the group, and the Endgame is triggered, pushing each group to escape the maze.

The initial escape was created by monitoring the patterns of the maze. Every month the maze would repeat their cycle of shapes, and through layering each day's maze maps, they would reveal letters, which in turn when compared to their counterparts in a week, would reveal letters. After the Gladers would make it out of the Greeder hole, there is a console where the key words are united, which would kill the maze and the Grievers.

Grevers are nocturnal beasts that lurk in the hallways of the maze. They have shears, spikes, and rods attached to all of their appendages and they are impossible to fight. When a person is stung, if they can make it back to the maze they need to receive grief serum as treatment or the wound is fatal.

When a person can receive the serum, they undergo The Changing. This allows them to recover a certain portion of their memory from before the maze, risking their health in the process.

Both groups displayed similar behaviours in creating different roles to maintain some society within the maze. These include:

- First-In-Command
- Second-In-Command
- Runner - *athletic, only people allowed in the maze, helps plot the maps of the maze*
- Cook
- Slicer - *farmers, help with livestock*
- Blood Housers
- Gardeners
- Med-Jack - *medics, doctors*
- Bricknick - *builders*
- Bagger - *buries the dead, acts as police*
- Map-maker - *charts the maps of the mazes*

Timeline of Events

YEAR 217:

- The Sun Flares/Solar Storms
- Creation of the Post-Flares Coalition

YEAR 219:

- Post-Flares Coalition (PFC) releases The Flare
- WICKED is founded
 - Chancellor of WICKED: John Michael

YEAR 220:

- Chancellor of WICKED: Kevin Anderson

YEAR 220:

- The first people in Group A and Group B are sent in

YEAR 232:

- The Endgame for the maze is triggered

- Present Day Crisis

Current events:

The Hack:

After the escape and a couple of days in WICKED, the emergency alarm is sounded in the WICKED HQ. In a panic, WICKED, wanting to maintain control of their experiment, sends both Group A and Group B into a prototype maze as a holding place. More information has been uncovered since that could be an attack by The Right Arm. WICKED's internal facilities are all jammed, leaving Group A and Group B trapped in the maze once more, with WICKED having no way to monitor or talk to other groups. This is concerning information for WICKED employees, as the Gladers now have important information that could be led to the public as well as have motives to punish WICKED for what they did to them.

The Outside:

Vague gossip relating to the Trials has escaped into the outside world, leading many people to question WICKED's authority on civilization. This has caused protests around the world, even reaching the Post-Flares Coalition.

Prototype Maze:

The prototype maze, designed by John Micheal, is physically the same as the enacted one: eight sections of Maze encircling a glaze, however, the monsters that lurk outside the walls seem... off. Not only that, but the letters made through overlapping the blueprints do not seem to be the kill code, revealing a random string of encrypted letters and numbers.

Further Research:

Maze Runner (2011) Movie
Maze Runner by James Dashner

Committee Mechanics:

Escaping the maze:

The delegates on the Maze have access to a string of letters that provide the access code, however it has undergone several encoding measures. The steps for decoding will be provided through more inquiry in backroom as well as

Controlling the outbreak:

The delegates in WICKED will be using a modified board game “Pandemic” to control the outbreak of The Flare within The Lost City by shipping out The Bliss. The actions taken in this mechanic will impact the public standing, WICKED finances, and individual resources.

Public approval:

Due to the leak of information due to the Right Arm’s attack on WICKED, the public has become wary of the mega-corporation. Not only that, but the use of human experimentation is frowned upon by the general populace, and more action taken to find a cure through the other committee mechanics will decrease public approval.

Topics of Discussion: Maze

Topic I: Escaping the Maze

The candidates from the Maze have just gotten a taste of the harsh world outside the maze, WICKED seemingly playing with their lives without a care. From losing their memories, their families, their livelihoods, and their fellow men; disbelief, anger, and shock are all trapped between the walls of the prototype maze. Long-term solutions and plans may differ between individuals, but for now, escaping the maze is every delegate's priority.

This is a new environment, nothing like before. The Grievors are more vicious and less contained to the walls of the maze, with the intricacies of their mechanisms not fully actualized in this version. The escape is not as straightforward, with all the letters given jumbled and encrypted. However, the basis of this situation, WICKED being hacked, shows that this seemingly impenetrable company has vulnerabilities that delegates can exploit. Even though WICKED is hard at work to recover progress made to the cure, Together, both Group A and Group B will have to work together to survive and to take back what was stolen from them.

