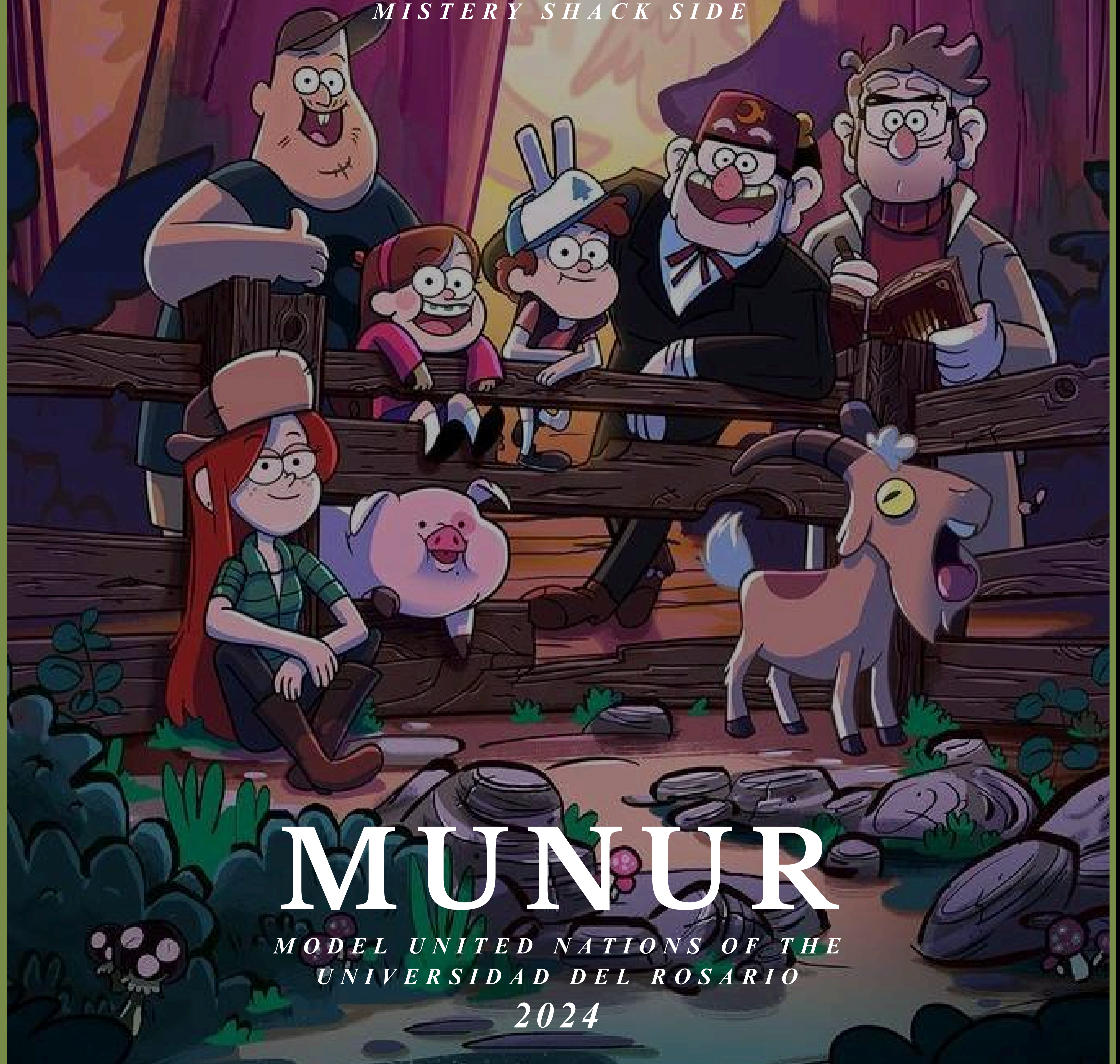


15

GRAVITY FALLS

*ACADEMIC GUIDE DCC: GRAVITY FALLS
MISTERY SHACK SIDE*

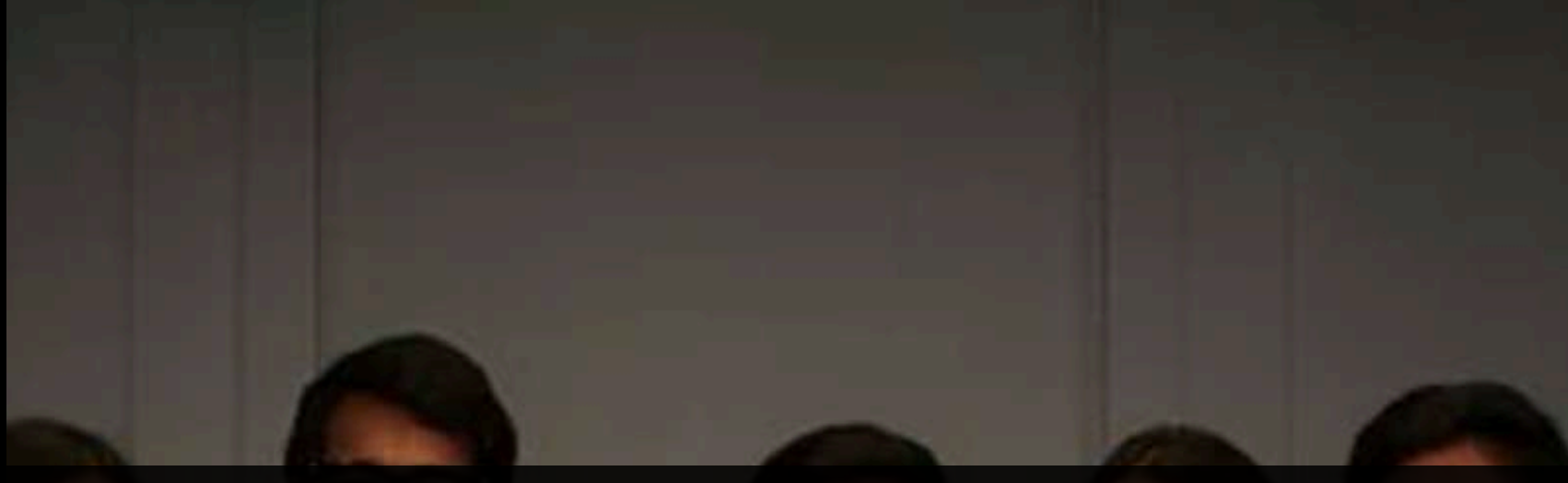


MUNUR

*MODEL UNITED NATIONS OF THE
UNIVERSIDAD DEL ROSARIO*

2024





15 YEARS OF INNOVATION





SECRETARIAT

It is a pleasure for us, Nicolás, Antonia, Julio and María Camila, students of International Relations, Jurisprudence, History, Finance and Political Science and Government, to form the 15th Secretariat of the Model United Nations of our alma mater, the Universidad del Rosario.

We are excited to present an event that transcends being more than a space for discussion about the problems that affect today's society. We are dedicated to continuing the legacy of this event, building new stories with every step we take, not only in our country but around the world.

The General Secretariat has proposed a diversity of committees with a real impact, collaborating with various local, national and international entities. On the other hand, the General Directorate has worked on the organization and rigor of a Model that will host more than 400 people, national and international, including the participation of delegations from different parts of the world.

We hope you enjoy MUNUR and obtain unforgettable learning and experiences, both on a personal and professional level. We have worked tirelessly to deliver an event that leaves a lasting mark. We welcome you to the Model United Nations of the Universidad del Rosario!

**Nicolás Amador
Peñaranda**
Secretary General

**Antonia Hernandez
Botero**
Director General

Julio Pitta Urrea
Undersecretary General

**María Camila
Salsedo**
Underdirector General

WHAT IS? MUNUR

The Model United Nations of the Universidad del Rosario, MUNUR, marks a milestone by being the first of its kind at the university level in Colombia. It stands as a space of and for students, covering different educational levels and latitudes, where the word becomes a vital exercise. It is a corner that allows students to explore the vast universe of the international system, nurturing and getting involved with the various current, historical and future problems.

MUNUR had its origins as a project created by students from the Colegio Mayor de Nuestra Señora del Rosario, who, following global trends, decided to immerse themselves in this type of academic challenges. Currently, it remains a student initiative that not only promotes healthy discussion, but also the forging of friendships, the celebration of diversity and inclusion in a world that longs to strengthen fraternal ties.

In this sense, the topics explained in this document are subject to modifications made by the MUNUR Secretariat in the exercise of its functions. Participants will be duly informed when this guide is finalized. Only the Secretary General and the Director General of the conference have the authority to make changes to this academic guide. MUNUR assumes no responsibility for erroneous statements made by other staff members regarding this document.

The Sponsor, Faculty Advisor or delegation manager of each participating institution must ensure that all their delegates participating in this committee read this academic guide in its entirety. Likewise, if a participant enters as an individual delegate, he or she assumes said responsibility. By registering for MUNUR, you accept the terms and conditions of the conference, that is, all the policies and conditions described in the Handbook and in this academic guide.

