

UNISMUNC XI



Committee: Spider-Verse

Topic: A Rift in the Spider-Verse
Space-Time Continuum

Committee Type:
Crisis

December 7, 2025



Director: Isabel Brewer

Chair: Noelle Schulze

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Conference Schedule

<i>Registration</i>	<i>8:00 am - 9:00 am</i>
<i>Opening Ceremonies</i>	<i>9:00 am - 10:00 am</i>
<i>Committee Session I</i>	<i>10:00 am - 12:00 pm</i>
<i>Lunch Break I</i>	<i>12:00 pm - 1:15 pm</i>
<i>Lunch Break II</i>	<i>1:15 pm - 2:30 pm</i>
<i>Committee Session II</i>	<i>2:30 pm - 5:30 pm</i>
<i>Closing Ceremonies</i>	<i>5:30 pm - 6:30 pm</i>

All times are in EST.

**Lunch may be staggered*

Conference Policies

UNISMUNC XI aims to foster debate, bringing students the opportunity to explore a range of topics and encourage collaboration and teamwork between delegates. Be that as it may, UNIS stresses the importance of respectful language as UNISMUNC XI will see delegates debating topics that, at times, may be heated or passionate. MUNEX encourages you to remember to stay respectful and mindful of the other students around you. We are so excited about this conference and trust that no issues will arise. The following expectations and policies are designed so that every delegate gets the most out of UNISMUNC.

Attire: The Dress Code for UNISMUNC is formal Western business attire, and all delegates are expected to comply with this. Exceptions can be made for character purposes in crisis committees at the discretion of the chair. If you have an idea for an outfit for a crisis committee that does not fall into the parameters of traditional Western business attire, please ask your chair for permission before wearing the outfit.

Committee Assignments: Committee assignments will be made on a first-come-first-served basis based on preference as communicated by the delegation's advisors (or individual delegates in the case of independent delegates), in order of receipt of preference. Before being assigned to a committee, payment must be received. If payment is not submitted promptly, delegations face the risk of not receiving committee assignments of their choice.

Expectations in Committee:

As you engage in debates, we ask that delegates maintain politeness and respect at all times. While we recognize that you are representing your country's views, it is essential to express these perspectives without crossing the line into disrespectful or confrontational behavior.

Please respect one another when delegates are giving speeches. Only one delegate may speak at a time during moderated caucuses. To speak during a moderated caucus, you must raise your placard and wait to be recognized by the chair. During speeches, no ad hominem attacks will be

allowed; should they occur, the subject will have the right to reply. Remember to be cognizant of your words and actions, and to listen to everyone's views and positions.

The Committee Chairs and Secretariat members are responsible for determining disruptive behavior.

Examples of disrespectful behavior may include, but are not limited to:

- Speaking without being recognized
- Use of cell phones
- Use of other technology when not allowed
- Note-passing unrelated to the committee
- Verbal, physical, or sexual harassment of other delegates.

The pre-writing of any resolution/directive clauses, crisis notes, or speeches is strictly forbidden and will be penalized. This does not include opening remarks. This does not include any writing during the lunch break, as UNISMUNC committees standardly operate with 'working lunches'.

UNISMUNC has a zero-tolerance policy for any plagiarism. This includes position papers, speeches, and resolutions. Improper citation of quotes and references may result in disqualification from awards or further disciplinary action at the discretion of the chairs.

Pricing: Please see the registration section for more information. Details on committee assignments are below.

Spectators: Please be aware that UNISMUNC XI does not allow unregistered spectators. Student spectators are strictly prohibited. All advisors and delegates must be registered and pay the required fee(s). Non-compliance with this policy will result in exclusion from future invitations. We expect all participating delegations to respect this policy. The Secretariat reserves the right to have any unregistered spectators removed from committee chambers and escorted off the premises if necessary, as it sees fit.

Technology: All crisis committees are strictly no-tech. Neither laptops nor cell phones will be permitted during committee sessions in crisis committees.