Guiding questions

1. What can be done to protect the people in the maze?
2. How should resources be split?
3. How will both groups collaborate and split up the work to effectively escape the maze?

Topic II: Connecting/Exploring the outside world

The outside world's involvement in the delegate's situation poses a new factor in this environment. From being isolated from the rest of the world for years and having memories taken away, the brief moment of being exposed to the outside world still leaves many delegates ignorant of the powers that be in the Last City.

From the moment delegates enter the maze, they notice a phone number is written on the side of the wall. Right beside it is a symbol, one representing the famous anti-WICKED rebel organization called "The Right Arm". This shows that the isolation of the test subjects may have been intended by the organizers of the hack, and not a split-second decision that was originally thought to be.

With WICKED out of the picture momentarily, this would be the perfect moment to reach out and establish connections or discover what is truly going on underneath the surface. However, delegates also have the right to be cautious. Most of the public is not on your side. Through the current prejudice against Immunes and the stranglehold grasp WICKED has on every strand of government, not everything can be trusted.

Guiding questions

1. Is collaborating with outside forces a good idea?
2. How will delegates navigate around public opinion?
3. What portions of the outside world are safe to explore?

Topic #3: Stalling WICKED

While the Maze project has been stalled, WICKED is hard at work to still put their test subjects through the other 2 stages to find a cure. This threat is ever present, inside and outside the maze. Delegates need to take into consideration the various resources available and work towards bringing down WICKED once and for all.

Guiding questions

1. What solutions do delegates have to minimize WICKED influence in the conference?
2. Can WICKED ever be good?

Characters: Maze

Thomas (Group A):

Thomas is the second last person sent into the Maze in Group A. After purposefully getting stung by a griever and undergoing “The Changing”, where he recovered more of his memory, it is revealed that he used to work for WICKED.

Thomas is a natural leader and has the charisma that allows the rest of the members to listen to him. He is pushed by his quest for the truth.

While he doesn't trust Aris due to his partnership with WICKED, he is still willing to work together with Group B to find a way out and above.

If they don't work together, they will fall together.

Newt (Group A):

Newt, a former Runner, and second-in-command, is now acting first-command of Group A. He is close friends with Thomas and Minho.

Newt is notably not immune, however, due to his previous leadership role and lengthy life within the maze, he has extensive survival knowledge and is greatly supported by his peers. He also is skilled with weapons, most notably daggers, and has extreme accuracy, but is held back by his characteristic limp.

Minho (Group A):

“The Leader”

Minho takes his job as the keeper of Runners seriously. While characterized by his sarcastic and aggressive demeanour, he is respected by the entirety of the group and has the best humour of the pack. Being one of the first Gladers in the maze, he knows the walls like the back of his hand. Minho is exceptionally skilled in thievery as well as hand-to-hand combat. His almost eidetic memory makes him an excellent cartographer, and perfect to send out to get a layout of an area.

Clint: (Group A)

A slightly newer member added to the ranks, Clint quickly rose through the Med-Jack ranks to become the Keeper due to his impressive medical instincts. He truly is the medical expert of the maze, being able to ameliorate the harshest of wounds impressively given the lack of materials available. Due to his time at the med-test, he also has the most knowledge of the Griever Stings and knows how to assist individuals going through the Changing.

Clint seeks to continue to be valued and adapt his particular skills to situations that may not require him.

Frypan: (Group A)

“The sidekick”

A loyal member of the team, Frypan is the keeper of cooks, however, he can also apply the ingenuity and intuition he uses to cook to understand and build the mechanics behind other machines.

After watching a former member, Gally, turn to WICKED and shoot one of his best friends, Frypan has grown impatient at the lack of action and the lack of repercussions WICKED faces.

Frankie: (Group A)

Frankie loved his role as a slicer, and although the maze was brutal, he loved the structure it brought to his everyday life. He was also impacted by the death of his best friend, Chuck, during the escape from the maze, however just wants everything to go back to normal and everyone to be safe. Frankie would gladly trade his anger for some peace and quiet.

Winston: (Group A)

As the keeper of the slicers, Winston is incredibly stubborn and strong-willed. In the past, he used his skills with knives to become a beginner blacksmith, able to create simple weapons out of melted metals.

Winston feels obligated, as one of the keepers, to keep people alive.