Similarly, this document contains the information that the delegates of this committee must take into account during the days of MUNUR. Here are compiled the procedural rules that both the Boards of Directors and the delegates must follow to guarantee the proper development of the debate within the committee. Together, we create a space where the voice of each student is a fundamental piece to build a more promising future.

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WELCOME LETTER

SECRETARY GENERAL

Dear young people,

I extend a cordial greeting to you.

If you stopped to read this letter, I would like to greet you pleasantly and introduce you to our model. Here you can find the way in which we make MUNUR a model that connects the old with the new. Welcome to the event of my loves, to which I gave my work and heart, welcome to MUNUR!

To begin, I introduce myself: I am Nicolás Amador, student of Political Science and History at the Universidad del Rosario and I have the honor of being the Secretary General of MUNUR. I am very happy to be part of this dream and, during these days, I want to provide you with the best possible experience, seeking to make this a committee, an SGA and an unforgettable model for you.

I have high expectations for this model. Therefore, I not only hope that you have the best attitude during these days, but also a vast academic preparation that can be your key tool to propose innovative, realistic ideas that allow you to achieve everything you propose. Remember that you will be the ones who will shape the course of your committees and the model with your decisions, so you must find a way to make the most of your qualities to achieve the objectives you set.

Something I have learned throughout my time on the circuit is that if a delegate wants to become "the best", he must seek to have integrity. An upright delegate is one who achieves a balance, one capable of managing a lobby, reaching agreements, giving memorable speeches, producing notable writing, masterfully personifying his character or his foreign policy and, above all, above, a delegate with values and who enjoys the committee in which he is participating.



Don't be afraid to take risks. After all, the point of participating in these types of events is to grow while learning and, therefore, I hope to see in the model delegates who are not afraid to defend what they believe in. Be intelligent, creative and strategic, find a way to convince others about the points you propose. Speak with confidence and self-assurance and, above all, enjoy MUNUR and make friends. Model United Nations are always excellent excuses to meet people with whom you can form great friendships.

Finally, I would like to tell you that if you have any questions, comments or suggestions, I will always be a message away.

I wish you much success and the best of luck in this great experience.



**Nicolás Amador
Peñaranda**
Secretary General

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WELCOME LETTER

UNDERSECRETARY GENERAL

Hello everyone, Hola, Bom dia gente, Bonjour, 안녕하세요, my name is Julio Pitta and I will be your Undersecretary General for this 15th edition of MUNUR. I am an eighth semester student of International Relations and second semester of International Business Administration at my alma mater, the Colegio Mayor de Nuestra Señora del Rosario. Together with Nicolas, Antonia and Maria Camila we have prepared some fantastic days and with this letter I open the doors for you to challenge yourself, to give your best and show that the stars are not the limit.

