

Gotta Catch 'em All!

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Committee Pokémon Hoenn League



Bridging technology and diplomacy.



Georgia Tech
Model United Nations

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GTMUN2026



Letter from the Secretary General



Esteemed delegates,

My name is Henry Bui, your Secretary General for the 2026 edition of the Georgia Tech Model United Nations Conference, also lovingly known as GTMUN. As your Secretary General, I would like to give you all a warm welcome as you begin your journey this conference cycle.

Every year at GTMUN, we see hundreds of you delegates spend hours speaking about your ideas, deliberating with others about the efficacy of solutions, and collaborating with compatriots to draft extensive resolutions. It is always impressive to see each delegate's ability to tackle these very significant issues affecting the real world today, proposing novel solutions, creatively applying international policy, and synthesizing resolutions that solve these urgent questions comprehensively and on a global scale.

I am especially excited to see everything you all will achieve this October. With over 1,000 delegates attending, this will be the largest GTMUN to date, and with it, we are bringing you 18 diverse committees to further test your abilities. Each committee has been carefully crafted to open unique perspectives and to allow each delegate to apply their skills in possibly new, unique ways. I hope that in the midst of being lost in deep research rabbit holes and hours of debate in each session, you all are satisfactorily challenged and that you all leave with joy and excitement in the work you accomplish.

Outside of the Scheller building where you will debate for two days, you will find that many of the skills you have used will be applicable to other aspects of your professional career: your ability to speak publicly, to improvise and adapt, and to act diplomatically. As a computer science student and teaching assistant, I have found that my experience in Model UN has been some of my most valuable. It has taught me to be confident in what I say, and it has taught me how to work with people with all different kinds of backgrounds and perspectives. One of our core values at Georgia Tech is that we thrive on diversity, and that is something that shines strongly at GTMUN.

As you prepare for committee, I want you to remember the most important thing you should get out of GTMUN—even more important than demonstrating your abilities or honing your skills for your professional career—is having fun. Not every speech has to be perfect, and not every unmoderated caucus has to go your way! Take the opportunity to try eccentric things in your speeches and diplomatic approach, and take the opportunity to meet new people. Do not forget that you are surrounded by many others who have similar goals, aspirations, and interests as you do! You might find a future close friend. Though competing is quite fulfilling (and the prospect of awarding is exciting), it can also be very stressful, so it is critical to find joy in what you are doing.

Once again, we, the GTMUN Secretariat, are excited to see everything you will achieve.

Good luck & have fun,

Henry Bui

Secretary General of GTMUN 2026

Letter from the Crisis Director



Greetings Delegates,

Welcome to the world of Pokémon! My name is Nate Wicker and I will be your Crisis Director for GTMUN 2026! At Georgia Tech, I am a 3rd year majoring in Mathematics and Economics. Outside MUN, I enjoy biking, playing hacky sack, and talking about music. As well as being a Crisis Director for GTMUN, I serve as the club's Public Relations Chair and USG of Crisis for our collegiate conference, TechMUN. Throughout my entire life, I have loved the Pokémon franchise. My first game was Y, and shortly after that, Omega Ruby. While I have thoroughly enjoyed all the Pokémon games I have played, my favorites have always been Omega Ruby and Alpha Sapphire (ORAS). That is why I chose Hoenn to be the setting for this committee, with many of the issues coming from the Ruby/Sapphire/Emerald/ORAS games and manga. I hope y'all enjoy spending as much time in this world as I do!

One reason I love Pokémon is the interconnectedness of the world. In most games, though you may not visit another part of the globe, there are always strong ties between each region. I think this is a reason that Pokémon fits so well as a crisis topic for Model UN. With this committee I am imagining a deeper look at the politics of the Pokémon world and how the governments and other organizations in the region can hope to solve crises. I am so excited to see all of y'all for GTMUN 2026!

Sincerely,

Nate Wicker
Crisis Director for Pokémon Hoenn League at GTMUN 2026



What is **Crisis**?

A crisis committee is a non-traditional Model UN committee. This means the debate is done the same way as a regular MUN committee (points, motions, voting) but with special mechanics like crisis notes and directives. This means a crisis committee is faster moving than a regular General Assembly-style committee, and the topics will be a little bit more outlandish. Generally, you will be assigned a character instead of a country. Your goal, in addition to solving whatever the committee's problem is, will also be gaining personal power. This could be something historical, something realistic, or a completely fantasy topic. Your committee's background guide will have more information about what exactly your topic is.

How to Crisis

A **Crisis Arc**

A crisis arc is your goal in committee. It's the personal goal you're working towards and something your character wants to achieve to gain power and disrupt committee. For example, let's say your character is the Secretary of State in a committee about a presidential cabinet. Your arc could be driven towards taking over the world, and you will do that through something called crisis notes that will be elaborated on later. When you're thinking of what to do in a crisis arc, don't be afraid to go wild and be creative. Chances are, whatever you're thinking of isn't big enough. Let your ideas run wild – chances are things won't work out the way you plan them to, so thinking big like this gives you space to improvise and change. A crisis committee is split into two parts - the frontroom (where traditional debate happens and decisions are made) and the backroom (where you work to scheme and achieve personal goals).

The **Backroom**

The backroom is where you will work towards achieving your crisis arc. You will write notes to your backroom (made up of people staffing the committee and responding to your notes), and those will make step by step progress to achieving your goals. At GTMUN, we work off of a two-pad system. This means you will have two notepads, each written on one at a time:

One pad (called pad A) will have one large, overarching goal on it. You will act like you are writing to someone your character has a relationship with, and backrooms will respond to you as that someone.

With the Secretary of State example earlier, this might be an office staffer who can get things done for you, say send emails or bribe another government official.

One pad (called pad B) will help you work to your larger goal from pad A, but is addressed to a separate person your character has a relationship with, and is doing separate activities to continue to create issues within committee.

With the Secretary of State example earlier, this could be a foreign dignitary whose contact you can use to corrupt a military or accomplish other related goals.

Each pad is only addressed to one person. For all of committee, your pad A will only be written to your office staffer and your pad B will only be written to the foreign dignitary going by the example above. The roles of your pads are interchangeable, but you should try and have one pad that is focused on your ultimate goal, and another pad that is focused on gathering resources and causing chaos within committee. Try and include a TL;DR (too long, didn't read) summary at the end of your note to make it clear to backrooms what you are asking for and what you are trying to achieve in a note. This should be about 3 to 4 bullet points maximum.

