



Disney crisis

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Introduction letter:

Dear Delegates,

We extend a warm and official welcome to this vital Crisis Committee. Your mission as junior diplomats is to resolve the dramatic villain takeover of Mickey Mouse's House of Mouse on Halloween night. Led by Jafar, alongside Captain Hook, Cruella de Vil, Ursula, Maleficent, Hades, and others, they stormed the club at midnight with "It's Our House Now!," trapping heroes like Mickey, Minnie, and the princesses in the kitchen while renaming it "House of Villains" under Chernabog's guard.

Drawing from Disney's *Mickey's House of Villains* and Halloween traditions like guising and jack-o'-lanterns, you must forge alliances, deploy creative diplomacy, and uphold UN principles of peace and justice to restore harmony to Toontown.

Your leadership and fresh ideas will shine. We wish you an engaging and triumphant session.



Introduction to the committee :

The Disney Crisis Committee is a crisis committee where delegates respond to emergencies within Mickey Mouse's House. The committee focuses on fast decision-making, teamwork, and strategic action through the use of directives only, written actions that will determine the committee's path.

This committee is divided into two opposing sides:

The Heroes of the House and The House of Villains. Each side has its own goals, strategies, and actions, and both will attempt to shape the future of the house to their advantage.

The committee's function is to manage the crisis by debating ideas with your side, reacting to updates, and approving directives that directly affect events. These directives can include security actions, secret plans, alliances, or surprise moves that change the situation in real time.

Although inspired by traditional crisis committees, this committee has expanded powers. Delegates are allowed to take bold and creative actions that would not normally be possible in a real UN body, as long as they follow the rules of the crisis. The main pillars of the committee are strategy, cooperation, creativity, and adaptability.

For many years, Mickey Mouse's House has been a peaceful and lively place where Disney characters live, work, and celebrate together. Mickey and his friends have always believed the house was safe from danger.

Unknown to them, members of the House of Villains have been secretly watching and planning to strike on Halloween. Over time, villains such as Maleficent, Jafar, Ursula, and Captain Hook began meeting in hidden rooms, sharing ideas on how to take control of the house.



Recently, things have started to go wrong. Hallways are blocked, important rooms are locked, and some heroes have gone missing. Rumors are spreading that the villains are ready to make their move.

The situation is now critical. The Heroes must act quickly to defend the house and protect its residents, while the Villains work to take over and use the house to their advantage. Every directive passed will influence who controls Mickey Mouse's House.

Historical Context (Isabela):

A horde of Disney villains crashes the party, drawn by the night's macabre spirit. Jafar (from *Aladdin*), scheming with his cobra staff glowing like a will-o'-the-wisp, plots a midnight trick inspired by Halloween's prankster guising traditions—threatening "tricks" unless threats of control are yielded. He enlists Captain Hook (*Peter Pan*), swinging aboard with ticklish Smee; Cruella de Vil (*101 Dalmatians*), eyeing spotted furs amid the candy apples; Ursula (*The Little Mermaid*), tentacles slithering like Celtic sea spirits; Maleficent (*Sleeping Beauty*), cloaked in raven shadows; Hades (*Hercules*), blue flames crackling like Samhain bonfires; Kaa (*The Jungle Book*), hypnotizing with hypnotic coils; the Queen of Hearts (*Alice in Wonderland*), demanding "Off with their heads!" executions; and others like Scar (*The Lion King*), the Evil Queen (*Snow White*), and Dr. Facilier (*The Princess and the Frog*). They bide time until midnight, the witching hour when, per folklore, restless souls peak.

Meanwhile, Donald Duck enters the club's costume contest, frantically brainstorming guises—first a pirate (rivaling Hook), then a witch (nodding to Halloween's *danse macabre* corpse costumes), finally settling on a piranha plant—competing against Goofy's comically inept efforts and Daisy's elegant vampire look. Interspersed are villain-vetted cartoons with a grim twist: *Donald Duck: Trick or Treat* (1952, souling evolved into modern trick-or-treating), *Lonesome Ghosts* (1937, haunted antics), *The Headless Horseman* sequence from *The Adventures of Ichabod and Mr. Toad* (1949, evoking All Souls' Day grave vigils), and *Night on Bald Mountain* featuring Chernabog (*Fantasia*, 1940), the demonic force of raw Halloween horror.