General Assembly (GA) committees allow technology exclusively for resolution writing. Delegates will be permitted to use their laptops to work on resolutions during unmoderated caucuses and outside of the committee chamber when allowed by the chair. It is, however, not permitted to use technology when a fellow delegate is speaking or in the committee chambers during moderated caucuses. This includes your own speeches, so please write any notes by hand or have your opening remarks printed before the conference.

Awards Criteria: UNISMUNC Chairs, Dianas, and, in the case of crisis committees, Crisis Directors will work together to holistically evaluate delegates based on their performance throughout the entire day of debate. This includes:

- Speeches given during moderated caucuses
- Performance during unmoderated caucuses (not only making one's voice heard but also including everyone in the discussion),
- Writing/presenting resolutions/directions, especially those that pass,
- in crisis committees, as well as the detail and sophistication of crisis arcs.

Letter From the Director

Dear Delegates,

It is our pleasure to welcome you to the 11th annual UNIS Model United Nations Conference! We can't wait to see how you use your MUN debating, communicating, and collaborating skills to resolve the rift in the space-time continuum of the Spider-Verse.

My name is Isabel Brewer, and I will be your director for this committee. I am a senior with two years of MUN experience as a delegate, and I couldn't be more excited to be directing Spider-Verse as my first time hosting a MUN committee! As an avid film connoisseur, I have always been especially fascinated by the epic universes in superhero franchises. The Spider-Verse is a perfect example of diverse characters and storylines colliding between these epic universes to create both conflict and collaboration. In many ways, it reflects the dynamics of real-world international relations where multiple parties (nations or universes!) vie to advance their own agendas while still being bound by the need for cooperation.

Noelle Schulze will be your chair. I am a senior at UNIS and an IB student. This will be my second year running a crisis committee and my third year working for the UNISMUNC conference. As a Marvel lover and local to Peter Parker's home borough of Queens, I look forward to hearing what perspectives and arcs you will take with your characters. Please do not hesitate to reach out if you have any questions or concerns before or during the conference!

I hope you have as much fun preparing for the Spider-Verse committee as Noelle and I did researching this background guide (aka rewatching the Spider-Man movies). We are looking forward to meeting you all and hearing the creative and thoughtful solutions you bring to UNISMUNC in a few months!

UNISMUNC XI will not be requiring position papers to win awards, but we highly encourage you to write one and send it to either director/chair. Position papers are a great starting point for research and considering your character's crisis arc. Feedback on position papers can be given with overall committee feedback after the closing of the debate, if requested.

Please keep in mind that this crisis committee will address issues related to the Spider-Verse specifically and not the Marvel Universe as a whole. Any arguments or resolution papers arguing for the inclusion of other character story lines involvement will be seen as moot and voted dilatory upon explanation. Thank you for your understanding.

If you have any questions or concerns surrounding anything, please feel free to reach out. We are looking forward to seeing all of you in committee and cannot wait to hear all of the exciting and unique solutions that are put forth and debated!

See you in December!

Isabel Brewer

26lbrewer@unis.org

Director

Noelle Schulze

26fschulze@unis.org

Chair

A Brief Overview of the Committee

In an alternate version of *Spider-Man: No Way Home*, Dr. Strange died while attempting to erase Peter Parker's identity as Spider-Man from the public. However, he still opened a portal connecting the Spider-Man universes. Now, with Dr. Strange dead, that portal cannot be sealed. This rift in the Spider-Verse space-time continuum is threatening to destabilize the multiversal order. Spider-Men and villain variants alike are traveling between universes as they please, causing chaos and disrupting canon events. In this Crisis Committee, representatives across the Spider universes will join to debate issues regarding the ethics and security of multiversal governance. With rising tensions between heroes and villains, terrifying anomalies that threaten to worsen the already fractured sacred timeline, only this committee will decide whether the Spider-Verse will remain unified or fracture into anarchy.