Note Cycles

Notes will be written and responded to in a cycle. When committee starts, you will write a note on pad A, setting up your arc and the goals you are working towards. Then, after about 45 minutes (more or less, depending on your committee), backrooms will come in and collect your notepad. You will then write a note on pad B, coming up with and setting up new goals. Backrooms will later come in and collect this notepad, and you will trade back and forth with them for the duration of committee. Every note cycle or so (a collection and return of crisis notes) backrooms will deliver something called a crisis update. The frequency of updates will vary per committee. These updates will bring up new issues for the committee to solve, and will include information from actions people have taken in their backroom arcs, as well as decisions that have been made in the frontroom. For example, let's reference back to the Secretary of State example. Say on one notepad, you've been writing to a foreign dignitary to start a war. Your notes will include things like troop movements and resource mobilization, and eventually a war will be declared. That declaration of war might be something that is included in a crisis update, because it is a large, chaotic event that affects committee and is something that concerns members of the body at large.

The Frontroom

The frontroom is the traditional, MUN-style part of a crisis committee. Here, you will have things like moderated and unmoderated caucuses, voting, and formal debate. You will talk about things that have been brought up in the crisis updates and background guide, and collaborate with other delegates in committee to solve those problems. Action will be taken through things called directives.

Directives

A directive is the crisis equivalent to writing a resolution. However, directives are often smaller and less detailed, and will often only deal with one or two specific issues. These issues will come from crisis updates and topics mentioned in the background guide. Issues will be debated on and discussed, people will start writing things, and directives will eventually be submitted to the chair and voted on. Voting on a directive generally solves the issue at hand, however backrooms may use the solution generated by a directive to cause another problem. Directives are structured less formally than resolutions, often having a fun and creative title and bullet points listing out the action items of the directive.

Further Reading and Useful Tips

Here are a couple of tips on how to be successful in committee:

- Be specific and detailed in your note-writing. Use things like specific numbers and thought-out details when asking to achieve your goals
- Be very clear with your writing
- Be creative! Let loose! Have fun!

Here are a couple of useful resources on planning out your arc and performing in committee:

- <https://bestdelegate.com/how-to-survive-your-first-crisis-committee/>
- <https://bestdelegate.com/crisis-tips-how-to-incorporate-your-backroom-arcs-into-the-front-room/>
- <https://bestdelegate.com/everything-you-need-to-know-about-crisis-committees/>



Disclaimer

Model United Nations provides an opportunity for delegates to engage diplomatically with topics of global importance and explore possibilities for conflict resolution in a meaningful way. Many of the topics at hand may involve sensitive or controversial subject matter. We ask delegates to be respectful and professional when engaging with their committee and communicating with fellow delegates and GTMUN Conference staff. The content warning below is meant to warn you of potentially controversial topics that are present in the content of this background guide, as well as content that may appear in other aspects of the committee [e.g. debate, speeches, directives], so that you can prepare yourself before reading this background guide and participating in the committee. At GTMUN, we take equity violations very seriously and require delegates to fully comply with our equity guidelines. Failure to do so will result in an immediate disqualification from awards, and you may be asked to leave the conference. Please remain respectful in committee, and avoid overgeneralizations as well as take into account individual differences and contexts during your speeches. If you have any questions regarding our equity guidelines, we encourage you to contact one of our staff members. If, because of this committee's content warning, you have any questions or concerns, please feel free to reach out to our staff via email at gtmunconference@gmail.com.



Topic

The Pokémon League

Expectations

This is a crisis committee, so delegates will be expected to act quickly on their feet and be able to develop an arc over the course of the committee to solidify their power. This could mean capturing powerful Pokémon or developing an organization to do one's bidding and having them disrupt the committee for your benefit. Part



Welcome to the world of Pokémon!

of that involves writing to in-universe characters for help with arc plans. While the committee is set in the Hoenn region, delegates are welcome to write to characters from other Pokémon games or bring in other concepts if justified. To keep things simple, the Pokémon involved in this story should only be limited to those present in ORAS (so nothing past generation 6).

This committee takes inspiration from many forms of Pokémon media, including the Pokémon Adventures manga, the games, and the anime. The manga especially does a great job of connecting together the world of Pokémon, and served as a big inspiration for the topics found in this background guide. Delegates are encouraged to use all forms of the Pokémon franchise when researching their characters and developing their arcs.

Though this committee is considered a “fantasy” committee, many of the topics have parallels to the real world. This was done for a few reasons. First, by integrating realistic issues with a fantasy setting, the hope is that this allows the committee to be more approachable to delegates less familiar with crisis committees. Second, I find the topic of climate change and its effects on society to be a critical one to discuss. I hope the climate change issues in this committee are a refreshing twist on the typical climate change discussions that delegates have in General Assemblies. Finally, Pokémon themselves can be an interesting tool for solving realistic issues. I would love to see directives and crisis notes that utilize the specific powers of Pokémon to achieve your goals.

However, delegates should not shy away from going big with their crisis arcs. This is a world where evil teams take over entire regions and powerful Pokémon can tear apart reality. Note that the background guide does not

mention the primary antagonists of the Hoenn games, Team Aqua and Team Magma. This is because this committee takes place before they have become known to the League, so they could be responsible for the disasters plaguing the region, or they could simply never come up. It is up to delegates to bring them into the story. I hope that this background guide serves as a launch pad for all the interesting stuff that y'all as delegates can make happen in this committee!

The Pokémon League

Pokémon are magical animal-like creatures who populate the Pokémon world. By generation 6, over 700 Pokémon species have been identified, each having one or two “types,” element-like characteristics such as Fire, Water, Grass or Electric. Pokémon also have levels, ranging from 1 to 100, which demonstrate how powerful they are. As Pokémon level up, some may “evolve,” permanently transforming into a larger, more powerful form. Pokémon can be captured by humans using devices known as Poké Balls. Pokémon and the humans they live with, called Pokémon Trainers, form deep bonds, lending each other their strength to achieve their goals. For many Trainers, this involves battling their Pokémon, an activity enjoyed by people of all different backgrounds.

This committee takes place in the Hoenn region, an archipelago known for its pristine natural beauty. Hoenn, like most regions in the Pokémon world, are governed by a “Pokémon League.” One of the League’s most essential tasks is to present a set of challenges that allow Trainers to demonstrate battle mastery, usually consisting of battles against 8 Gym Leaders, 4 Elite Four members, and 1 Champion. Gym Leaders are community leaders in large towns and cities throughout the region. Their main responsibility is to lead and maintain a “Gym,” where traveling Trainers can go to test their strength. Gym Leaders also serve as political leaders for their town/



Map of Hoenn

city by protecting civilians in dangerous situations and representing them on a regional scale when the Pokémon League meets. Once a Trainer has defeated a Gym Leader, they obtain a Gym Badge, signifying their strength. Once they have collected 8 Badges, they travel to the Pokémon League’s headquarters to fight the Elite Four and the Champion. These are the 5 strongest trainers in the region,

with the Champion being the strongest, and only after defeating all of them in a row can a trainer call themselves the Champion.