At midnight, as bonfire-like stage lights dim, Jafar signals the takeover with the villainous musical number "It's Our House Now!"—a bombastic anthem boasting "We're the villains you love to hate... now the House is ours to desecrate!" Hook skewers the Mickey topiaries, Cruella reupholsters chairs in faux dalmatian print, Ursula floods the bar with ink, Maleficent thorns the dance floor, Hades ignites hellfire chandeliers, and the Queen paints roses red with "blood" paint. Heroes (Mickey, Minnie, Goofy, Pluto), princesses (Belle, Ariel, Jasmine, etc.), and good guys are herded into the kitchen like trapped souls in Purgatory, while Mickey's crew is booted to the rainy streets, witnessing the marquee flip to "House of Villains" amid thunderous applause and prank fireworks mimicking Celtic fire rituals.

Mickey, Donald, and Goofy rally for reclamation, but Chernabog—summoned as a colossal shadow demon atop the roof, his wings blotting the moon like the *danse macabre*'s reminder of mortality—blocks entry with gusts and claws, forcing darker cartoons: *Hansel and Gretel* (grim fairy-tale vibes) and *The Legend of Sleepy Hollow*. Minnie sneaks in post-*Mad Mad Mad Houseparty* but gets hooked out by Captain Hook's cutlass. After the finale (*Pluto's Judgement Day*), midnight strikes again; Mickey dons his Sorcerer's Apprentice hat and cloak from *Fantasia* (1940), challenging Jafar to a wizard duel: bolts of magic clash—Jafar's crimson serpents vs. Mickey's starry cascades—ending with the hat knocked off.

Aladdin, escaping the kitchen on the Magic Carpet (lamp in tow), swoops Daisy Duck to Mickey. She rubs the lamp, sucking Jafar (screaming "Nooo, not the lamp again!") and loyal villains (Ursula bloating into the spout, Hook flailing, Cruella yipping) into confinement, scattering the rest like frightened Aos Sí. The House reverts: name restored, kitchen freed, bonfires doused to cheers. Mickey crowns Goofy—hilariously disguised as Jafar, complete with snake staff and mustache—as costume winner ("It was the scariest!"), leaving Donald exploding in quacks of rage as pumpkin confetti falls and soul cakes are shared in triumphant Allhallowtide harmony. |



Current Situation (Isabela):

The latest news on the subject is: the villains want to get revenge and are in the process of planning a new way to take over Mickey Mouse's house; however, not all the villains agree. Which side of the story will win? Will the villains' plan be good enough? Or are they just going to lose again?

Committee Orientation (Sofia):

This committee operates as a story-based crisis, where delegates guide the events of the committee through their decisions and actions. Delegates are expected to approach the crisis as if they were inside a developing story, where each directive represents a concrete action taken by a character or group.

Instead of writing resolutions, delegates will use directives to respond to the situation. These directives should clearly state what action is being taken, who is taking it, and what the intended result is. Every directive passed by the committee will influence how the crisis evolves.

The conflict between the Heroes of the House and the House of Villains can develop in different ways. It may involve defending areas of the house, attempting to gain control over key locations, rescuing characters, or preventing the opposing side from succeeding. Delegates are encouraged to think carefully about how their actions affect the overall situation.

The purpose of this committee is to promote structured debate, cooperation within each side, and thoughtful decision-making, while allowing the story to progress clearly and logically based on the directives approved.



Qarmas:

1. What is the role of your character or group inside Mickey Mouse's House, and what responsibilities or influence do they have over others?
- What are the main goals of your side in this crisis, and how do these goals shape your actions during the committee?
- Which areas, resources, or characters inside the house are most important to control or protect, and why?
- What strengths, abilities, or unique traits does your character have that could be used to influence the situation?
- What weaknesses or risks could impact your side's plans, and how could they be managed or avoided?
- How might alliances, negotiations, or secret agreements change the balance of power in the house?
- What actions could escalate the conflict, and what actions could reduce tension or change the direction of the story?

Resources (S&I):

https://disney.fandom.com/wiki/Disney_Villains

https://disney.fandom.com/wiki/Mickey%27s_House_of_Villains

Sources:

"Mickey's House of Villains (2002)". *Allmovie*. Retrieved February 13, 2024.



Walt Disney Studios Home Entertainment. "*Mickey's House of Villains* on DVD". Archived from [the original](#) on September 8, 2009. Retrieved February 5, 2010.