Committee Procedure

Perpetual Moderated Caucus runs similarly to a moderated caucus. Speaking time is set at the beginning of the committee; delegates take turns to debate and have the choice to change the topic and speaking time as the committee proceeds.

Unmoderated caucuses are divided between a regular unmoderated caucus and a gentleman's unmoderated caucus, where everybody remains seated.

Some actions that are carried over from the usual committee procedure:

- Point of Order
- Point of Information
- Appeal to the Chair
- Suspension of Debate
- Adjournment of Debate
- Closure of Debate
- Roll Call Vote
- Set the Speaker's Time
- Call a guest speaker

Instead of resolutions, the crisis will debate and pass **directives**. Directives are actions or communications undertaken by the entire committee as a group and are passed by a simple majority. Unlike resolutions, which may only be entertained at the end of a session, directives should be created and debated on as much as possible. The different types of papers used in crisis committees are explained in detail in the next section.

The Committee may call for external speakers to address the body. To do so, a committee member must move to invite the guest; that motion requires a majority vote to pass.

The goal of the crisis committee has two aspects: firstly, to work as a group to solve or influence the crisis in the interest of the group, and secondly, to act in your group's best interests. In this committee, many of the characters are charged with having different motives and have their individual goals.

Delegates with alter egos (*e.g.*, Norman Osborn and the Green Goblin) may work together or against each other, depending on their aims. These delegates also have the opportunity to work together on a position paper. Otherwise, they will act as normal delegates for moderated and unmoderated caucuses and resolutions and must adhere to the portfolio powers listed for their specific character (not their alter ego). See the character list for more information specific to each character.

Written Papers

Crisis Notes: Crisis notes are notes used in order to take personal action from a delegate, without the need for committee approval. Crisis notes are therefore bound by a character's individual portfolio power. There are a myriad of ways to write Crisis notes, but make sure to sign your character's name at the end and address it to CRISIS on the front of your folded note.

Directives: Like GA and Specialized Committees, Crisis Committees have documents that take committee action with regard to the issue. In Crisis committees, this document is called a Directive. Directives will require a minimum of four people signing off on the document, with two sponsors and two signatories.

Communiqués: Communiqués are committee documents used to communicate with people outside of the committee. For example, Communiqués could be used when surrender terms or ultimatums are sent to the opponent or when the committee requests aid, advice or arms from their allies. Similar to Directives, they will require a minimum of four people on the document, with two sponsors and two signatories.

Press Releases: As the name says, press releases are committee documents addressed to the public. They can be used to inform or even misinform the public according to the desires of the committee. Similar to Directives and Communiqués, Press Releases will require a minimum of three people on the document, with one sponsor and two signatories.

Topic Background

The Three Peter Parkers

Tobey Maguire's Spider-Man, known to this committee as Peter 2, is first introduced in the 2002 film titled *Spider-Man*. Peter 2, a socially awkward teenager living in Queens, is bitten by a radioactive spider during a school trip. The next morning, Peter 2 wakes up to find himself endowed with superhuman agility, wall-crawling abilities, and heightened senses. When his Uncle Ben is murdered by a carjacker, Peter 2 becomes the masked vigilante Spider-Man to protect New York City from criminals. He protects his Aunt May and love interest Mary Jane Watson from Norman Osborn's Green Goblin. In *Spider-Man 2*, Peter struggles with his powers and responsibilities while fighting Doctor Octopus, who attempts to destroy New York with a fusion reactor. In *Spider-Man 3*, Peter encounters Sandman, the alien symbiote Venom, and a vengeful Harry Osborn (Peter 2's former friend). Harry dies helping Peter defeat the villains.