While the game mainly focuses on this part of the Pokémon League, there is also a larger governmental association behind it dedicated to maintaining peace and security in the region. The Pokémon League Chairman is the head of this organization, acting as the chair for this committee. This committee will act as a specialized body brought together by the Hoenn Pokémon League to solve the region's pressing issues. Though many of the characters that delegates will take on are not part of the League, they will have equal voting power to the Gym Leaders, Elite Four Members, and Champion. The Hoenn Pokémon League will act however you instruct them to through your directives. As the Hoenn Pokémon League is the governing force for the region, they have a vast amount of resources at their disposal. They are responsible for the running of Pokémon Centers, Poké Marts, and the Mossdeep Space Center. They also have teams of Trainers at their command to respond to crises as your directives outline them.

While separate from the League, another important group to take note of is the International Police, an international organization that is focused on stopping criminals, especially those who operate on the regional scale. While individual cities and regions are responsible for prosecuting smaller crimes, the crimes of evil groups can range from takeovers of



Joseph Stone

whole cities to attempts to destroy the universe. Hence, the International Police exists as a body to investigate, capture, and prosecute criminals perpetrating acts of such a grand nature. The International Police has agreed to work with the Hoenn League to investigate the ongoing crises in the region, just in case evil forces are at play.

"The energy that could be gained by the sacrifice of so many Pokémon... There are surely many people who would call it reprehensible. But my grandfather, the president of Devon before me, said this... "Couldn't we use the energy to improve the lives of people and Pokémon?" And so he developed our greatest creation here at the Devon Corporation: Infinity Energy."

- Mr. Stone

Infinity Energy

In Hoenn, trainers are able to utilize Mega Evolution, a technique which allows Pokémon to temporarily evolve past their final forms. To do so, they require a Mega Stone held by the Pokémon and a Key Stone held by the Trainer. When the Trainer taps their Key Stone, the Pokémon then takes on a new appearance and obtains greater powers. The way this works, and how many of the Pokémon related phenomena across the world work, is thanks to the life force of Pokémon, which can be harnessed by humans.



Blaziken undergoing Mega Evolution

Decades ago, the Devon Corporation first discovered how to use this power and turn it into “Infinity Energy,” which has become an important source of energy for projects throughout Hoenn. This energy is generated through harvesting the bioenergy of Pokémon. Things like Pokémon attacks and sheddings from their body all contain small portions of Infinity Energy that, once harvested, can be stored in special batteries. In the games, Infinity Energy is harvested from the remains of Pokémon that fought in an ancient war in a far off region. No Pokémon will be dying in this committee, so delegates will have to find other ways to acquire new sources of Infinity Energy.

The main use for this energy is to power the rockets of Mossdeep Space Center, which need high energy power supplies that do not take up much room to make their journeys into space. While Infinity Energy is quite useful for projects like this, it is not feasible to implement on a large scale as the supply of Pokémon available for harvest is not enough to power an entire region. Thus, traditional forms of energy generation continue to be used throughout Hoenn. Scientists have a good sense of how Infinity Energy can be collected, but its full range of uses is still unknown.

Climate Change In Hoenn

Natural Disasters

Over the course of the last six months, scientists have noticed a disturbing increase in both the frequency and intensity of earthquakes throughout Hoenn. While earthquakes have not been rare in the past, they are beginning to reach a point where they may have disastrous consequences on the long term security of the people and Pokémon of the region. A recent earthquake that started near Petalburg City left many houses destroyed with the outer edges of the town even falling into the sea. An equally disruptive tsunami left large parts of Lilycove City flooded. Though these cities have thankfully been repaired since, scientists are concerned with disasters that are to come, as the frequency and strength of these events only appears to be increasing.



Top down map of the full Hoenn Region

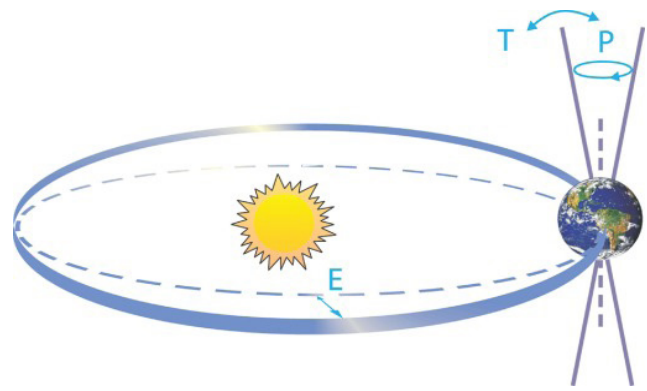
To put it simply, on a global scale the world is cooling, but the Hoenn region is warming. This has presented a unique situation for the people of Hoenn to deal with. - Professor Birch

Global Warming and Cooling

In the past years, climate scientists throughout the Pokémon world have found evidence of a continuing drop in global temperatures. One source is the multiple volcanic eruptions that have taken place across various regions in the last decade. Minor eruptions have occurred at Wela Volcano Park in Alola as well as at Stark Mountain in Sinnoh. These eruptions put a large amount of sulfur dioxide (SO₂) into the atmosphere, which in turn, reflects sunlight back into outer space. Many of the climate change issues the world faces are connected to the recent eruption on Cinnabar Island, Kanto, which decimated the island and brought the level of SO₂ in the atmosphere to dangerous levels.

The other main cause of cooling on a global scale that scientists have put forth is disruptions to orbital forcing. Orbital forcing “involves the

