

## **Crisis Committee: Shrek 2.5**



# **JACKRABBITMUN III**

**L.B. POLY - MAY 22nd**

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# HEAD CHAIR LETTER

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Dear Esteemed Delegates,

Welcome to Jackrabbit MUN III and our Shrek 2.5 crisis room! This room has been living in my brain since my very first Model UN conference in my sophomore year, which, oddly enough, was a crisis committee on prison reform. After the conference, a few other delegates and I were carpooling home with our club sponsor in his minivan (MUNivan) with TV screens on the back of the headrests. When asked if we wanted to choose a movie, we of course decided to watch Shrek 2. After a rousing debate over whether Shrek or Shrek 2 is the better movie—in my opinion it's Shrek 2 all the way—I couldn't stop thinking about how fun it would be to do a Shrek crisis committee. With that, Shrek 2.5 was born, and I feel so lucky to be your head chair and bring my dream to life.

Anyways, when I'm not doing Model UN I'm working at an independent bookstore, reading, watching old movies with my dad, or making ridiculously long Spotify playlists. I am an avid participant in LB Poly Drama, and am currently directing a play I wrote to be performed this Spring. On top of playwriting, I am currently developing a historical comedy television show, set in 1800s Prussia. I am a senior, and will be attending Wellesley College next fall to study history!

Above all, I want this to be a fun experience for everyone and a respite from all the stress of this year. That being said, feel free to reach out to me with any questions, concerns, or confusions and I will resolve them. Don't let the length of the background guide intimidate you, there's tons of pictures and video links to make it a fun experience when reading. I look forward to seeing you all May 22nd for debate!

Sincerely,

Audrey Moor

Shrek 2.5 Head Chair

[audreymoor@icloud.com](mailto:audreymoor@icloud.com)



# CRISIS DIRECTOR LETTER

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Esteemed Delegates,

I'm Jack Donaldson and I will be your crisis director for this conference. I'm a junior and this is my second year in MUN. Crisis conferences are easily my favorite because of how much more power delegates have in shaping debate and how it forces people to improvise. When I was asked if I would like to be the lead crisis for this committee, I jumped at the opportunity. Aside from it being a crisis, this room also revolves around one of the best animated movies ever. This committee is not just unique in that it has a silly premise, there are things that differentiate it from anything that I have ever seen in MUN before! I am honored to have worked with so many talented people to put this room together and hope you all can appreciate their hard work too.

Aside from MUN and school, I also enjoy my free time watching and appreciating TV shows and movies. As you might guess, this room is the convergence of many of my hobbies and interests. I truly believe this room —this conference— will be unlike any you have ever been in before. I look forward to seeing you all in debate and especially to reading your fantastic directives (don't be shy, send as many as you can)!

Sincerely,

Jack Donaldson

Crisis Director

jack.donaldson.phs@gmail.com





# POSITION PAPER GUIDELINES

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## JACKRABBITMUN POSITION PAPER GUIDELINES

- Position Papers are due at 11:59 PM on **Sunday, May 16th, 2021** in order to be eligible for **research AND committee awards**.
- Position Papers are due at 11:59 PM on **Friday, May 21st, 2021** in order to be eligible for **committee awards ONLY**.
- Position Papers can be submitted through the committee email:
  - Email to: [shrek.jackrabbit@gmail.com](mailto:shrek.jackrabbit@gmail.com)
- At the top of each paper, include your character's name, first and last name, and committee.

Puss in Boots  
First Last  
Shrek 2.5

- Papers should be emailed as a PDF file.
  - Paper content should also be copied and pasted into the body of the email so it can still be graded in the event of any technical difficulties
  - Please name file and subject line of email [Committee\_Character Name]
    - Ex. Shrek 2.5\_Puss in Boots
- Papers should be 1-2 pages in length with any additional pages for citations.
- Papers should be single-spaced in Times New Roman 12 pt. font and include no pictures or graphics.
- Please include the following sections for each committee topic:
  - Background
  - Position of your Character
  - Possible Solutions