Tim: (Group A)

A close friend of Billy and a fellow bagger, Tim takes his role as an enforcing force of the Bagger seriously. He feels that although collaboration is necessary, perhaps a closer look should be taken as to who gets to make decisions in this society. For too long the first and second commands have been in power.

Billy: (Group A)

As the keeper of the baggers, Billy knows the weight too well of the Gladers lost before the escape, and he is determined to make sure nothing happens ever again. He is mainly muscle, knowing how to scrap if needed.

He is more set on an imperialistic take-over with the use of power. That is the only way that people will listen and for WICKED to suffer for their stuff.

Jack: (Group A)

A true jack-of-all-trades. While Jack mainly helps with the cooking, he assists Clint with any chemicals and experimental medicines he needs to produce. One of the smartest minds in the maze, he is always willing to help.

He encourages innovation in the face of adversity and uses creative measures to solve this crisis.

Carl: (Group A)

As the Keeper of Mapmakers, Carl has incredible skill in recording the twisted halls of the maze. While he never had the sense of direction to be a runner, he is incredible at recording the hallways in intricate detail, He is there to double-check plans, to make sure that nothing goes without his innate sense of detail, and to slow down and think before taking action. He has a critical eye and can easily spot details that initially other people might skip over.

Carl believes that every plan should be double and triple-checked and that although he trusts the members of this committee so far, everyone should also be vetted much like his plans.

Niko: (Group A)

A runner at heart, Nico loves the maze. He prefers to go without a plan, making impulsive decisions on the spot that sometimes gets him in trouble. However, through that, he has developed incredible adaptability skills that allow him to adapt to situations. He thinks that immediate action against WICKED is necessary to hit them while they are at their weakest.

Michael: (Group A)

Resident gardener, Michael can cultivate life out of the smallest of growths. He has watched from the sidelines for a long time, however, the new shake-up in the Glader's lives has led him to question whether violence is truly necessary to solve these issues.

A true pacifist, Michael is motivated by compromises and non-violent solutions to these issues.

Eddy: (Group A)

Much like his namesake, Eddy is incredibly intelligent. As an assistant cartographer, he spends his spare time studying maps. He also collects maps and stamps.

Over everything, Eddy's values seek truth. He feels compelled to peel back all the lies and deception and solve the problem through black and white. So far his trust has not been broken, however, trust can be fragile, and if it's broken, it's hard to earn back. He also is suspicious of those who have worked for WICKED before, as how can they be trusted if they were conspiring against the groups all along?

Aris Jones: (Group B)

“The Partner”

Used to work for WICKED, Aris Jones is the only person who has memories intact from their background. While initially ready to side with WICKED, Aris is deterred by his newfound loyalty to the people he has spent over a year with. He wants to prove that he is truly loyal to WICKED, as many people have lost faith in his leading ability due to this newfound discovery. Aris will have to balance the line between helping a society that continues to ostracize him for the greater good or returning to his roots and the world of science.

Beth: (Group B)

During the escape from the maze, under WICKED's control, Beth kills fellow Group B member Rachel. This mental manipulation strikes Beth and would do anything at all costs to stop WICKED from doing that again to her and to any others. She is well aware of the great lengths WICKED will go to.

Beth is incredibly skilled with knives.

Sonya: (Group B)

As the second in command, Sonya helps balance out the strong leadership of Harriet with quiet persistence, working hard on conflict resolution and logistic planning. Her leadership style has earned the

respect of many in Group B. She secretly wishes to one day live the rest of her life on a rural farm, with no worries in mind.

Harriet: (Group B)

As first-in command, Harriet is incredibly cynical and runs Group B with an almost ruthless efficiency that got them out of the maze in record time the first time. She is immune and is incredibly skilled with firearms and aims.

While she trusts everyone in Group B with her life, the introduction of the second group poses more questions and more liabilities.

Miyoko (Group B)

As Sonya's best friend, Miyoko sometimes picks up odd jobs and helps out wherever she can. Miyoko got some of her memories back after going through The Changing, remembering her time as a child living under WICKED supervision, only fueling her fear of the corporate conglomerate. She also has a special connection with the Right Arm, remembering her older sister working with them before vanishing mysteriously.