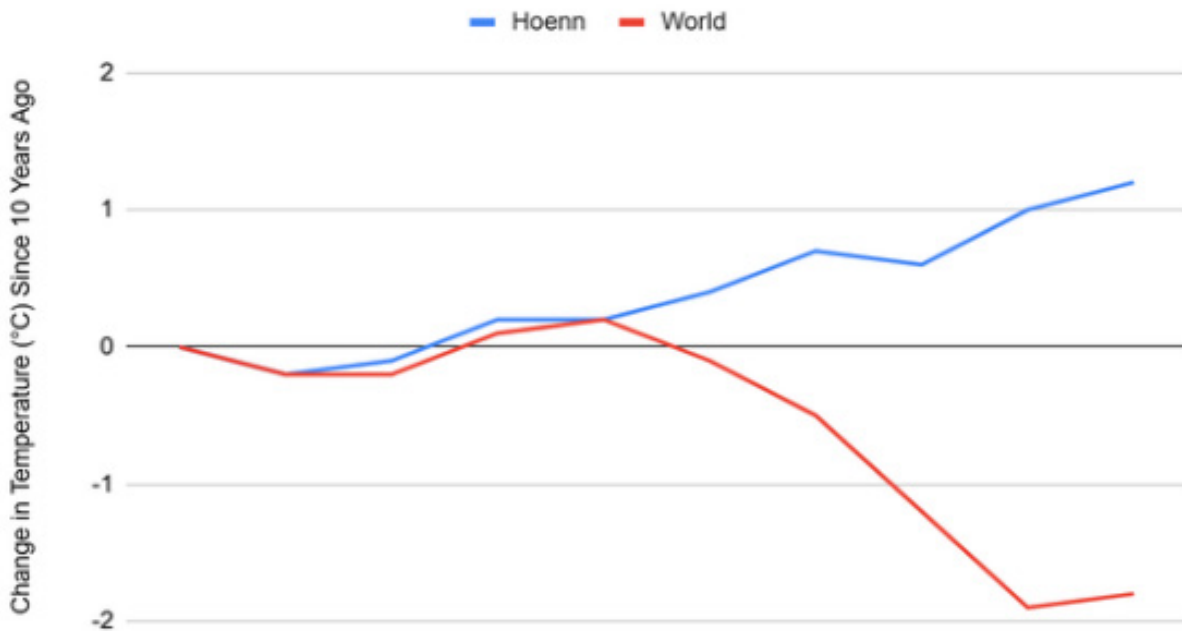
redistribution of incoming solar energy, both latitudinally and seasonally," typically regarding the movement of the Earth. Due to a recent crisis in the Sinnoh region involving what the Sinnoh Pokémon League described as "a disruption to space and time," the orbit of the planet has changed slightly. Researchers have theorized that the planet is now a fraction of an inch further from the sun than it was before the incident, leading to even greater drops in temperature once combined with the effects of the eruptions.



Orbital forcing diagram

However, while the world faces these challenges, something unique is happening in Hoenn. While the planet's average temperature has dropped by 1.8 degrees Celsius in the last decade, Hoenn's has risen by 1 degree Celsius in just the last 5 years. Unlike global cooling, scientists are quite unsure of the cause for this warming and why it is only occurring in Hoenn.

Average Surface Temperatures Compared to 10 Years Ago



Graph depicting change in the average surface temperature in Hoenn and the World compared to 10 years ago



Pokémon Trainer looking over beach

Climate Change Impacts on Sea Habitats

The global changes have impacted Hoenn's oceans. Sea levels have receded by 7.8 to 10.0 inches throughout the world, including the coastline of the region. Corsola, the Coral Pokémon, who are usually found in shallower waters have now receded to the colder water farther from the coast. This has caused issues for ships who have had their

voyages disrupted by colonies of Corsola latching onto their hulls. Ships in Hoenn also must keep track of Wailord travel patterns, as the enormous Pokémon can block whole ship routes between the islands of the region. The recent climate changes have disrupted Wailord travel patterns, which means even more difficulty for sailors. This has made it even harder for sailors to travel, as the rocky seas of the region mean only a few boat routes are even possible to navigate by large ships. The shrinking coastlines have also brought more habitat to Pokémon who live on the coast, like Slowpoke and Kingler, while warmer waters have attracted Tentacruel fleeing the cooler waters of other regions. Booms in these Pokémon populations could add to the above issues, especially for Pokémon like Tentacruel who are known to sting and cause harsh waves.

The changing climate has also impacted Flying-type species as well, namely the Pidgeot, Swellow, and Pelipper evolution lines. Due to earlier winters, bird Pokémon from Kanto, Johto, and Sinnoh are flying south well before they are normally expected to. However, as they reach the Hoenn region, their usual hunting targets of fish Pokémon, like Magikarp and Carvanna, may not be at the proper population to sustain the incoming migration due to the later winters the region has seen in the last



Tentacruel

few years. This has led to a growing decline in the populations of these species of Pokémon in the waters around Hoenn.

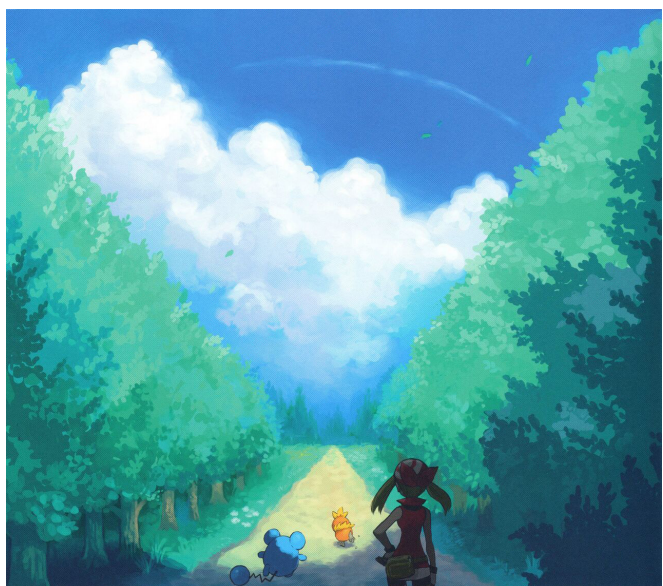
Ice-types, like Snorunt and the Walrein line, which were already scarce in the tropical Hoenn region, have now pretty much disappeared. With tides receding and warmer water temperatures near Hoenn, their main habitat of Shoal Cave has been disrupted. All Ice-types that have not fled the region have made their home at the very bottom of the cave.

Climate Change Impacts on Land Habitats

Sea Pokémon are not the only kinds affected by the recent natural disasters and changes in climate. Rising temperatures have impacted the region's most fragile ecosystems, like the rainforests around Fortree City, in drastic ways. Many plants throughout the region are dying under the heat of the hottest Hoenn summer on record. Along with that, Grass-type Pokémon who make homes in these areas are also suffering, with many finding it hard to move and survive in the current environment.

Climate change has also impacted the migration patterns of land-based Pokémon as well. In the past year, the cold-blooded Pokémon Seviper has begun its hunting season earlier, thanks to the warmer temperatures allowing for it to be more active. However, this coincided with the migration season for Zangoose, a species that have bitter territorial feuds with Seviper. This resulted in the highest amount of territorial disputes between

these Pokémon that the region has seen in decades, with their battles destroying whole swaths of forest habitats.