If you have any questions or concerns, please email your chair ([audreymoor@icloud.com](mailto:audreymoor@icloud.com))



# INTRODUCTION

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## **A Brief Note**

To best shape the world of Shrek into a well-rounded Model UN debate, the dais and crisis team have worked hard to add to the canon. Not every detail in this background guide is in the movie universe, in fact we added quite a bit! It is not necessary to watch, or rewatch, the movies to participate and do well in this debate. We designed this room to ensure that delegates who cannot watch the movies will be at no disadvantage. Everything you need to know is right here in this document. We also added to the canon universe to make sure each character is as strong as the next. Minor characters have been expanded upon so they have just as much interest, fun quirks, and influence as Shrek himself, and we even created three new characters (General Cleisthenes, General Alonzo, and Seelie Madira) to set up the best possible debate we can.

## **Committee Objective**

Work with like-minded delegates to establish your preferred form of government in Far, Far, Away while not losing sight of your character's personal goals. Obtain magical items and potions to further your agenda and hinder your opponents. Everyone wants something, and will stop at nothing to get it.



# BACKGROUND

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One month ago, the defeat of Fairy Godmother by Shrek and his cohort left a power vacuum in the Kingdom of Far, Far, Away. The hereditary monarchy that rules the land is having its power questioned, and without the Fairy Godmother's manipulations to keep the kingdom in line, anything is possible. The kingpin of Far, Far, Away has fallen, who will take her place?

## **Fairy Godmother's Defeat**

\_\_\_\_\_ This scene can be viewed via this link: <https://youtu.be/UgiK8333Npo>.

When Fairy Godmother attempted to trick Fiona into marrying her son, Prince Charming, her plan backfired. Charming was meant to pose as the human form of Shrek to win Fiona's heart and secure his place as the future King of Far, Far, Away. Fairy Godmother accounted for Fiona sensing something off about this new, human Shrek, so she blackmailed Fiona's father King Harold into slipping love potion into her tea. This potion was meant to force Fiona to fall in love with Charming (who was still posing as Shrek). She told Harold that if he didn't give Fiona the potion, she would turn him back into a frog. Years ago, Harold became indebted to her when she cast a spell that turned him into a human and he feared losing the love of his wife Lillian, and his position as king, if his amphibian secret was revealed.

The plan would have worked perfectly, but King's Harold's love for his daughter trumped his fear of Fairy Godmother and did not give her the potion. Meanwhile, Shrek and

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his band of fairy tale characters (Donkey, Gingerbread Man, Puss in Boots, Pinnochio, Big Bad Wolf, Three Little Pigs, and Three Blind Mice) stormed the castle. They knew Charming was stealing Shrek's identity, and set out to reveal that Charming isn't the real Shrek. They bravely fought their way onto the castle grounds but, to their horror, they were too late to stop Charming from kissing Fiona just before midnight —the last step needed to activate the love potion. But of course, Fiona never drank the potion, and instead of swooning into Charming's arms she knocked him out with one punch.

Fairy Godmother was furious to see her plan fall apart and fired a spell at Shrek, but King Harold intercepted it. As the spell reflected off his metal armor and hit Fairy Godmother, King Harold transformed back into his true form: a frog. Fairy Godmother vanished into bubbles and was never seen after that night.

### **The Political Aftermath**

Far, Far, Away was deeply impacted by this shocking turn of events. A question loomed over the kingdom: should we even be a kingdom anymore? Many in Far, Far, Away questioned if the monarchy was fit to rule over the land given the inefficient handling of Fairy Godmother's power grab and a decades-long legacy of excluding fairy tale characters they considered to be evil. The "evil" fairy tale characters who currently occupy the Poison Apple bar are largely fed up with the mistreatment they've suffered under King Harold and Queen Lillian's reign. These doubts in the monarchical system were catalysed by the revelation that King Harold was really a frog and he had been lying to his people for years about this. Citizens across the land didn't trust a frog to be their king and demanded he step