If you want to know a little more about me, I am a person passionate about languages, international cinema, African and security studies and Millonarios FC. I hope that these coming days are the most incredible for you and you feel all the excitement, you have the strength to tear down the unbreakable walls of Ba Sing Se, the resilience to look for that yellow umbrella, the will to move forward with the power of strength and Above all things, may you never stop being yourself. Fight until the end and as a Colombian movie from the 2000s said "dreams are the only worthwhile investment in life", be willing to bet everything on them, because in the end, you are the only ones who can limit your path. .

He loves and appreciates them:

Julio Pitta Urrea

Undersecretary General



WELCOME LETTER

DSG OF CRISIS

Private Directive #???

From: Mariana Valbuena Patiño (MUNUR 2024 Crisis DSG)

To: Time and space travellers

Dear travellers,

From now on, you will find yourself immersed in an unimaginable adventure that has no logical explanation, I am sure that you already know this. At this moment, I am one of the many voices you are hearing, mine being the one of the MVP agent. In order for you to get to know me a little more, I'll tell you right away that I am an International Relations and Law student at the Universidad del Rosario. From now on, I will need your help. I will need it as you are going to be the main character in this adventure of taking part in the materialisation of all of our dreams that have brought us right here in this moment of time, and I promise that I wouldn't want anyone else to entrust to do it.

- You'll become the most creative beings in the universe, just as Mabel and Dipper did, so you'll have to find solutions to everything that steps in your path in the most unique and different way. You will even get to do all of this by using resources ranging from unicorn magic to enciphered codes.
- You'll have the highest academic level going as far as being better than the actual diplomats and representatives of the United Nations Security Council, all of this while finding realistic and concrete solutions. You'll have to be as strategic as the good art of war demands while doing your best at finding peace. You can never forget to challenge yourselves to be your very best version.



- It is essential for you to try to be both the greatest and the most memorable, achieving such levels as the ones seen in a Tarantino film or a Leonardo DiCaprio Academy Award-worthy performance. It is your duty to get into such a level as the one of those stars and directors that have conquered all of Hollywood just with their wits and talents, and be worthy of every award out there.
- We expect from you, alongside my LM agent, that you get to enjoy this journey, it is one of the biggest adventures ever. It is one even greater and more challenging than King Arthur's expeditions, more entertaining than Marie Antoinette's parties, harder than the Avengers' battles or even so unimaginable as the existence of the Illuminati.
- Every one of these actions will be financed by your ideas, great interventions, best directives, and the laughs you'll take home with you after every moment during these days.
- From now on, our communications will be encrypted by the **crisis code**. This consists of every letter being changed by a symbol in the Bill Cipher roulette, later being translated by the third letter of the name of an Academy Award-winning movie and being painted by the bicolours of the flag from the country member of the Security Council according to the amount of letters in each word. You'll see a penguin at the end of my signature to confirm this code.

I hope this message gets to you as soon as possible, no matter the time or place you find yourselves in dear readers. Even so if you are in the United Nations headquarters in New York, or the installations of AMPAS or as far as a little mysterious town in Oregon . I trust you so that you take every step as stated in the last formula and manage to make your dreams come true in the most unique way possible, getting to the best journey of your lives.

Over and out, travellers.





WELCOME LETTER

DSG OF CRISIS

Private Directive #333

From: Laura Gabriela Monzón Valderrama (MUNUR
2024 Crisis DSG)

To: The Crazy Adventurers

Dear mischief-makers,

At least, that's what they call us who step into the unpredictable world of crises. This will be our way of communicating from now on because, as you well know, people hear everything. The guards don't understand us if we send letters any other way. Allow me to introduce myself; I am a second-semester International Relations student at the Universidad del Rosario. I love gender issues, human rights, movies, and tamales. All of this will be of great importance for the adventure we will embark on shortly. So, bring your pencils and paper, food for many days, and your creativity at 100.

- I'll help you escape to start an adventure like no other. We'll begin by distracting the guards by dancing the Mean Girls Christmas dance. Just like in the movie, we'll throw a radio in their faces to make them faint. After that, we'll head out the back door to freedom. Depending on the challenge you choose to face, you'll take a different door.
- Imagine this: each of you, stepping into the shoes of a Hollywood screenwriter, crafting your crisis resolution as if it were the climax of an Oscar-worthy movie. Let's bring a bit of cinematic magic to the committees, pushing the boundaries of creative thinking and challenging you to present your solutions with a touch of style.



- Also, get ready for a touch of mystery. We're introducing an "Artefact" into our deliberations: a mysterious object you'll come across during our sessions. Its mission? Let it influence your crisis resolution strategies. Expect the unexpected, and let's see how sparks of creativity fly.
- If diplomacy is more your style, don't worry; you can also contribute to that. Just don't forget that we work better in teams of two. Make your academic performance shine and build a shared sense of accomplishment. Get ready for an interactive crisis challenge. Our venue will transform into an escape room, and together, we'll navigate challenges related to international diplomacy.
- I'm thrilled that each of you is part of the best SGA we could have brought. I trust in your energy and creativity to turn all your crazy ideas into reality. So, what are you waiting for, crazy ones? Dive into this grand adventure.

With love,





WELCOME LETTER

PRESIDENT

Greetings,

My name is Alejandra Lecaros and I'll be your dais on this committee. It gives me immense pleasure to extend a warm welcome to you as you embark on this exciting academic journey with us.

It is a pleasure for me to receive you and give you a cordial welcome to this edition of MUNUR. I am currently studying law with a major in international business and public management at the university that you will visit on this occasion, in addition to a North American bachelor's degree & business school at San Ignacio University in Miami Florida, with my academic training it sought to project me to perform in my professional field with honour and integrity, in addition to key knowledge and skills that allow me to contribute to the development of my country and the world, I firmly believe that law is a powerful tool for the transformation of different global realities and I am convinced that the future does not belong to those who seek what the world can offer them, but to those who work hard every day to see what they can offer the world, I want to be part of that change, and I'm sure you do too.