The Amazing Spider-Man franchise, starring Andrew Garfield, features Peter Parker 3. Peter 3 is deeply scarred by the mystery of his parents' disappearance (*The Amazing Spider-Man*). His transformation into Spider-Man begins in Oscorp's labs, where a spider bite grants him arachnid powers. Unlike Peter 2, however, Peter 3 designs his own mechanical web-shooters rather than inheriting the trait to grow webs from the spider bite. Peter 3 battles villains, including Dr. Curt Connor, who becomes the Lizard, Max Dillon, who transforms into Electro after an accident leaves him consumed by electricity, and Harry Osborn, who takes on the mantle of the Green Goblin (*The Amazing Spider-Man 2*). During Peter 3's fight with the Green Goblin, his girlfriend Gwen Stacy plummets to her death from a clock tower despite Peter 3's desperate attempt to save her. This loss leaves Peter devastated and temporarily retired from being Spider-Man.

Tom Holland's Peter 1 is originally introduced in *Captain America: Civil War* when he is recruited by Tony Stark during the Avengers' schism. At that point, Peter 1 has already been bitten by a genetically modified spider, granting him spider-like abilities. Stark becomes his father figure, equipping him with advanced technology and suits and mentoring him through the burden of being a superhero. In *Spider-Man: Homecoming*, Peter 1 clashes with the Vulture, a

blue-collar criminal profiting off stolen alien technology from Stark Industries. *Spider-Man: Far From Home* sees him face Mysterio, a master illusionist who exploits Peter 1's trust. Alongside these solo films, Peter 1 also confronts cosmic-scale threats in *Avengers: Infinity War* and *Avengers: Endgame*, fighting in the battle against Thanos. Peter 1's best friend/guy in the chair, Nate, and girlfriend MJ provide support throughout his adventures as Spider-Man.

Doctor Strange

Doctor Strange is a Sorcerer Supreme, which means he is one of the most skilled practitioners of magic in the entirety of the Marvel universe. His abilities include conjuring spells, teleportation, creating shields, and summoning energy constructs. However, these tricks were merely the tip of the iceberg for opening the multiverses.

Dr. Stange specializes in astral projection, time manipulation (via the Eye of Agamotto), interdimensional portals, knowledge of ancient texts/artifacts, and reality manipulation. Beginning with astral projection, Dr. Stange was able to separate his spirit from his physical body, which allowed him to understand and navigate the multiverse, rejecting the limitations of a corporal form. The Eye of Agamotto, containing the Time Stone, granted Dr. Strange the unique ability to manipulate time. This artifact permitted him to foresee potential events and create time loops, which ties directly into multiversal exploration where time and space are intertwined. Using the Sling Ring, Dr. Strange can open portals that connect different locations across dimensions, permitting the connection of multiple universes and allowing for physical transportation across realities. Certain ancient magical texts, such as the 'Book of Vishanti' and the 'Darhold', granted Dr. Stange the knowledge of how to access other universes. His in-depth understanding of this literature gave him the edge in mastering the multiverse manipulation.

Dr. Strange's excellence in the mystic arts, in collaboration with his extensive knowledge of interdimensional magic and powerful artifacts, allows him the unique capability of opening and accessing the multiverses. While these abilities allowed him to explore and manipulate alternative realities, they also highlighted the responsibilities and consequences that come with great power. With the need for responsibility comes the necessity of control, something Dr. Stange lost during the conduction of this spell. Using every aspect of his mythological

capabilities created irreparable damage to both his physical and astrological being. The intense burnout via overexhaustion resulted in the passing of the mighty wizard.

Dr. Strange was the only person who could open or close the multiverses. Therefore, there is currently no one powerful enough to close the multiverses and reverse the spell that Dr. Strange performed. With that being said, bringing Dr. Strange back from the dead will do irreparable harm to the multiverses and will create a rip in the spacetime continuum. This means any figures traveling outside of their original timeline will not only cease to exist but will be erased from time as a whole. This poses the risk of losing fundamental pillars of Spider Society, including all three Peter Parkers.

The Time Variance Authority

The Time Variance Authority (TVA) is an organization claiming jurisdiction over the multiverse introduced in *Loki*, a live-action TV series. The TVA exists outside of time and space as a sprawling bureaucratic office complex. Its mission is to preserve what it calls the “Sacred Timeline,” a single, unified flow of time that, if disrupted, could fragment into chaos and eventually spiral into multiversal war.