down, while others insisted that a frog could rule just as well as any human could and called for an end to anti-frog prejudice. In this chaos, Far, Far, Away became a land where anything goes. Everyone has a vision of what Far, Far, Away should become and are fighting to make their vision a reality (and in many cases increase their power). Notably, Prince Charming has been laying low, leading many to suspect he's busy planning another attempt to take the throne for himself. King Harold and Queen Lillian face a difficult situation, but they are not alone. Princesses Snow White and Rapunzel whole-heartedly support the continued existence of the monarchy, and dislike the growing democratic and communist ideals in the area. However, it should be noted that Snow White supports the integration of "evil" characters into society while Rapunzel does not. The monarchs also benefit from their familial ties to legendary heroes Fiona, Shrek, and their group of rowdy fairy tale characters.

### **The Kingdom of Duloc Enters the Ring**

News of the chaos in Far, Far Away spread fast. In Duloc, Lord Farquaad's power-hungry ambitions convinced him to come out of hiding and attempt to establish his own new form of government in Far, Far, Away: a dictatorship. Farquaad was previously defeated by Shrek, and swallowed by a dragon. Many assumed he died; however, he did not taste good and was spat out by Dragon who knew she could find a better meal elsewhere. He laid low after this humiliating defeat, but the temptation to finally become a proper ruler in Far, Far, Away was too great. He called upon his Head General, Alonzo, and together they set off to bring the Duloc army into Far, Far Away. The journey is a long one, and they have not yet reached their destination. Lord Farquaad attempted to leave Duloc subtly, but it was



quite impossible for his entire army to depart without anyone noticing. Those who saw Farquaad leave felt compelled to secretly follow, as they too had heard about the drama in Far, Far, Away and could not pass up the opportunity to further their own agendas. Among those who noticed and were on their way to Far, Far, Away were noted communist Monsieur Hood and Edward Winthrop and his group of armed, angry peasants.





# CHARACTER BIOGRAPHIES

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## Character List and Descriptions

Each character name is a hyperlink, taking you to an iconic scene from that character.

Please note that we had to use scenes from Shrek 3 for some of these characters who are more minor, but this does not change the fact that in debate, the events of Shrek 3 have not occurred.

[Shrek](#): He began as a hermit who isolated himself in his swamp and scared away locals from



disturbing him, giving him a pretty bad rap around the kingdom. This all changed when he and his soon to be best friend Donkey were recruited by Lord Farquard to embark on a journey to save Princess Fiona. Despite their differences, Shrek and Fiona fell in love when she saw that he has, secretly, a very kind heart. Even though he may have some anger issues, he truly just wants the best for his loved ones and community. He

doesn't particularly care for the concept of monarchy, but his loyalty to Fiona and love for his inlaws make him defend their position as King and Queen. Plus, he supports Harold's identity as a frog and hates that Harold is being called a bad king now that he isn't human. As someone who gets judged constantly for his appearance, he doesn't support others judging King Harold for being a frog.



[Fiona](#): She is a princess and the daughter of King Harold and Queen Lillian. Fiona was born into royalty. However, she did not have the



care-free life that other princesses enjoyed. She was hidden away in a tower because she was cursed—she transformed into an ogre at night. Thanks to Shrek, she escaped the castle and they fell in love. “True Love's Kiss” has made it so she will stay an ogre forever with Shrek. Fiona is strong willed, smart, and prepared for any situation. She’s even been known to make birds explode with her singing. She supports her parent’s rule 100% as she loves them deeply. Her empathy means she can admit flaws in the system, but believes these flaws can be resolved while preserving the monarchy.

**Donkey:** An energetic talking donkey, and Shrek’s best friend, Donkey is also noted to be



married to Dragon, who is madly in love with every aspect of his donkey-self. In Shrek 2, he developed a surprisingly close friendship with Puss in Boots even though they do bicker a lot. Donkey would follow Shrek till the end of the Earth and would go along with nearly any plan of his, no matter how risky. One of his greatest advantages is his spunk. He is an outside-of-the-box thinker who does not put a limit—or filter—on his ideas.

He doesn’t hold strong political views of his own, he just wants whatever will make his friends happy.