Pokémon Trainer walking along a forested path

The recent earthquakes have opened up large rifts in the land which have also disrupted the habitats of many Pokémon. One near Mauville City has caused migrating Manetric to have to venture closer to areas where humans live. Manetric are known to discharge electricity while they move, posing massive fire risks as they run past

homes outside the Mauville area. Other rifts near Victory Road have split the mountainous area from one large peak into several separated areas. This has allowed for more Aggron, who usually claim a whole mountain as territory, to evolve in the area thanks to the mountain being separated. Aggron are known to be possessive of their territory and attacking any who come near the mountain.

Tourism

Importance of Tourism

The Hoenn region is a tropical paradise that serves as a popular tourist destination for people in the nearby Kanto, Johto, and Sinnoh regions. Therefore, the various activities around the region bring in lots of revenue from tourists in other parts of the Pokémon world. However, the intensifying natural disasters and changing climate have negatively impacted the tourist economy, resulting in large losses in local income.

Many of the tourist activities in the region revolve around the volcano at its center, Mt. Chimney. The biggest of these activities is relaxing in the hot springs by Lavaridge Town. There are over 150 natural hot springs around the volcano, with some as parts of private resorts outside of the main town. Ever since the region began warming up, so too have the hot springs, possibly suggesting that the temperature increase could be coming from the volcano. Though the hot springs are usually, at most, a toasty 103 degrees F, they recently have spiked to a lethal 150 degrees F. The temperatures have also made it worse for hikers in the area, with some trails near the mouth of the volcano becoming too dangerous to enter without proper heat protection equipment.



Depiction of a Hoenn landscape and its vast biodiversity

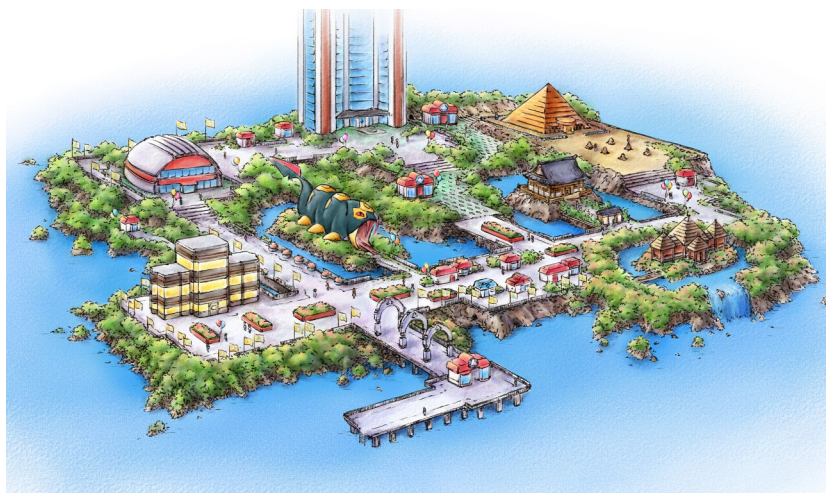
Another popular tourist destination is Hoenn's beaches. Slateport City, Lilicove City, and the island of Dewford all offer beautiful beaches for visitors to relax on and enjoy activities like surfing. However, recent tsunamis have begun to deter beachgoers from these areas. The increased frequency of these giant waves has made it hard for those who maintain the beaches to clean them up after tsunamis hit, and the choppy waves caused by Wailord and other sea Pokémon migrating closer to coasts has made it harder for visitors to surf here as well. This of course has a detrimental effect on the local economies of these areas, whose residents depend on visitors that shop there while enjoying the beautiful beaches.

This is my dream come true. It took me years and years, but I've finally given shape to my dream. On reflection, it was a terribly long journey... I left home alone on a quest to find strong Trainers. No one can imagine how much effort or time it took to make this real. But that's all in the past. No point dwelling on that! All I want for you is to enjoy battling to your heart's content here. - Scott

The Battle Frontier

However, there is not exclusively bad news on the topic of tourism in Hoenn. A new resort area called the Battle Frontier has opened up on an island south of the region that offers a never before seen battle challenge to its visitors. Here, there are 7 battle facilities that each offer a different kind of twist on Pokémon battling for Trainers to experience. The resort opened just this year and has been drawing in thousands of Trainers hoping to take on the Frontier Challenge.

At the head of each battle facility is the Frontier Brain, a powerful Trainer whose skill in battling rivals that of the Elite Four and Champion. Through his money and connections, the founder of the Battle Frontier, Scott, has brought together these seven Trainers to lead the different facilities and protect the island. The Frontier Challenge involves going to each of



The Battle Frontier

the different facilities on the island and defeating its Frontier Brain. No trainer is yet to have completed the challenge, but doing so could certainly prove them to be the strongest in the region.

Something unique about the Battle Frontier is its lack of Pokémon. Save for the pack of Smeargle that live in Artisan Cave, there are no wild Pokémon on the island or in the waters surrounding it. This has helped draw even more visitors in who can surf and enjoy the beaches without being disrupted by wild Pokémon. The island is also far enough away from the center of the region, such that it has been impacted much less by the tsunamis and earthquakes. These factors, combined with the success of the Frontier Challenge, have made the Battle Frontier the one area of Hoenn that has had a booming economy in recent years.

However, this increase in wealth and influence has not been unnoticed by the Hoenn Pokémon League, the true center of power in the region. The League sees the Battle Frontier as a potential threat to their hegemony. For now, the Frontier is active only on Battle Resort island, but they certainly have the resources to expand and put their battle facilities staffed by powerful trainers across the region. The Frontier Challenge also offers an alternative to the Gym Challenge, which has long remained the way for Trainers who come of age to make their first journeys out into the world. It remains to be seen if the Battle Frontier's success could influence the rest of the region.

Some members of the League have proposed collaboration between the two groups, suggesting they cohost Pokémon battling tournaments, or perhaps even merge the League and Frontier entirely into one organization. It is up to you as delegates to decide how to pursue relations in such a way to benefit the people of Hoenn, as well as tourists, while also protecting the power of the Hoenn League and the Battle Frontier.

The Meteoroid

Legend of the Meteors

2000 years ago, meteors struck the Hoenn region at a very high frequency. These meteors contained high amounts of raw Infinity Energy, leading to the region overflowing with the life energy of Pokémon. The Sea Basin Pokémon, Kyogre, and the Continent Pokémon, Groudon, traveled across the land and sea, consuming the meteors that had fallen across the region. Thanks to this diet, they were able to sustain a form that we now refer to



A fight between Primal Kyogre and Primal Groudon

as Primal Reversion. These forms allowed them to cause massive hurricanes and widespread droughts simply with their presence. Greedy for even more Infinity Energy, the two legends fought over the remaining territory of the region. The people of Hoenn, whose descendants are now known as the Draconids, prayed to the other legendary Pokémon of the region, Rayquaza, to save them from the

chaos caused by Kyogre and Groudon's battle. The sky dragon Rayquaza descended from the sky, defeated Kyogre and Groudon, and saved the people of Hoenn.