Ximena: Group B)

Ximena is the first person sent into the maze and helped build Group B from the ground up. As a former first-in-command, Ximena passed on the role to Sonya after she was overwhelmed with the pressure. Now specializing in Running, she is used for council as she is incredibly wise and knows how to lead if need be. She does have a

Rose: (Group B)

Rose is incredibly brave and stubborn, adept in all areas of fighting. As the main Bagger for Group B, she is fiercely protective of her own. Rose's only experience on the outside was quickly overshadowed by WICKED's cruelty and the outside's aggression towards Immunes. In Rose's optimism, any outside forces should be regarded with destiny.

Vera: (Group B)

Vera is the lead Cook for Group B, and would help in her free time with the farming. Due to her She promotes collaboration and equality among individuals. She believes that the best choice of action is non-violent.

Rita: (Group B)

A med-jack of Group B, Rita is considerate and caring. She always jumps to do what is right, her immediate need for action curated from her med-jack experience where taking too long could be fatal. Rita fully believes that if lives are at stake, a person should be willing to risk everything to save them.

Kathy: (Group B)

As a Maze runner, Kathy lives and breathes the walls of the maze. Being so well equipped between the walls, she is incredibly sneaky and is able to become undetectable by griever. Sometimes she would wander into the walls and hang out in the maze for the night, and come back unharmed.

Kathy believes that there should be a place for Immunes in the Last City, and wants to carve a space for them. However, she believes that this has caused her to be undervalued by the rest of the people.

Zoe: (Group B)

Some would call Zoe paranoid but she would call herself smart. While respected by her peers for designing most of the buildings that once were in Group B's maze, Zoe's critical outlook on her relationships and situations has allowed her to survive up to this point.

Zoe thinks that this WICKED hack is a little too convenient, and there should be a basis for trust in this committee like setting up safeguards to prevent outside interference before making any major moves forward.

Topics of Discussion: WICKED

Topic #1: The Flare/Finding a Cure

The world is currently at a record high for the Flare Virus and with your organization's main founding purpose and goal being to contain the flare, nothing seems to be going to plan.

The Maze Experiment is one of the only courses of action on the track to find a cure, and with it now paused, the main priority of everyone is to get the situation back on track. This means taking back control of the prototype maze and minimizing any interference with WICKED's beloved control group.

Concurrently, outbreak after outbreak occurs within the city walls and research facilities, and with how many scientists working for WICKED have a personal connection to the virus, the atmosphere is tense. The Bliss is the only thing currently that WICKED can manufacture and help us to minimize the effects, and many scientists are itching to do more, no matter the cost.

With no clear path for a cure and being entrusted to handle the flare outbreak in the Lost City, there seems to be no end to the struggles and responsibilities WICKED carries presently.

Guiding questions:

1. What actions should be taken to ensure a fast and efficient continuation of the Trials?
2. Should the Trials be taken in a new direction?
3. How can WICKED limit the spread of the Flare within the Last City?

Topic #2: Public Outrage

The public has not been happy with WICKED's handling of the situation. From opposing rebel groups, such as The Right Arm, to disgruntled employees, many classified documents have been leaked to the public and people are not happy about this information. While initially due to the public stigma against the Immunes WICKED was able to continue trials without much push, the decrease in population and subsequent increase in Immunes in the Lost City has caused much more scrutiny, as well as several small protests outside of your offices.

While the situation currently is manageable, the hack marks a turning point where public opinion may not be in your favour and a slow decline of WICKED's power over the Last City.

Guiding questions:

1. What steps should WICKED take to control rebel groups, such as The Right Arm?
2. How should WICKED improve its internal regulations and rules to prevent information leaks?
3. How should overall public outrage be prevented?

Topic #3: Internal Disputes

WICKED is currently manufacturing The Bliss at a loss in an attempt to control The Flare, however, this has sparked debate among employees that the money would be more effectively spent to find a cure completely, especially because The Bliss does not stop the virus, only slows it down.

There is also an influx of scientists quitting the company. After the Maze Project was stopped abruptly with no results, many scientists began questioning their loyalty and motivation to the company. There are very few qualified scientists, educated and alive, to replace anyone who decides to quit. In parallel, the increase in the number and severity of anti-WICKED movements and confidential information finding its way to the public point to a worrying pattern that may cause further issues if not resolved quickly.

Through these issues, it is clear that a new system is necessary to create a new, trustworthy, and air-tight system within WICKED.

Guiding questions

1. What approach should WICKED take to spend money effectively?
2. How should WICKED improve its internal regulations and rules to prevent information leaks?
3. How should WICKED approach the scientists quitting in this dire time?