**Pinocchio:** A wooden puppet who was banished to Shrek’s swamp by Lord Farquaad. He was



sold for five shillings by his creator Geppetto whichs created some serious trust and self-confidence issues. He physically cannot get away with lying because doing so makes his nose grow. He wants nothing more than to be a real boy, and hopes to achieve this through magic. He,





like Donkey, adores Shrek and would go to great lengths to defend his friends. He is nimble, stealthy, and quick on his feet.

**Three Little Pigs:** They are among the many fairytale creatures that were banished into



Shrek's swamp by Lord Farquaad. All three of them helped aid Shrek when he was arrested in Far, Far, Away and contributed to the defeat of Fairy Godmother. Recently, the Big Bad Wolf has been increasingly aggressive towards them and they fear what this could mean for their survival. They believe in justice and are

not afraid to act boldly in support of their beliefs. The Three Little Pigs definitely do not want Lord Farquaad to gain any power in Far, Far, Away. Additionally, their homes were destroyed by the Big Bad Wolf and the government did nothing to stop it. So, they are in favor of reparations for the displaced fairy tale creatures who were rounded up at the beginning of the first movie.



**Gingerbread Man:** Also known as “Gingy,” the Gingerbread Man was created by The Muffin Man. Being small and a fast runner, he is difficult to catch. He has a deep hatred for Lord Farquard since he ordered his bodyguard Thelonious to torture him in numerous ways, such as cutting off his legs, dunking him in a glass of milk, and pulling off his precious gumdrop button. He is the life of the

party, and loves to have a good time. But beware, for his cute demeanor doesn't mask the fact that he's cunning and quick-witted. However, he can crack under pressure, especially if



his gumbdrop buttons are at stake. The only person he'd defend more than Shrek is the Muffin Man.



**Puss in Boots:** He is a smooth-talking cat with a Spanish accent, usually wearing a cavalier's hat, a belt with a sword, a small black cape, and small leather boots. Originally hired by King Harold to assassinate Shrek, Puss in Boots ended up taking his own path and became Shrek's second best friend (next to Donkey). He is always looking for a fight and has the power to dismantle anyone with his

cuteness. Puss in Boots is fiesty and self-assured. He also exhibits common cat behavior such as coughing up hairballs and chasing lights, which are usually his downfall. He supports the monarchy due to his proximity to Shrek and Fiona; however, he holds democratic ideals close to his heart and believes that a Congress should be established, allowing monarchy and democracy to work in tandem. Needless to say, he would love to be a future member of said Congress.



**Big Bad Wolf:** He is mostly remembered for his fondness for old woman's clothing, but he can huff and puff and blow things down too. He is cunning and often apathetic but ultimately, has a deep love for his fellow fairy tale creatures. No one knows much about his background, which makes him unpredictable, but ultimately his loyalty to fairy tale creatures is rooted deep. It is worth noting that he famously dislikes the

Three Little Pigs, and wishes they would leave the kingdom for good. As one may imagine,



housing was always a struggle for him. Experiencing homelessness forced him to invade the homes of the Three Little Pigs. He is a strong proponent for equal housing laws, and ending homelessness. He hopes with a strong group of allies, he will be able to achieve his goals.

**King Harold:** The father of Fiona and King of Far, Far, Away. He was indebted to the Fairy



Godmother because she kept the secret that he is a frog, but in the end he betrayed her to support his daughter, and the secret got out. He now lives his life as a frog with his supportive wife Queen Lillian. He is motivated to accept himself after seeing the way Fiona and Shrek accept themselves and are happy. Contrary to his newfound

self-acceptance, his new look has caused many of the citizens to begin to lose respect for him as their king. He is also being criticized for his regressive stance on “evil” fairy tale characters, who he sees as a danger to society. He is quite conservative, and while his views have softened over time, there is no denying his traditionalism in both the social and economic realm. Above all, he is a family man and would go to extreme lengths to protect his

family.