1000 years later, another meteor, this one much larger than any before it, struck the region, creating the crater where Sootopolis City is now located. The force from this shock disrupted the slumber of Kyogre and Groudon, who reawakened to fight over the new source of Infinity Energy. Once again, the ancient people prayed to Rayquaza, who, by consuming a meteor filled with Infinity Energy, was able to Mega Evolve and defeat Primal Kyogre and Groudon. These stories are held in the memories of the Draconid people, as well as the Sky Pillar, a great tower the Draconids built to honor their savior, Rayquaza. As they slumbered after the battle, Kyogre and Groudon ran out of the Infinity Energy required to sustain their Primal forms, and took on the weaker forms that they are regularly depicted as having today.



Rayquaza quelling Kyogre and Groudon's battle

But now, another 1000 years have passed, and a meteoroid will strike the Hoenn region once more. However, this one is much greater in size than any previous. If this meteoroid lands, it will certainly wipe out all life in the region and bring disaster to the world as a whole. This disaster was foretold by the Draconids of the past, who have passed down the prophecy



Mega Rayquazabattle

that a powerful Trainer will summon Rayquaza, Mega Evolve it, and save the world once more.

The power of technology is amazing! - Anonymous

Modern Technology

The Mossdeep Space Center is located in Mossdeep City, where regular clear weather allows for the launch of rocket missions into outer space. In addition to plans for space missions, various other space related data and experiments are contained within its walls. It was here

where scientists first detected the meteoroid and realized the threat it would present to humanity. The researchers and technology at the space center could prove useful in solving the issue of the incoming meteoroid.

The Devon Corporation is a company that produces various technologies throughout the Hoenn region. They first started by producing new styles of Pokéballs that expanded upon the original designs of the Silph Company in Kanto. They also created the PokéNav, a useful device featuring information on maps, Pokémon, Trainers, and current events. In addition to these consumer technologies, Devon Corp holds significant stakes in the mining and smelting industries of the region, being responsible for a large part of the construction of the Rusturf Tunnel.

However, in recent years, the Devon Corporation has expanded its research into Infinity Energy in order to better understand how the life force of Pokémon influences modern technology. Through this, they have discovered that Infinity Energy can be used to alter reality itself, opening holes into other dimensions. Researchers have developed a prototype for a device known as the Dimensional Shifter, with the ability to transport large objects out of our universe and into another. The technology is very risky, with testing now just beginning.

While this device seems like a viable solution to the problem of the meteoroid, it does bring about some concerns. Scientists are still unsure what will happen to the meteoroid once it goes through, with the leading theory being that it will go to the same location in a dimension similar to

our own. However, other dimensions may not have harnessed Infinity Energy to the same extent that we have, or may not even have the Pokémon necessary to produce it at all. This raises a moral concern: should this solution be pursued if it could doom the people of another planet?

Other Things of Note

Unfinished Projects Around Hoenn

25 years ago, the current Mauville City Gym Leader, Wattson; his friend, the Trick Master; and other investors came together to create a company called Greater Mauville Holdings [GMH]. The firm's purpose was to investigate ways to use Infinity Energy to help the people of Hoenn. Their first project was to repower the ruins of New Mauville. New Mauville is a sprawling underground complex whose entrance can be found on the outskirts of Mauville City. The complex was created by an ancestor of the Trick Master to provide a place for the growing population of the city to live hundreds of years ago. While the many floors and rooms of the underground city remained intact, the generator powering it was no longer functional. Seeing this, the GMH leaders wanted to explore the use of Devon Corp's newly discovered Infinity Energy as a means to power New Mauville.

Concurrently with New Mauville, GMH began work on another project: Sea Mauville. Sea Mauville was a portable research facility on a massive ship that was able to travel throughout Hoenn. There, GMH engineers experimented with using Infinity Energy to power various devices, as well as how Infinity Energy could potentially be harvested from the deep sea. However, as years passed without much progress, the company began to fall apart. Due to mysterious circumstances, the New Mauville and Sea Mauville projects were both cancelled. Now, these areas remain abandoned by humans, but have become homes to a wide array of Pokémon. Few are sure of their exact status now, as Greater Mauville Holdings went bankrupt and their leadership moved on to other work in the region. Perhaps both could be useful to solve the ongoing crises in Hoenn.

Another unfinished project is the Rusturf Tunnel. This tunnel, developed by Devon Corp, would connect Rustboro City to the center of the region, allowing for people and shipments to get between the west and center of the region easier. However, the recent earthquakes have caused numerous cave-ins throughout the tunnel, bringing the project to a stand still. If the

tunnel could be finished, it would be very useful to the League and the people of Hoenn.

The final project of importance to be knowledgeable of is the Weather Institute. Located in the jungles near Fortree City, this building houses a vast array of meteorological equipment that is used to track the weather across Hoenn. While it has received funding cuts in recent years, the current issues that the region's climate has presented have made a case that further weather research is necessary. Perhaps, the project started years ago to build a machine to control the weather could finally be completed by the Institute's scientists.

Legendary/Mythical Pokémon

Hoenn is home to numerous powerful Pokémon with the potential to shape the course of the committee and the history of the region. Not much is known about them, but here are some details the Pokémon League has collected and shared with you.

Kyogre, Groudon, and Rayquaza

Kyogre, Groudon, and Rayquaza are the three strongest Pokémon native to the Hoenn region. Kyogre, a large whale-like Pokémon who can cause powerful storms, and Groudon, a large lizard-like Pokémon who causes droughts, have been rivals for millenia. In most climactic periods of Hoenn's history, the two legends reawaken, fight, and

are then commanded by Rayquaza to return to their slumber. Another tool the legends say have calmed Kyogre and Groudon are the Red and Blue Orbs, found in Mt. Pyre. Historically, their returns have been heralded by strengthening natural disasters. With the chaos of Hoenn's climate, could the time for their awakening be upon the region once more? It is unknown where any of these three Pokémon are located.



Blue & Red Orb

Regirock, Registeel, and Regice

The legendary giants are three golem-like Pokémon created by the Colossal Pokémon Regigas millennia ago. They are powerful creatures who lived alongside humans for centuries before being sealed away out of fear. Now, an ancient tablet written in Braille has been discovered that seems related to these ancient giants. Much of the tablet is destroyed, so its exact meaning is unclear.