I consider the model as a great addiction that came to me along with the first signs of my vocation, showing me a new reality in which young people can get involved both in international politics and in global issues of utmost importance, making the world visible as it is. as it is, its virtues and its defects, it makes us aware while promoting the development of our skills, definitely a key tool in terms of the training of global leaders, it has genuinely become one of my favourite activities due to the diversity of mechanisms that I have managed to know and develop throughout the various committees and how this has allowed me to grow professionally



Entering into the world of crisis is both thrilling and challenging, and we are thrilled that you have chosen to join us in pursuit of knowledge, growth, and excellence; we are committed to providing you with the guidance, resources, and support you need to thrive. In closing, I want to once again extend my warmest welcome to you. The road ahead may be challenging at times, but rest assured that you are not alone. Together, we will explore new ideas, overcome obstacles, and achieve great things.

I'm so excited to share with you these days and can't wait to see the results!

See you soon

Alejandra Lecaros

President

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WELCOME LETTER

PRESIDENT

Dear fallers,

Welcome to Gravity Falls, Oregon, and welcome to MUNUR 24 a space to show your ideas and reveal yourself until we achieve our goal. My name It's Sarah Diaz and I will be your board president for this committee. I am a student of International Relations and Political Studies, at the UMNG. A fun fact is that I am a ballroom dancer in Latin modality and urban dance. I often find myself in crisis committees because I love them (*and some say being in crisis is my natural state*). That's why I'm delighted to have you in this space if it's your first time delegating to a crisis committee or the second or the millionth, I just hope that this committee is to your liking and makes you fall in love with the SGA as much as I do. Take it as an opportunity to learn something new or reinforce the multitasking that being on a crisis committee requires. Get ready to relive history and transform it. I can't wait to see your ideas on development and functioning in the committee, let's make this summer at the Mystery Shack one of the best things ever.

Trust no one,

sincerely yours,

Sarah Díaz
President

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(+57 3212299428)





WELCOME LETTER

CRISIS CENTER

Hello delegates!

My name is Juan Esteban, and I will be your Crisis Co-director in Gravity Falls, MUNUR 2024. Quick trivia: I am 21 years old, a student of International Relations at the Military University, currently in my seventh semester, and my favourite food is broccoli. With internships on the horizon, MUNUR will be one of my last ventures into the wonderful world of the UN, a world where I learned, grew, and thoroughly enjoyed.

Therefore, I eagerly look forward to seeing you soon and collectively making this committee an experience we will fondly remember in the future. Get ready to experience firsthand the bizarre world enclosed in this small town in Oregon called Gravity Falls, and remember that the greatest treasure these scenarios offer is the wonderful people we encounter along the way.

Juan Esteban González
Crisis Co-Director
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WELCOME LETTER

CRISIS CENTER

Dear delegates,

welcome to a summer of mysteries in this edition of MUNUR 2024. My name is Jose Alejandro Gutiérrez, and I will be the Crisis Co-director for the GAC of Gravity Falls. I am a sixth-semester physics student at the University of the Andes; about me, I can highlight my love for movies, philosophy, and cheesy jokes. I hope that throughout this committee, you can work cooperatively, honestly, and creatively, taking advantage of all the tools offered by the oddity of the little town of Gravity Falls, making this a pleasant and dynamic committee for all participants.

Finally, I extend a warm welcome to MUNUR 2024, know that for any questions, we are here to support you, and enjoy this committee that we have created with so much dedication and effort. Thank you, good luck, and welcome to Gravity Falls!!! A town where nothing ever happens...

José Alejandro Gutiérrez
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ABSTRACT

Gravity Falls is an American animated television series created by Alex Hirsch for Disney Channel and Disney XD. The series follows the adventures of the twins Dipper and Mabel Pines who spend the summer with their great-uncle Stan in Gravity Falls, Oregon, a mysterious town full of paranormal incidents and supernatural creatures. In this case, this is a GAC, a bilateral Deputy Crisis Cabinet, belonging to said SGA and is made up of two sides: the Mystery Shack side and the Bill Cypher side. It is historically situated in the 17th episode of season 2 (37th episode of the series) «Dipper and Mabel vs. the Future», which means that all the delegates have the resources that the characters had until that moment of the series, and the storyline will develop in that context.

The delegates, through both public and private directives, establish objectives that they will have to meet in order to manage history and shape it with the great objective of defeating the other side with the least losses and the greatest possible profits while solving the different crises that will be presented to you throughout the sessions. The Mystery Cabin side is made up of Mabel and Dipper's friends and allies throughout the series, and together they must face their greatest threat, Weirdmagedon caused by their main enemy Bill Cypher, who will be in the hands of each delegate to make the near-apocalyptic event end with the victory of their own characters.

Keywords: Mysteries, Oregon, Weirdmageddon, Prophecy, Dimensional Fissure, Bill CIPHER, Pines Family, Mystery Shack, Reality, Paranormal, Adventures.



ABOUT THE COMMITTEE

INTRODUCTION TO THE COMMITTEE

Encrypted message: W4K4 W7KK7 cryptogram

Gravity Falls, Oregon

Darling,

There have been rumours around town that something strange is going to happen, you know, Gravity Falls and all its magnetism to the unusual. I've been reading in the town library and found out that it's about Weirdmageddon, an event caused by an extra-dimensional entity called Bill Cypher; According to what we have seen, there is a Dimensional Fissure that can cause all of Bill's friends to come to this dimension, and the worst of all is that it is cracking, only a material as strong as something "out of this world" can repair it, however If it falls into the wrong hands it could generate the chaos we fear so much.