**Queen Lillian:** The Queen of Far, Far, Away, wife of King Harold, and Mother of Fiona. She was unaware of her husband being a Frog but fully accepted him when she found out. She was not too fond of Shrek but because of her love for her daughter, she accepted their union. She is easily able to put aside her own ego and wishes if it means her family and kingdom will be better off. She is as poised as they come, managing to



uphold the integrity of the kingdom amidst all of the internal quarreling during Shrek 2. Like her daughter, she is an incredibly strong and skilled fighter, but she keeps these talents hidden until they are needed. She is deeply saddened by the attacks on her and her husband and will work hard to preserve their status and reputation. Compared to Harold, her views are less extreme, but she believes that the traditional values of the Far, Far, Away monarchy are what's best for the Kingdom.



**Rapunzel:** Rapunzel is a spirited, clever, and cunning girl, though a bit naive at times when it comes to love. She is not afraid to stand up for herself when the situation calls for it. She had an evil mother (well adopted mother) who she had to break free from so some mommy issues are present. She is an adamant royalist who strongly believes that the monarchy must continue to uphold its integrity, which would be

impossible with an ogre or frog as head of state. She is close friends with fellow royalist Snow White. However, unlike Snow White who is empathetic and passionate about animals and integrating “bad guys” back into Far, Far, Away society, Rapunzel doesn’t think those people have any place in general society. She is self-serving and her interests come first. She would love to marry and consolidate her power.



**Snow White:** A friend of Fiona and Rapunzel. She is an advocate for integrating so-called “evil” fairy tale characters into society believing they will not act in evil ways if the kingdom stops treating them so poorly. She strongly believes in upholding the monarchy in the face of



democratic and communist ideas becoming more prevalent among members of the community. She also wants to see the popular fast-food chain Friar's Fat Boy shut down, as it promotes the mistreatment of animals and the normalization of violence by handing out axes as toys. She is generally a pacifist, only believing in violence when it is absolutely necessary to protect others. She would love to see the dissolution of all armed forces.

**General Cleisthenes (of Far, Far, Away):** General Cleisthenes is the leader of the Royal



Guards. Born into a rich family in Far, Far, Away, Cleisthenes has had a long history with the royal lifestyle of Far, Far, Away. His family sent him to bootcamp where the bullying he faced by his peers hardened him into a ruthless strategist. Despite his rocky youth, Cleisthenes was well prepared for the duties of following orders, leading his men, and establishing the successful and

infamous Royal Guards. He is disciplined and extremely loyal to those he respects, but that respect must be earned. He prefers to not speak openly on political matters but many of his soldiers have speculated that in reality he is a fiercely political man, he's just waiting for the right time to strike and unleash his beliefs.



**Ugly Stepsister Doris:** She is the bartender at the Poison Apple. She meets King Harold when he secretly enters the Poison Apple Club where she recommends Puss In Boots to assassinate Shrek. She has an affinity for Prince Charming and was seen kissing him at the end of Shrek 2. He is definitely her weakness; she doesn't support his



shady actions yet can't help loving him for his charm and coiffed hair. Rejected for her lack of beauty, she lives as an outcast and is sympathetic to the concerns of the working class and opposed to the concentrated wealth of the monarchy. With strong ties to the seedy underbelly of Far, Far, Away through her work as a bartender, she knows how to get stuff done. She wants to see the good and bad people of Far, Far, Away live in harmony, and uses her friendship with Fiona as proof that coexistence is possible.



**Wicked Witch:** She owns the Poison Apple bar in Far, Far, Away. Like many villains, she feels misunderstood. She is extremely opinionated and invested in democracy, as she vehemently opposes the monarchy and Fairy Godmother. However, her past makes her uneasy with “good” fairy tale characters who scorn her for being immoral. She has large political aspirations and hopes to replace Fairy Godmother as the most powerful woman in Far, Far, Away in order to provide representation for the “evil” and misunderstood. In fact, she has had a long term grudge against Fairy Godmother for being a control freak and always outshining her with superior magical abilities. This pent-up anger has caused her views to polarize. If she becomes the ruler of the land, she wants to see the “good” fairy tale characters suffer as she did.