To achieve this mission, the TVA employs a rigid hierarchy and highly authoritarian methods. At its base level are the “Minute Men,” armed soldiers who track down timeline offenders, known as variants, and deploy reset charges that erase divergent branches of reality. The Minute Men operated without consent from the universes they governed. Once captured, variants were placed on trial before TVA judges who determined their guilt with little due process. By pruning divergent timelines, the TVA effectively erased the possibility of free will, ensuring that only one “correct” version of events could unfold.

Corruption in the TVA’s leadership further reinforces its authoritarian flaws. For much of its existence, the TVA was believed to be overseen by Time Keepers; however, this facade eventually collapsed when it was revealed that the TVA was secretly created and controlled by He Who Remains, a variant of Kang the Conqueror, who used the TVA as a tool to maintain his own version of order.

For this committee, the TVA offers a precedent for how a multiversal governing body

could function. In determining the appropriate governing body for the Spider-Verse, delegates should consider whether such a body should resemble the TVA or be something more democratic, representative, and cooperative. Delegates have the opportunity to address crisis notes to the TVA throughout the committee.

Canon Events and Anomalies:

In the Spider-Man multiverse, canon events are pivotal moments that define the trajectories of a Spider-Man's life. These events, while often tragic (such as losing one or both parents), mark a milestone of growth for a young hero. Anomalies, however, are deviations from said canon events. These small actions can disrupt the course of the multiverse as a whole. While both events can create exponential change, the likelihood of an anomaly disrupting a true canon event is low...right?

Canon Events shared throughout the multiverse include:

1. The death of Uncle Ben: Throughout the Spider-Man origin story, the death of Uncle Ben has been a greatly defining moment. Serving as a lesson of “With great power comes great responsibility” for Peter, the event is both unavoidable and crucial to the comprehension of his new abilities. Aunt May passes during Spider-Man 1’s (Tom Holland) plot line, serving as a parallel canon event.
2. The death of Gwen Stacy: During Spider-Man 3’s (Andrew Garfield's) storyline, Gwen Stacy dies in the middle of a battle with the Green Goblin. Peter, unfortunately, fails to save her in time, causing her death to create an immense toll on him.
3. The death of Captain Stacy: Acting as a parallel to the death of his daughter, Gwen Stacy, police Captain George Stacy dies during Spider-Man 2’s (Tobey Maguire) battle with the Lizard. In an effort to preserve the safety of his daughter, Captain George Stacy tells Peter his dying wish is for Gwen to be safe, becoming a source of internal conflict for Peter.

Every anomaly tears a hole in the fragile space-time continuum. With every rip, the foundations of reality grow weaker, thus threatening to erase millions of lives from existence.

People can vanish, fall off the edges of their own worlds, erasing not just their lives but their stories, legacies, and all traces of memory. These compounding anomalies destabilize the multiverse in its entirety, turning existence into an ever-growing survival for certainty. Given the fact that Dr. Strange passes away in the process of opening the multiverses, the identity of Peter 1 is never erased.

Current Situation

This committee is set in the wake of events in an alternate *Spider-Man: No Way Home*. After Mysterio exposes Spider-Man's identity to the world and presents him as a villain, Peter 1's life spirals into chaos. He and his friends are hounded by the press and rejected from their dream college, MIT. Peter 1 desperately turns to Doctor Strange, asking him to cast a spell that will erase the memory of his identity from the world. But Peter 1's hesitation during the incantation not only fractures the multiverse but also consumes Dr. Strange's strength and kills him.