You might wonder what Weirdmageddon is, well, it is an apocalyptic event prophesied a billion years ago that could happen because of the Dimensional Rift, this would cause all the monsters of the Nightmare World and Bill's friends to take on a physical form, have the strength and control of reality itself.

Through ideas, proposals, and exploration of different perspectives, the committee will contribute significantly to the development of viable recommendations for this operation of stopping the other side from controlling reality with its craziness

With that being said...Be careful, set your goals, and fight as if your lives depend on it because that's how it is.

my sincerest luck.

HISTORY OF THE COMMITTEE

Gravity Falls is a series created by Alex Hirsch, “The series, created and executive-produced by 2007 California Institute of the Arts (CalArts) graduate Alex Hirsch ("Fish Hooks," "The Marvellous Misadventures of Flapjack"), is a production of Disney Television Animation.” The plot of the series is set in the Pacific Northwest woods, the animated series features supernatural elements of adventure and mystery, inspired by the real-life summer trips shared by Hirsch and his twin sister while visiting relatives as kids.”

The inspiration of Hirsch to do the series according to Lagares (2020) was based on the life of its creator: the protagonists, the twins Dipper and Mabel Pines, are inspired by Alex's relationship with his twin Ariel. The village where Gravity Falls is set is also based from the cabin of a neighbour whom he lived next to when he was a child. He took the personality of his boy as inspiration to create his own Stan, because he was a mysterious man whose stories he liked to tell.

The plot develops the story of the twins, Mabel and Dipper Pines, and their

Image 1: Alex Hirsch



Source: Comicartfans

Image 2: Pines Family & friends



Source: Hipertextual

adventures in their new and weird surroundings. They live with their Grunkle Stan, who has an enormous passion for making money out of the weirdness of the town, especially at the “tourist trap”, the Mystery Shack. Despite the siblings not expecting an out-of-this-world summer, they lived many adventures which peaked their interest in the town.

“However, summer becomes much more interesting for the siblings after Dipper inadvertently uncovers a cryptic journal that offers insight into the strange and wondrous mysteries of Gravity Falls. Before long, Dipper begins noticing the town's idiosyncrasies, and with the book in tow and his enthusiastic desire to defeat evil, he sets out to investigate the village's secrets. Trapped together in the small isolated town, the siblings quickly realise they need each other to battle the imminent mysteries lurking in Gravity Falls.” (LatAm, 2015).

OBJECTIVES OF THE COMMITTEE

As you can probably tell, the committee is one with multiple options to develop, especially in the storyline regarding the Weirdmageddon. With that in mind, we have these objectives in mind for our side.

- **Finish the Weirdmageddon:** You need to be aware of the apocalyptic menace that Bill Cipher presents: learning all details about what he likes, what he does not like, and why he is doing it; calling for a council of friends; planning for surprise attacks with craftiness and courage; reinstating justice by flipping chaos back onto itself after dealing blows to the demon. With unity in purpose, devoid of uniformity but not uniqueness. You must stop his evil scheme from materialising and prevent any harm to the people in your town while salvaging the situation.

- **Let out Mabel from her bubble:** One of your objectives is releasing Mabel from the bubble. With Mabel's life hanging in the balance, her entrapment acts as motivation for all of you to confront Bill Cipher and stop his evil plans. Mabel's unique perspective and unwavering positivity are key factors in the group's success; thus it is crucial that she be freed— not only for her own sake but for the mission to end Weirdmageddon and save Gravity Falls. Freeing Mabel should not just be about rescue; it should symbolise hope, restoration effort and defiance against the doom they are all facing as well. In support of such a symbolic act would mean all members rallying behind it to fight against their archenemy Cipher, which culminates into an expression of unity, strength and resolve, leaving no room for any form or shape of negativity among them.
- **Send Bill Cipher and his friends back into the dimension they belong to:** The danger presented by these beings to the town is of extreme importance. Bill Cipher is a malevolent force, a harbinger of chaos in Gravity Falls. His involvement in Weirdmageddon leads to untold destruction within the town's populace. However, by banishing Bill Cipher along with his cohorts back to their dimension, the characters aim at restoring peace and security to their town. An action that would prevent any future retaliation from him; eliminating any further misdeeds he may orchestrate against Gravity Falls and its people. Taking down Bill Cipher's future machinations while preventing him from causing additional harm to the residents or town will be an important task of banishing Bill Cipher; this makes expelling Bill Cipher along with his allies not only a tactical goal but also an essential step towards safeguarding the well-being of the people living in Gravity Falls, hence sending them all back.



ABOUT THE TOPIC

TOPIC

The Raromageddon is an apocalyptic event where a mysterious triangle-shaped portal will take us to the realm of nightmares inhabited by monsters, under the command of Bill Clave. It all began the day Stanford arrived in Gravity Falls, guided by his ambition for mysteries, as this town was the nucleus of alternate realities, which would give him the opportunity to expand his research. On a relatively normal day, Stanford goes into the forest to search for answers, finding a cave with a language and strange symbols that were not meant to be read. However, curiosity led this man to delve beyond the writings, discovering the greatest and oldest power in the history of mankind. The mere existence of this power is a danger to the universe, for it is one of the most powerful and insane demons in history.

Because of the madness and the lack of laws in Bill's dimension, which he loves, he decides to look for another place and another reality, which he could conquer and rule. He chose planet Earth, where humans live. His first contact with them was with the natives of Oregon, USA, more specifically with the shaman of one of the tribes in the area, called Modoc. The shaman asked him to create a dimensional machine, which would connect the dimension of nightmares with the dimension of humans. Modoc did so, but upon seeing Bill's true intentions, Modoc decides to abandon the project and leave a record of the evil plan in his cave as a warning for future generations.

Seeing that his plan failed, Bill continued to try to contact other people in the community, but the natives already knew his objectives. Through the Zodiac they gathered all the information to cut off Bill's communication with this dimension, declaring the land of Gravity Falls cursed and uninhabitable and then abandoning it until the arrival of Quentin Trembley, the founder.