**Captain Hook:** Despite having a hook, he is a wiz on the piano and is seen many nights playing at The Poison Apple. Similar to many villains, he opposes the social supremacy of the “good” fairy tale creatures and supports total equality. His coat is not the only thing red about him. He





is also a strong proponent of communism and believes that it is the key to solving the social and economic problems of Far, Far, Away. He is the only communist at the Poison Apple, which can be isolating. He just wishes to connect with another comrade, and show his friends that communism can work. Wicked Witch brushes him off for being too extreme, which only inspires him to push harder and gain respect for his belief. However, among the patrons of the Poison Apple bar, no such respect has been found.



**Rumplestiltskin:** All he wanted in life was a child, and he took extreme measures to try to achieve fatherhood. However, his failures have run him down, and now he finds himself passing by time at the Poison Apple. Similar to many who inhabit that bar, he is down on his luck and blames the monarchy. They are out of touch with their constituents and do not care about them. He wishes to fully eradicate the monarchy and decrease the status of the “good” fairy tale creatures who he believes have unfair

advantages. He reveres Wicked Witch, and agrees that the “good” characters need to be subjected to the pain the “evil” characters were put through.



**Headless Horseman:** He is Lord Farquaad’s long-lost brother who was beheaded and abandoned due to his rejection of authority. This mistreatment made him envious and determined to undermine his brother's legacy. He is jealous of the power his brother had and is set on creating an equally impactful legacy, hopefully on the right side of history. An elusive man, he is determined to undermine the



monarchy. Experiencing adversity his whole life, he wishes to replace the monarchy with a Democratic institution, which he believes must come from revolution. A life of pain, and rejection by his family has made him a hardened, determined man. He believes in sharing Far, Far, Away with the “good,” as long as Farquaad has no power in it.



**Evil Tree:** In the years following the construction of Fairy Godmother's potion factory, he has noticed the degradation of the surrounding forests. With unbreathable air, undrinkable water, and an unforgiving monarchy, he is fed up. Despite his previous qualms with Snow White, he agrees with her environmental stance, as he supports the expansion of

protected forests for endangered flora and fauna. In fact, he may be growing a soft-spot for his old rival. Despite his harsh exterior, he has a deep connection to those affected by the reckless institutions put forth by the monarchy and Fairy Godmother. He also believes that the ostracization of “evil” characters should not be met with the ostracization of “good” characters in turn. He lacks respect for Wicked Witch and Rumplestiltskin due to their cruel wishes.



**Lord Farquaad:** The narcissistic, ruthless, and short ruler of Duloc.

Farquaad attempted to rid his domain of fairy tale creatures, offering a bounty for their capture and then exiling them to Shrek's swamp. His main goal is to become a king and, because he is not of royal blood, he decided to marry Princess Fiona. However, his plan was foiled when she





fell in love with an ogre, Shrek. This humiliated him greatly. To add insult to injury, Dragon swallowed Lord Farquaad; however, he tastes horrible and she spits him back out. Embarrassed by what happened, he retreated underground for a month until the news of Far, Far, Away reached him and he made his return, determined to make it into a dictatorship led by himself. A dictatorship where no more fairy tale creatures can overthrow him.



**General Alonzo (Duloc):** General Alonzo is the leader of the Duloc Army.

His parents were good friends with the appointing team of Duloc, so he had an advantage in getting his position of leadership. At a very young age, Alonzo had a huge growth spurt, which, once again, gave him a huge advantage—he is able to tower over his enemies and instill great fear when on the battlefield. Despite this brooding stature, he is reserved and quiet, some might even say he has a secret he is hiding.



**Seelie Madrina:** The head of the Potions Factory. She took over after Fairy Godmother resigned—as dictated in the emergency orders Fairy Godmother left the factory in case something ever happened to her. She is constantly up in arms with the union members advocating for the worker's right to have dental insurance. She often engages in unethical business practices, and is in favor of the monarchy, as she believes that they will turn a blind eye to her shady dealings. She is against government

intervention and can best be described as a libertarian with strong monarchical ties.