Characters (WICKED)

Ladena Lichliter

Ladena Lichliter is a scientist specializing in the Flare. While she is non-immune, her knowledge of the pandemic and adaptability to any situation prove her a useful asset to think quickly on her feet. Committed to the core values of the Population Control Committee, she is interested in controlling the Flare and actualizing the potential of the man-made virus.

Assistant Director Jenkins

As the assistant lead physician at WICKED, Jenkins uses his witty skills to quickly climb the social ladder. While he is assistant now, one day he dreams of becoming the new Chancellor of WICKED.

Dr. Christensen

Dr. Christensen is the lead physician at WICKED and was first called onto the Maze Project early in its inception and has been a medical advisor ever since. He has the most knowledge about this project as well as has a lot of sway in the company.

Dr. Wright

Dr. Wright is the lead psychologist at WICKED and is responsible for monitoring the brains and psyche of test subjects and is the most knowledgeable of the Killzone. Dr. Wright reminisces about the glory days of WICKED, when it had total control over the Lost City, and to repair what he thinks the WICKED now lacks.

Dr. Crawford

Dr. Crawford is another medical advisor on the Maze Project and a professor at the local university. As a doctor himself, he can provide medical insight to plans and his ties to the local education system allow him to understand the general populace and the next generation of WICKED scientists. He wants to push forward the limits of science and prove that The Last City University should be the most well-respected scientific academic institution, with the help and funding of WICKED.

David Pool

A long-term security guard at WICKED, you have just been recently promoted to manage the policing of the lost city. As crank-based crime increases, it has been David's job to keep the cranks out and the people in. However, due to the hack, he has been busy dealing with the repercussions of that instead.

David understands the importance of security measures and believes that WICKED needs to slow down and establish security, to protect against themselves.

Tony McAlister

As the lead pilot of WICKED, Tony's job consists of surveillance and working with the security departments to make sure the lost city is safe and sound. Any shipments or construction can be expedited with the use of your equipment and team.

Lisa Walsh

As a nurse, Lisa Walsh has seen the lost city impacted by The Flare firsthand. Witnessing this horror has left her uniquely tied to finding the cure as well as understanding the risks of the situation. Her medical knowledge and connections to the doctors within WICKED allow a huge network of information on what is happening on the ground level of the pandemic.

In her opinion, the sacrifice of a few is more than worth it for the survival of many, and she needs to

Ava Paige

As the chancellor of WICKED, Ava Paige is the public face of the company. Her image declines when WICKED declines, and she has to work with all sectors of the company to maintain her own power. Ava Paige always puts her all into the company, and dreams of the day when The Last City will expand its territory and create a safe haven for The Earth, with help from the Cure of course.

Gally: (Group A)

Former member of Group A and nursed back to health by WICKED, Gally feels loyal to WICKED and provides an insight into the Maze group and what they might do next. This differing perspective and background makes him an outsider amongst the group, typically directed by mistrust, however, this gap is constantly bridged by Gally, being pushed further and further to prove his worth and try to achieve the greater good. His broken ties with the rest of Group A only fuel a revenge-based motive to recapture the Maze Group and pushes the more impulsive side into action, no matter the cost.

Teresa: (Group A)

A former scientist and member of Group A, Teresa still has connections within the maze. Her removal from the Maze was a split-second decision, however, WICKED believed that she would be a huge asset to get the Trials back on route, especially with her telepathic connection with Aris and Thomas.

Teresa believes that some people in the Maze can be convinced to switch sides when they understand the magnitude of WICKED's mission, especially the former WICKED employees.

James Kraft:

Ever since James was a child, he always loved chemicals. As the resident mad scientist, he works with all things chemical. He worked in the past with Samantha Davis to develop "The Bliss", and is only in the developing years of his budding career. As one of the only Immunes in the higher ranks of WICKED, he is less motivated by the promise of a cure but rather by pure scientific development.

Arthur Stillson:

As the lead diplomat, Arthur Stillson works hard to connect with the few metropolises left standing and maintain public relations. He has seen the wrecks. While working towards a cure is necessary, Arthur recognizes the multiple strings attached to the project and, when it comes to it, will preserve diplomatic ties in favour of the truth.

Samantha Davis:

The top virologist in the world, Samantha Davis has been in the headlines for her groundbreaking research into the Killzone and for discovering and manufacturing the first samples of "The Bliss", which was able to slow the progression of The Flare down. She is fully committed to making a cure and progressing her career to being known as *the* scientist to save Earth from The Flare.