Ford, who was born with a six-fingered hand, was always interested in the weird. When he got a research grant of his liking, he decided to go to Gravity Falls, a town with strange happenings. The cave in which Bill Cypher's information was found was found by Ford Pines, desperate to have all the knowledge of the strange phenomena of Gravity Falls. Bill took advantage of Ford's obsession and they made a deal. Bill could live in Ford's head and take possession of his body in exchange for giving him all the answers in the world. However, Ford was to build the dimensional rift to allow Bill to pass into reality. Throughout the construction, Ford only communicated with Bill in his head, which frightened one of his co-workers, Fiddlefort Hadron McGucket. Although he was initially thrilled to be Stanford's assistant, he eventually realised that something wasn't right.

On 18 January 1982, Ford and Fiddleford conducted their first test with the active machine, which quickly went wrong when the dummy placed in the portal dragged Fiddleford with it. Although his experience inside the device was brief, Fiddleford returned horrified at the visions he had endured while inside (specifically, Bill Cipher removing his exoskeleton to feed), predicting that an apocalyptic catastrophe would occur if the portal reached its full potential. This was due in part to witnessing the Nightmare Realm (Gravity Falls Wiki, 2024).

TOPIC INTRODUCTION

In the sleepy town of Gravity Falls, a quaint and seemingly ordinary place, an extraordinary series of events unfolded with the arrival of Bill Cipher, a chaotic and malevolent interdimensional being. After a series of unfortunate events with the Pines Twins, it created this cataclysmic event known as Weirdmageddon, where the fabric of reality itself was torn asunder, unleashing chaos, uncertainty, and unparalleled strangeness upon the once serene town.

At the core of our debate lies the question: What are the implications of Weirdmageddon? Was

it merely a fantastical narrative device crafted by the show's creators, or does it offer profound insights into themes such as the nature of reality, the battle between good and evil, and the resilience of the human spirit? or the Weirdmageddon as a metaphorical representation of the struggles we face in our own lives, where we are confronted with unforeseen challenges that test our resolve and force us to confront our deepest fears.

Let's embark on the series of events that led to this moment and will forge the future of our protagonists in this town.

HISTORICAL CONTEXT

The weirdmageddon was a prophecy, a prophecy apocalyptic event featuring a triangle-shaped portal that is the Realm of Nightmares with intergalactic monsters including Bill Cipher, this creature is a three sided demon who wanted at all costs to rule the entire multiverse in a way where all the weirdness and chaos rule.

But this wouldn't be possible without the occurrences before this. Everything started when Stanford Pines came back to his origin dimension, despite the big problems that it implied finally after returning the portal created a fissure in the time-space that represented a big risk not only to Ford Pines, because of his background with Bill, but for the whole family and in general for the whole universe, because that crack was the key that Bill needed to enter to this dimension, to trespass the “dream world” to the physical world.

The entire family prepares with lots of effort for the possible arrival of Bill and all his “friends”, protecting the house, their brains (just to give some examples). with that, they have one thing left: protect the crack from his hands, it was a really fragile object that in the wrong hands could end with the apocalypse.

It's almost the end of summer and Dipper and Mabel not only are excited about their future but have some ideas for their birthday arriving really soon. Mabel takes charge of the “party operation” while Dipper goes with his Gruncle Ford to seal the crack with a special glue. After a few uncomfortable encounters with friends, Mabel is not as excited for the future as she was at the beginning, she looks for comfort in his brother, only to find out he wants to stay in the town to study the multiple rarities of the town and become a good scientific investigator, just as Ford. That breaks Mabel’s heart. The situation evolves badly when after a discussion between the two twins they fight breaking apart in different directions. In the middle of that, Mabel runs to the middle of the forest with what she thinks is her bag, but unfortunately she grabs Dipper’s backpack.

After Dipper realises that too, runs after his sister, in his backpack is the crack and after sometime crying Mabel decides to “exchange” this element for a few days more of happy summer memories, giving it to Blendin, the time traveller, but only to be shown to us that was in reality Bill controlling his brain, that means he has all the power now, and it's up to someone to save this town before the weirdmagedon conquers the whole universe.

CURRENT SITUATION

Although for many years it was just a simple prophecy, the arrival of the end of summer would bring about an apocalyptic event. As Mabel plans her birthday party she realises the daunting future that awaits her, high school, entering adolescence and leaving her friendships in the village behind. She hopes that in the company of her brother, Dipper, everything will be as pleasant as before.

However, she mistakenly overhears a conversation about the future scientist in Gravity Falls, destined for her brother, which means she must return home alone. In the midst of the news,

Mabel runs into the woods to avoid her problems, but meets Bill, an unconventional fellow, who poses as her friend, the time traveller. Bill, through this ingenious image, convinces her that she can extend the summer as long as she wishes. All she needs is a crystal ball belonging to her uncle, which contains the dimensional fissure that will allow her to open the portal between the two worlds.

Mabel, unaware of the risk, leaves the rift in the subject's hands, thus unleashing the beginning of the Raromageddon. Currently, we find ourselves at the beginning of the prophecy, where all the villagers are being captured and taken to Bill's fort while everything changes shape and the monsters are creating a new space for their amusement. Finding a way out of this small place and containing any rebellion is paramount to carrying out any plan.

It is historically situated in the 17th episode of season 2 (37th episode of the series) «Dipper and Mabel vs. the Future», this episode starts with the historical context given above.

RELEVANT ACTORS

Image 3: Dipper Pines



Source: (Gravity Falls Wiki, 2024)

DIPPER PINES

He is one of the main characters of the series, he is an intelligent 12-year-old boy who finds a diary on the first day of summer and decides to follow the strange mysteries that the book suggests in town making his summer an adventure to discover the owner of the diaries

Characteristics: Mystery shack side, with no powers, has the third diary, high IQ.