**Prince Charming:** Son of the Fairy Godmother, Prince Charming was coddled from the beginning. Following his namesake, he is very charming to not only those around him but also to himself! He is deeply in love with himself. Being the antagonist of Shrek 2, Prince Charming wanted to marry Fiona and expected her to fall at his knees, which would make him king. She chose Shrek, and he is still enraged by her decision to this day.

As to his achievements, well, he did star in a flop play that debuted at The Poison Apple, however most of his lavish lifestyle and notoriety is from his mother. His close attachment to his mother left him lost following her departure, and now he spends most of his days at Friar's Fat Boy, planning his revenge on Shrek and everyone close to him. Though he is often mocked, he isn't as dumb as many assume him to be, and the few friends he still has are in right places.

**Edward Winthrop (Head of Villager Mob in Duloc):** Edward Winthrop leads a mighty force,



though it is not as decked out as the other armies in the Shrek Universe. He resides in Duloc, where he has learned to despise any and all fairy tale creatures. He is ready at any instant to fight with his angry group of villagers with torches and pitchforks for what he believes in. His passion makes him a natural born leader and he is determined to take his message

to as many other kingdoms as possible. Additionally, the low intelligence of his fellow mob



members gives him a mob of ruthless and dedicated individuals with unwavering support for whatever he wants.



**Monsieur Hood:** Monsieur Hood is a man of great stealth. He participated in classes on archery, fencing, and dance in his youth, which is where he met his good friends the Merry Men. They stand by his side to this day. He can be described as a true Renaissance man. The classes also provided him with the skills that he uses to “save” Fiona. He lives by the infamous motto

“steal from the rich and give to the needy,” and now with an unstable monarchy, maybe these ideas can infiltrate the kingdom and equality can prevail. He does not hide that he is a communist, and hopes that Far, Far, Away is the perfect place to create a new communist regime.



# POTIONS

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**Note:** All potions can be bought (or stolen) from the Potion Factory. This is not an exhaustive list, merely a reference for the most easily obtainable items. The most powerful potion's locations and properties are not included, and must be uncovered during debate.

All potions must be drunk to have the effects work. If a delegate wishes to hinder another delegate, it is not enough that they own the potion, they must send a directive to crisis stating how they will get their opponent to drink it.

## **1) Distraction Concoction (\$20)**

- Basically fireworks, but without the fire
- Forces a delegate of your choice to be completely distracted for 10 minutes. This means they have to complete menial tasks assigned to them by crisis for 10 minutes, and only after those 10 minutes can they send in personal directives.

## **2) Liquid Luck (\$50)**

- Increases the chance of any directive being approved.

## **3) Melatonin Concentrate (\$30)**

- Can make a delegate fall asleep, unless they have magic powers that can thwart its effects.
- Lasts for 5 minutes. During this time the drinker is placed in an empty breakout room while they are asleep.

## **4) Gator Aid Exilir (\$10)**

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- Allows a the drinker to perform a physical activity more efficiently and helps relieve small wounds.
- Has nothing to do with gators

#### **5) Tow Animals Juice (\$10)**

- Allows a character to tow another character's animal transport (horse, dragon, etc).
- The towed vehicle will be returned to its owner after 30 minutes, or immediately if a \$20 fee is paid.

#### **7) Clairvoyant Potion (\$50)**

- By drinking this, you can immediately read the last 3 directives from any delegate of your choice (unless they have the anti clairvoyant potion).

#### **8) Anti-Clairvoyant Potion (\$60)**

- If someone tries using the clairvoyant potion on you, they will be exposed for doing so in an update!

#### **9) Chameleon Potion (\$30)**

- Causes the drinker to blend in with their background and have better chances at stealing objects (including more potions).

#### **10) Potion Potion (\$20)**

- Increases odds of breaking into the more restricted areas of the Potion Factory and increases odds of finding potion ingredients if one is magically inclined.

#### **11) Love Potion (\$30)**



- Will make the drinker fall in love with the first person they kiss before midnight (after midnight, if no kiss occurs, the potion expires).

**12) Anti-Love Potion (\$40)**

- Undoes the effect of a love potion. If someone who has had a love potion used on them drinks this they will immediately fall out of love and return to normal.