The Three Legendary Giants

Jirachi

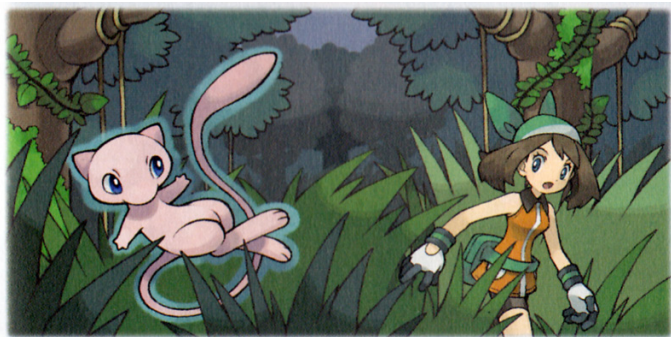
This Pokémon is a small, star-shaped creature who, according to myth, can grant wishes every 1000 years. Ancient records show the last time it awakened was nearly 1000 years ago, suggesting Jirachi could awaken and grant a wish soon, that is, if anyone can locate it. Due to its elusive nature, practically nothing is known about Jirachi's location or its method of granting wishes.



Jirachi

Mew

Mew is the ancestor of all Pokémon. Its DNA contains the DNA of all other Pokémon, allowing it to transform into any other creature and learn any move. It was first discovered by a Kantonian researcher on a jungle island somewhere near Hoenn.



Mew

Hoopla

Hoopla is a mythical Pokémon who uses rings to open up portals to virtually anywhere in the multiverse. Rumor has it that its portals have begun popping up in the remote islands of Hoenn which do not appear on maps. Its full power has been stored away in a bottle that is lost to time, but it can still cause chaos across the region if left unchecked.



Hoopla

Directives / QARMS

Environment

How can you protect the region from the earthquakes and tsunamis that are growing in strength and frequency?

What can be done to repair the damage from these natural disasters?

How can you protect ocean environments dealing with lowering sea levels and decreasing temperatures?

Should something be done to help wild Pokémon who are facing a greater challenge during migration?

How can we balance new migration patterns with human activities in those areas?

What measures can delegates take to hold nations accountable for leveraging institutional influence to maintain the status quo?

Can non-state and indigenous groups be adequately represented through state-dominated institutional structures?

Tourism

How can you boost the slowing tourist economy?

What can you do to prevent the changing climate of Hoenn from disrupting major tourist industries?

Should the Battle Frontier remain separate from the Hoenn League?

- If so, how can the two work together for the betterment of the Hoenn region?
- If not, how will it be integrated into the existing Gym/Elite Four system?

Meteoroid

How much effort should we put into dealing with the meteoroid when its effects on the region are uncertain and there are other pressing issues at hand?

Should you use Infinity Energy technology to transfer the meteoroid somewhere else?

Should you search out Rayquaza and fulfill the prophecy to destroy the meteoroid?

- If so, who will be chosen to aid Rayquaza in destroying the meteoroid?

Other

How can New Mauville/Sea Mauville be used to address the other issues in committee?

Should the Rusturf Tunnel be finished? How can it be finished with the ongoing earthquakes?

How can we utilize the Weather Institute?

How can legendary/mythical Pokémon be used to help the region?

Character Dossier

1. Roxanne

Roxanne is a Gym Leader, as well as a lecturer at the trainer school in Rustboro City. She is an expert on fossil Pokémon and even has some on her team. Her geological expertise has been useful in the construction of the Rusturf Tunnel, but with recent earthquakes, the project is at risk of a cave in. She cares about protecting her city and the tunnel from earthquake damage, as well as becoming an influential trainer and researcher through acquiring knowledge on battling and the legends of Hoenn. She specializes in Rock-type Pokémon.

2. Brawly

Brawly is the Gym Leader of Dewford Town. While not training for gym battles, he surfs the waves around the island. While he believes protecting the habitats of ocean Pokémon near the island is important, he also cares about making sure surfing remains a widely enjoyed activity in Dewford. He is here to advocate for the tourist-heavy economy of Dewford and the Pokémon who live in and around the island. He specializes in Fighting-type Pokémon.

3. Wattson

Wattson is the Gym Leader of Mauville City. Before taking the title, he worked as the chief electrical engineer on the New Mauville and Sea Mauville projects. He still believes in the usefulness of the two projects and thinks they could be key to protecting citizens as natural disasters worsen. While being here to advocate for the citizens of Mauville City, he is also hoping to play a major part in all of the projects going on throughout Hoenn. He specializes in Electric-type Pokémon.

4. Flannery

Flannery is the Gym Leader of Lavaridge Town. She is one of the least experienced gym leaders, but still brings a fiery energy to the job. In her spare time she tends to the trails near Mt. Chimney and relaxes in the natural hot springs around the town. Protecting the volcano is of utmost importance to her, as it is the lifeblood of Lavaridge. She is here to find solutions to the problems plaguing Mt. Chimney while also making herself known as a strong trainer. She specializes in Fire-type Pokémon.

5. Norman

Norman is the newly instated gym leader of Petalburg City. Despite being a qualified trainer who desired to be a gym leader for a decade, he is only now taking the position due to an incident with the Pokémon League. He has also been secretly tasked by the League to locate Rayquaza, so he has unique knowledge on the legendary Pokémon. He hopes to find and capture Rayquaza so he can be freed of his obligation and focus on becoming the strongest trainer in the region. He recently moved his family to Littleroot Town, where his son is soon to start his Pokémon journey. He specializes in Normal-type Pokémon.

6. Winona

Winona is the gym leader of Fortree City. As the protector of the rainforest the city is built on, she has massive concerns about how climate change is impacting the area. She is committed to protecting the Pokémon of the forest and sky. She has also been tasked with managing the Gym Leaders and Gym system. As the “leader of the Gym Leaders”, she is hoping to reach an agreement with the Battle Frontier to ensure the Pokémon League, with her still in a prominent role, can continue to be the most powerful battling organization in the region. She specializes in Flying-type Pokémon.

7. Liza

Liza and her twin brother Tate share the title of Gym Leader of Mossdeep City. They also have been recently named as the guardians of Mt. Pyre, meaning they have direct access to the Red and Blue Orbs used to control Groudon and Kyogre. The twins believe that the Orbs must be kept hidden at all costs, even from other members of the League. Overall, Liza’s goal is to restore balance to the region and avoid the worsening of all the ongoing crises. She specializes in Psychic-type Pokémon.

8. Wallace

Wallace is a powerful trainer who defeated the Pokémon League, but decided to take on the title of Gym Leader of Sootopolis City. In addition to being a powerful trainer, he has competed across the region in Pokémon contests, winning numerous awards. Due to his successes, he has become a celebrity across the Pokémon world, which some say has made him full of himself. He sees the oceans of Hoenn as full of beauty and will do anything to see them protected. Due to his connections with Sootopolis City and the Cave of Origin, he also has some knowledge on ancient secrets that could help in protecting the region, or destroying

it. He not only wants to change the world, he wants to look fashionable doing it. He specializes in Water-type Pokémon.