Image 4: Mabel Pines



Source: (Gravity Falls Wiki, 2024)

MABEL PINES

She is one of the main characters of the story, along with his brother, Dipper, she follows the strange creatures inside town, as she looks for friends and a love interest for a “summer-love-like story”, she likes dumb humour and matches more with his Grunkle Stan personality

Characteristics: Mystery shack side, with no powers, she has lots of creativity, good with crafts and has a pet called Waddles (is a pig).

Image 5: Grunkle Stan



Source: (Gravity Falls Wiki, 2024)

GRUNKLE STAN

He is the Great Uncle of the Twins Pines, he is a con artist who has made a lot of money by scamming people. He owns The

Mystery Shack, a mysterious shop full of supernatural objects, and makes a living by scaring tourists. Stan has a very strong personality, but he is also a very loving family man who cares deeply about his family... in his own way

Characteristics: Has delinquent abilities that could be useful, has more physical strength and is a man whose ling could pass everyone

Image 6: Stanford Pines



Source: (Gravity Falls Wiki, 2024)

STANFORD PINES

The great-uncle of Mabel and Dipper. He is a brilliant but eccentric scientist who has made many scientific discoveries but is sometimes too involved in his work to worry about other things that generate problems with his family and mainly his brother Stanley.

Characteristics: Intelligence, responsibility, works with neuroscience and knows everything about the town mysteries

Image 7: Wendy



Source: (Gravity Falls Wiki, 2024)

WENDY

Is a 15-year-old girl who works at the Mystery Shack in Gravity Falls. She is tough, independent, and confident, but she also cares a lot about her family and friends.

Characteristics: Body combat and strong physical abilities that make her amazing for competitions that require strength and stamina

Image 8: Soos



Source: (Gravity Falls Wiki, 2024)

SOOS

Soos is a 22-year-old young man who works as a maintenance worker at the Mystery Shack. He is simple and innocent, but also very kind and helpful. Soos is also the only person who knows all the secrets of the Mystery Shack.

Characteristics: Repairing things is one of his abilities

Image 9: Bill Cipher



Source: (Gravity Falls Wiki, 2024)

BILL CIPHER

Is the central antagonist of the series. He is a powerful dream demon who wants to rule the entire multiverse. His powers are very diverse, as he can create powerful illusions, control minds and bend reality to his will. Bill is also very unpredictable and chaotic, making him a very dangerous enemy to face.

Characteristics: almost unlimited powers



PROCEDURE

BATTLES

For this committee, events will be handled outside of the debate sessions, where the delegates, through a special document called Hour of Madness, which is a type of battle card that the delegates will be able to challenge a delegate from the other side to a battle that the center will provide them with and the winner will receive special feats that will be useful throughout the story. Each of the challenges will be related to the most important events and battles in the series.

This resource will last 10 to 12 minutes with a maximum of 1 battle per committee session. In the battle, a maximum of two delegates will be allowed per side, who will be accompanied by one of their respective tables and a center person. This with the objective of qualifying and supervising the confrontation, and that the course of the committee is not suspended. The battle will have to be done at least 20 minutes before ending the session.

Types of battle: Dance, karaoke, mimicry, choppy culture, stripe, etc.

Structure

From: (Character or characters who are proposing the battle)

To: (Character or characters who are challenging), (strategy center)

Introduction

- **Why are they requesting the battle?**
- **What kind of battle will it be?**
- **What are they going to gain from that battle?, apart from the skills that the center will give them**
- **Place, date and time of the battle.**

Signature of the characters who requested the battle.

DIARY POWER

The diary power is a tool in which delegates will be able to request information about specific sections of the three diaries in the series. The center will have control of the three newspapers. Remember that within these books we can find very important information about the different creatures that inhabit Gravity Falls, as well as methods of invocation and control of the entire reality of humans.

The format of the journal power will be the same as the portfolio power, which is found in the MUNUR 2024 Handbook.

Structure

From: (Character) To: (Strategy Center)

Introduction

- Questions regarding newspapers.

Companies

ENCRYPTION TIME

With the nature of the committee encryption is really important (and not just for public and private directives) this time the character will have to use all his power to solve a puzzle related to some encryption of the updates, it is up to the delegates to decrypt that information to that they may have some advantage over the other side.

I CALL THE GLOBNAR!

Globnar is described as gladiatorial time combat, is a contest used in the future for accused people to find justice, for the winner a prize that the center of strategy will decide while, the contestant decides the fate of the loser.

DOCUMENTS

PUBLIC DIRECTIVES

Documents that are the responsibility of the entire committee, therefore, require approval by means of a substantive vote to be sent to the strategy center. These, like the private directives, will be used for updates and resolution of the committee's crisis arc. The formal procedure for public directives is found in the MUNUR 2024 Handbook.

PRIVATE DIRECTIVES

They are private documents of the delegates in which they can carry out actions that affect the committee privately. These are managed through note packs and will be directed to the strategy center. They will be used as updates and will assist in the committee's final resolution. The formal procedure for private directives is found in the MUNUR 2024 Handbook.

JOINT PRIVATE DIRECTIVES

It fulfills the same function as private directives; however, these can be worked on with another committee delegate in secret. The formal procedure for the directives is found in the MUNUR 2024 Handbook.

PORTFOLIO POWER

Portfolio power is a document, public or private, developed with the purpose of accessing information that only the strategy center has. These documents will allow the delegate to learn more about your character, skills, budget, etc., in addition to obtaining more detailed information about the committee's crises. The formal procedure is found in the MUNUR 2024 Handbook.

AMENDMENTS

It is the document in which delegates will have the opportunity to add important points to the public directives that are on the table. These amendments will be received before voting on the document and must be approved by the sponsors of the board. The amendment format is found in the MUNUR 2024 Handbook.