**13) Happily Ever After Potion (\$50)**

- Makes the drinker and their true love change into their most beautiful form. The new appearances only last if the lovers kiss before midnight.



# LOCATIONS

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**Jail Tower:** Shrek, Donkey, and Puss In Boots were formerly trapped here for a short while for causing trouble in Far, Far, Away. They were free when their fairytale friends snuck in to save them by breaking in through the top of the tower. The prison guard is known to imprison even the innocent if he is properly compensated.

**The Beach:** One of the places where Shrek and Fiona spent their honeymoon. This is where Shrek accidentally made out with the Little Mermaid and Fiona threw her to the sharks. Carved onto a large rock here is a map that promises to lead one to treasure beyond their wildest dreams.

**Muffin Man On Drury Lane:** This is where the Muffin Man's Bakery is located. The Gingerbread Man and Mongo—the giant Gingerbread Man—were baked here. The muffins



sold here give strength and, for a price, the Muffin Man himself might bake you a little something special...

**Farm House:** This is where Fiona, Shrek, and Donkey stayed the night before they would finish their journey back to Duloc. Inside, Fiona first reveals to Donkey that she transforms into an ogre at night and Shrek overhears this and misinterprets this into thinking she doesn't like him back. There are plenty of horses here who can be bought (or stolen) to speed up travel times between locations.

**The Poison Apple:** This popular spot is a gathering place for many fairytale creatures such as the Evil Trees, Rumpelstiltskin, and the Headless Horseman. Its staff includes the witch, who owns the bar, the bartender, Ugly Stepsister Doris, and the musician, Captain Hook. This is also Puss in Boots's dwelling place. If you hang out here, you may overhear some interesting information.

**The Strip:** Another popular spot for many subjects of Far, Far, Away, The Strip is another gathering place for many to relax. Under the palm trees and destroyed Fairy Godmother billboards, it has attractions and shops such as Farbucks Coffee, Barney's Old York, Versarchery, Burger Prince, Epiphany & Co, Baskin Robin Hood, and Abercrombie and Witch. Be sure to check out the view of the iconic Far, Far, Away sign in the hills! Rumor has it that spirits linger here and can tell you many secrets. Or, if you charm them enough, can even bestow a gift.

**The Factory:** (Formerly under the leadership of Fairy Godmother) has many employees working hard to make potions. Shrek stole a Happily Ever After potion from the restricted





potion cabinet to transform into a human and Donkey used the same potion to transform into a white horse. The Factory is bustling with activity as people buy potions or sneak into the secret rooms to steal the treasures inside.

**The Old Oak:** A tree in proximity to the well-known potion factory. Shrek, Puss in Puss, and Donkey have passed by this tree on their way to The Factory. It is known that giants live near this area. By climbing the Old Oak, one can see all of the Kingdom, including any troop movements.

**The Castle:** The castle of Far, Far, Away is the home of King Harold, Queen Lillian, Princess Fiona, and their royal servants. Nearby the castle is a port for boats and ships. On the ground floor is the dining room, the library, the study, and the banqueting suite. The First Floor has Fiona's bedroom and King Harold and Queen Lillian's bedroom. There are many tunnels and corridors to be explored.



# QUESTIONS TO CONSIDER

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1. How much does magic play into your character's behavior? Will it affect the way they view other characters? Can it manifest itself as habits and mindsets?
2. Where does your character align themselves in the world of magic and fairy tales? Are they "good?" "Evil?"
3. Are you a fairy tale character? Do you like fairy tale characters? How do you feel about non-humans?
4. What form of government does your character believe in? How far are they willing to go to defend this belief?
5. What are your characters personal goals? Do they have any enemies? Lovers?

## WORKS CITED:

[https://docs.google.com/document/d/1GydUmxggTUhn5ggHrKzsos3aUYQWd5qDYAF\\_xJPMP9Y/edit?usp=sharing](https://docs.google.com/document/d/1GydUmxggTUhn5ggHrKzsos3aUYQWd5qDYAF_xJPMP9Y/edit?usp=sharing)