Amanda Blaese:

Amanda has always wanted to work at WICKED ever since she saw the glowing letters on the top of the headquarters. Strong-willed and persistent, she has worked hardest to land her biggest job yet- an internship! While she is still completing her engineering degree at a nearby university, she is a jack of all trades, able to provide help anywhere needed and increase the success rate of a project everywhere she goes.

Amanda is incredibly well-liked among her fellow interns, and as such has been brought to this council as a representative for the base-level employees and to modify programs to better support the talented youth of the Lost City.

Matthew Taylor

Logistics and manufacturing extraordinaire, Matthew Taylor retired from his position as CEO of a major car company to manage factory operations after deaths in the family due to The Flare. He utilizes his previous experience to help the WICKED cause, able to mass-produce items needed to further plans. His ties to The Flare have made finding the Cure his top priority, volunteering all his skills wherever he can to push for a world without The Flare.

Erick Ran

Growing up with his dad as the former weapon supplier for WICKED, Eric is expected to carry on his father's legacy as the weapon expert. Eric Ran knows all of the WICKED weapons inside and out, and can also apply that mechanical knowledge to the WICKED vehicles he repairs in his pastime. Growing up within these walls, Erick has a strong sense of loyalty to the company and his family legacy, happy to carry the Ran name to a new generation of science.

Jean Claud

As a martial arts specialist, Jean Claud is the head of crisis training for scientists as well as police officers of the Last City. He recognizes the need for strict rules and regulations, especially in a time of potential uprisings. Claud believes that WICKED needs to truly take charge and increase regulations on the citizens of the lost city, for their safety.

Miles Davenport

A reputable business strategist, Miles is in charge of marketing. He is always busy and is never seen without a suit. His world works in numbers and graphs, and even if the science is working out as it should if the numbers don't make up for the losses, he is out.

Maurice Lacroix

Maurice Lacroix runs the machinery section of WICKED with the skilled precision of a robot. With genius mechanical intuition, Maurice Lacroix helps to develop new tools and weapons under the guidance of WICKED staff.

Harvey Chin

As a politician, Harvey Chin deals with the local government of the Last City, implementing new laws and collaborating with other members of WICKED to make the lives of the Last City easier. He is indebted to WICKED for funding his career, and never fails to say that "Wicked is good!"

Robert Statesman

Initially making his money through upselling "The Bliss", Robert Statesman was allowed out on bail as long as he would use his underground connections to help push the crime rate lower in the Last City. Due to good behaviour and his influence in keeping the population under control, WICKED has promised him to be the main retailer of The Cure once it is ready to sell. Robert is influenced by one thing, money, and he is ready to see the number in his bank accounts go way up after he deals with the slight bump in their plans of course.

Hope Faltermeyer

A media official, Hope Faltermeyer is the queen of public opinion. She utilizes media publications, news sources, and WICKED public statements to maintain WICKED's position at the top. Truly she knows how to market stuff.

However, a connoisseur of avoiding the truth, Hope Faltermeyer is keenly aware of the ulterior motives of the group, and would never sacrifice her reputation as a high-ranking member of WICKED to do anything but carefully calculated power moves to move her closer to the top.

References

Works Cited

Ball, Wes, director. *The Maze Runner*. 2014. *Netflix*. Accessed 23 December 2023.

Dashner, James. *The Maze Runner*. Random House Children's Books, 2010.

The Maze Runner Wiki. *The Maze Runner Wiki*, https://mazerunner.fandom.com/wiki/Last_City.

Accessed 9 January 2024.

The Maze Runner Wiki. "Killzone." *The Maze Runner Wiki*,

<https://mazerunner.fandom.com/wiki/Killzone>. Accessed 9 January 2024.

The Maze Runner Wiki. "Sun Flares." *The Maze Runner Wiki*,

https://mazerunner.fandom.com/wiki/Sun_Flares. Accessed 9 January 2024.

The Maze Runner Wiki. "The Trials." *The Maze Runner Wiki*,

https://mazerunner.fandom.com/wiki/The_Trials. Accessed 9 January 2024.

The Maze Runner Wiki. "WICKED." *The Maze Runner Wiki*,

<https://mazerunner.fandom.com/wiki/WICKED>. Accessed 9 January 2024.