QARMAS

Throughout this guide, information was provided for the development of the committee, however, the following questions must be asked about the topic and the committee.

- What were the biggest mistakes and successes of the side throughout the conflict?
- What key eras can change the destiny of history?
- What can the side do to prevent Bill's survival and his nightmares?
- What goal can your character achieve after weirdmageddon?
- How can we avoid the infiltration of traitors into the cabin taking into account that there are creatures that can support us?
- What strategy can you design individually or jointly?
- What are the advantages and disadvantages that the character has?
- What resources does your character have to navigate the story? (economic, social, administrative, etc.)
- Is there any entity that can support the interests of the side or the character?
- Who are the characters closest to yours?
- How can your character benefit this side?
- What strategy would he design to have the support of the citizens of the other side?

GLOSSARY

Weirdmageddon: The event that says the end of the world will occur when a creature of another dimension arrives.

Diary: The book that Dipper found in the first chapter of the series, that has lots of secrets about gravity falls creatures.

Cryptogram: It is a symbol or word puzzle featuring encrypted text that the user decrypts to reveal a message of some sort. Once used for message security, cryptograms are now typically only used for entertainment purposes in newspapers and magazines. Cryptoquotes and cryptoquips are common variations that feature quotations. Cryptograms in newspapers and magazines are usually based on a simple substitution cipher often replacing each letter in the alphabet with a different one. (Wigmore, 2017) There is a cryptogram during the credits of each episode. They use Caesar ciphers, Atbash ciphers, the A1Z26 cipher, and keyed Vigenère ciphers.

Simbology: The study of use of symbols such as cryptography.

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From our recommendations it wouldn't hurt if you watch the series one more time ;), also look for the best YouTube channel about animated series that has some theories or explanations about the topic.

with that being told I suggest you look out for these sites:

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15 YEARS OF TRADITION

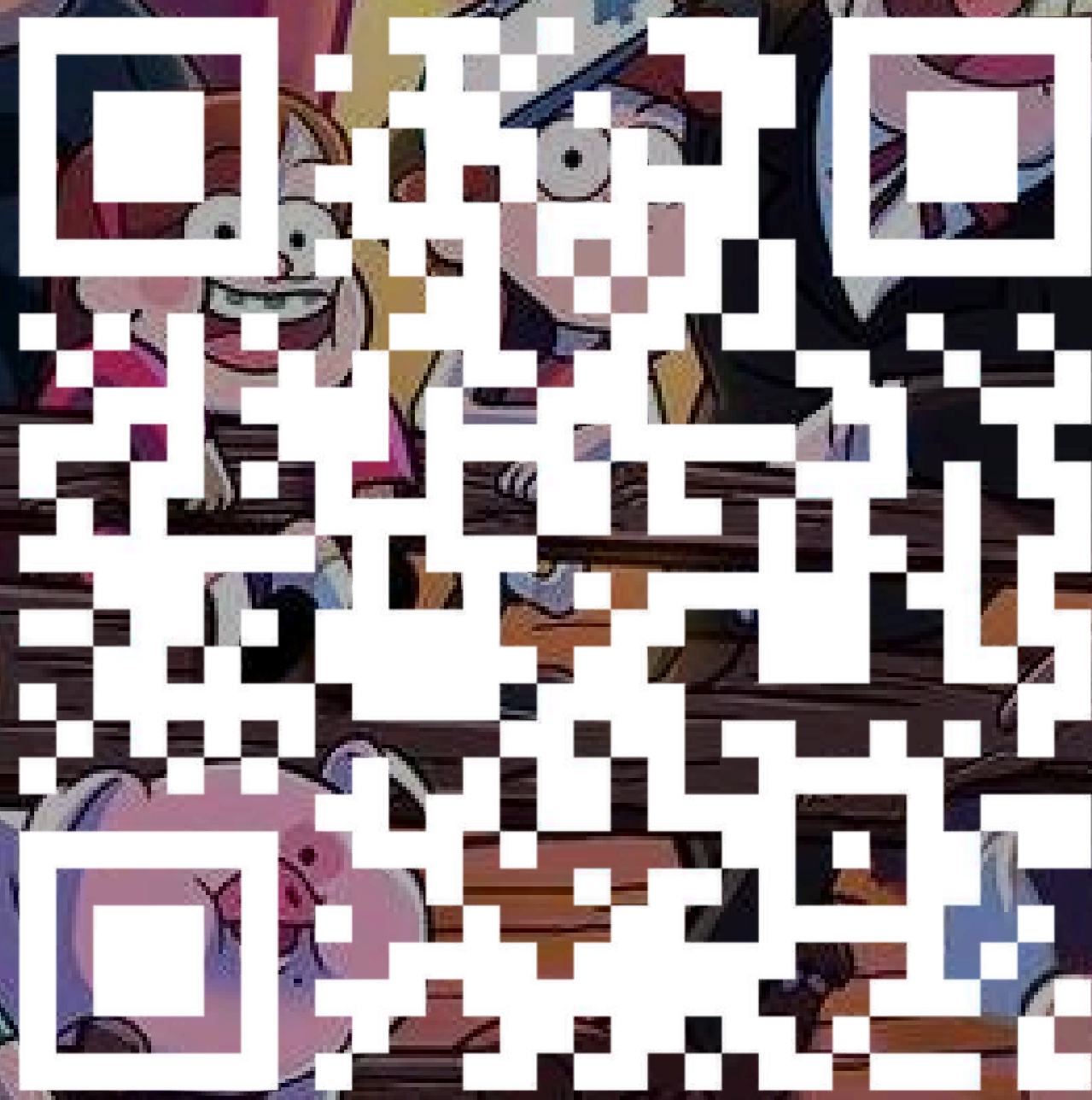




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GRAVITY FALLS

*ACADEMIC GUIDE DCC: GRAVITY FALLS
MISTERY SHACK SIDE*



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