9. Drake

Drake is a member of the Hoenn Elite Four and is an experienced seaman. He became a trainer by fending off Pokémon from attacking his boats, which has made him prepared to deal with the way changing migration patterns could affect sea routes. Through his time on the waves, he has met other men of the sea like the fisherman, Mr. Briney, and the oceanographer, Captain Stern, who owe him enough favors to lend a hand. Drake's main concerns center on how the changing climate will affect the shipping routes that are the lifeblood of multiple cities in Hoenn. His ships in particular are used to transport goods in and out of the region and people to the Battle Frontier. Ensuring his dominance as a trainer, businessman, and sailor are his top priorities. He specializes in Dragon-type Pokémon.

10. Steven

Steven Stone is the Hoenn Champion and son of Devon Corp President, Mr. Stone. He is one of the most powerful trainers in the region and has travelled across Hoenn and the world, helping others as a Champion. He is a rock collector and has access to powerful and rare stones that regular trainers may not be able to get their hands on. He has faith in Devon Corp to effectively use Infinity Energy technology to deal with the meteoroid, but is also open to any other ways to help. He is also concerned with the threat the Battle Frontier poses to the influence the Hoenn League has over the region. Steven hopes to protect the region from incoming crises while also ensuring the success of Devon Corp, which he will eventually inherit. He specializes in Steel-type Pokémon.

11. Scott

Scott is the billionaire owner of the Battle Frontier. He is a Pokémon Battle lover and has put together the Battle Frontier to bring together strong trainers to battle in brand new ways. His goals center around the success of his new project and ensuring the Battle Frontier continues to grow in influence. After all, if the Pokémon League falls out of favor, he would become one of the most powerful people in the world. He honestly doesn't care too much about the environment, as long as the tsunamis, earthquakes, and wild Pokémon stay away from the Battle Frontier Island.

12. Brandon

“Pyramid King” Brandon is one of the powerful Frontier Brains of the Battle Frontier. At his core, he is an explorer, constantly looking for new adventures, new people, and new Pokémon to meet. Through his travels, he has gained knowledge on the secrets of numerous legendary and mythical Pokémon, even having captured the legendary birds of the Kanto region. He sees the changing climate and meteoroid as omens of the resurgence of legendary Pokémon ready to be befriended and used in battle. He believes Rayquaza must be reawakened to stop the meteoroid, and that powerful Pokémon must be used to bring order back to the region.

13. Anabel

“Salon Maiden” Anabel is the leader of the Frontier Brains and one of the strongest trainers in Hoenn. After awaking with amnesia due to mysterious circumstances, she joined the International Police. With them, she helped to defeat powerful Pokémon threatening the Alola region, but now she has taken leave from her police work and is using her strength to challenge trainers at the Battle Tower. Having met Pokémon and trainers from other dimensions through the International Police, she is especially morally concerned about the use of the dimensional shifter in the case of the meteoroid. She hopes to protect people and Pokémon of all kinds, while also bringing those who hurt them to justice.

14. Looker

Looker is an agent from the International Police who has been dispatched to help the Hoenn Pokémon League. Usually, when things start going wrong in the Pokémon world, it's due to the work of evil organizations. Looker has been brought in to find and defeat any sinister groups working in Hoenn. He is also sympathetic to his former coworker Anabel's cause, and hopes to see her and the Battle Frontier succeed. His main goal, however, remains in bringing order back to the region. While he is not an experienced trainer, he does have a variety of police gadgets to aid in his investigations.

15. Professor Birch

Professor Birch is a researcher who specializes in Pokémon habitats. He is one of the foremost experts on this subject, having worked in the diverse environments of Hoenn for many years. He is one of the most concerned

individuals about the changing climate, having written multiple papers on how the region has been affected. He aims to protect the habitats of all Pokémon and prevent the loss of any Pokémon species. He hopes that his research can play a key part in deciding how the Hoenn League confronts the ongoing environmental crises. Through his research connections, he has worked with many professors from regions beyond Hoenn. He is excited and nervous for his daughter, who is finally reaching the age to become a Pokémon trainer and is about to go into the world.

16. Professor Cozmo

Professor Cozmo works at the Mossdeep Space Station, where he is the chief researcher on space rocks of all kinds. He was the first one to raise awareness of the incoming meteoroid and has been hard at work to find a solution to protect humanity. Currently he is working with Devon Corp, consulting them on how the dimensional shifter could transport the meteoroid away from the planet. They are funding a lot of his current research projects, so he is committed to using the dimensional shifter to deal with the crisis. He hopes to make massive breakthroughs and be known as a great scientist by helping the region. His research connections across the Pokémon world could also be useful in achieving his goals.

17. Mr. Stone

Mr. Stone is the president of the Devon Corporation and father of Steven Stone. He has been at the head of many of the projects the company is working on throughout the region, including ones kept secret from the public. He has faith in Infinity Energy technology and believes that it could be useful to save the world from the incoming meteoroid. Devon Corp saving the region from impending disaster could be just the PR opportunity he needs to further cement the company's control over Hoenn.

18. Zinnia

After the recent death of the former lorekeeper of the Draconids, Zinnia has taken on the title, effectively becoming the leader of the tribe. She believes in the prophecy passed down by her people that Mega Rayquaza must be used to destroy the incoming meteoroid and that she will be the one to harness the legendary Pokémon's power, despite her inexperience. She believes that the natural world must be protected at all costs and that this can only be done with the ancient wisdom of her people.

19. Gabby

Gabby is a television personality known for her work with Hoenn TV, the most popular news station in the region. With her trusty cameraman Ty, she has traveled all across Hoenn showing off the stories of the region. While she is very popular with citizens, she is still under the control of her station and will need to keep the interests of both in mind. Ultimately, she is here to bring the truth to light about what is causing all of the current issues the region is facing and how the league is working to solve them. She feels that television and other forms of mass media could be key to boosting the tourism industry once more, as well as be used to spread the word on solutions to the ongoing crises.

20. Trick Master

The Trick Master is a kooky inventor who lives near Mauville City. With Greater Mauville Holdings, he was the one in charge of the New Mauville Project. That being said, he is the most knowledgeable about this resource and sees it as a way to help the people of Hoenn in the face of intensifying natural disasters. Being an inventor himself, he supports the development of new Infinity Energy technology and hopes to see it be used to improve people's lives in a variety of ways. Ultimately, his goal is to protect the people of Hoenn while also stirring up some trouble with his crazy inventions and discoveries.

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