Through this rupture, villains from alternate universes begin to appear. From Peter 2's universe arrive Norman Osborn's Green Goblin, Doctor Octopus, and Sandman. From Peter 3's universe come Electro and the Lizard. Soon after, the alternate Spider-Men themselves arrive. The three Peter Parkers join forces to keep the villains at bay, but their fighting is unsustainable. Peter 1's Aunt May is killed by the Green Goblin. Without Dr. Strange to mend the rift in the multiverse, villains from other universes can continue traveling as they please between universes, potentially overpopulating one universe, disrupting canon events, and posing a threat to the Spider-Verse's stability.

This committee, convening outside of reality, summons representatives dead and alive from across the Spider-Verse. These delegates must find a solution for how the multiverses will operate under the constraints that the universes can not be fused into their original placement (see the background information on Dr. Strange). Delegates are encouraged to discuss the creation of a governing body and legal system in order to govern the collided universes.

Character List

Peter Parker 1/Spider-Man:

Spider-Man 1 (Tom Holland) is a bright young man who struggles with the responsibilities of being both a superhero and his aspirations for a normal life. Driven by guilt for Aunt May's death, Peter 1 wants to live up to the idea that he can be "the friendly neighborhood Spider-Man" even in a multiversal crisis. His youth (and lack of Stark as a mentor figure) also means he looks up to the older Spider-Men for guidance in committee. He is also heavily reliant on the support of his best friend, Nate, and love interest, MJ.

Portfolio powers: Spider sense, superhuman strengths, wall crawling, synthetic webbing, spider drone.

Bloc position: MCU Franchise



Peter Parker 2/Spider-Man:

Peter Parker 2 (Tobey Maguire) is a seasoned Spider-Man whose journey has been marked by sacrifice, loss, and perseverance. His relationships with best friend Harry Osborn and parental figure Uncle Ben are beset with loss: both die as a result of his conflicts as Spider-Man. As such, Peter 2 is determined to ensure the younger Spider-Men don't repeat his mistakes. He values responsibility over personal happiness and sees the multiverse as fragile. In this committee, Peter 2 is likely to emphasize morality, restraint, and balance. He might urge compassion even for villains; however, he will not hesitate to endorse harsh measures if they prevent a larger catastrophe.

Portfolio powers: Spider sense, superhuman strengths, wall crawling, and organic webbing generation.

Bloc Position: Raimi Spider-Man Franchise



Peter Parker 3/Spider-Man:

Spider-Man 3 (Andrew Garfield) is a brilliant, witty, and emotionally intelligent Spider-Man who hides pain behind a quick sense of humor. With his most notable defining moment being the tragic death of Gwen Stacy, Peter is riddled with guilt and struggles to move forward. Despite his immense grief, he remains determined to protect others and shows a steady commitment to justice. Peter 3 is still haunted by Gwen Stacy's death, making him value civilian safety over pragmatism. Furthermore, he will be heavily influenced by Gwen's views in committee.



Portfolio powers: Spider sense, superhuman strengths, wall crawling, and mechanical web shooters.

Bloc Position: Amazing Spider-Man Franchise

Aunt May:

Aunt May is Peter 1's main caregiver and guiding light throughout the challenges of his life. Her compassion, strength, and complete faith in Peter are what initially motivate him to embrace his role as Spider-Man. Unlike past iterations of Aunt May, she plays an active role in the heroic journey Peter faces, including helping him understand the importance of helping others and what it truly means to be a hero. May also fosters an intimate relationship with Happy Hogan, although she ultimately favors their friendship over a romantic relationship. Despite being killed by the Green Goblin in Peter 1's *Spider-Man: No Way Home*, Aunt May exists like any other delegate in this committee to advise and debate about the fate of the Spider-Verse. She cares deeply about Peter 1's safety and values compassion over pragmatism.



Bloc Position: MCU Franchise

Gwen Stacy:

Gwen Stacy, Peter 3's first love, is intelligent, ambitious, and compassionate. Her tragic death, falling from a clock tower during Spider-Man's battle with the Green Goblin, left Peter 3 deeply scarred. In committee, she will likely ally with Peter 3. Given their relationship, her rational yet compassionate views will significantly impact Peter 3's decision-making. Her experience as an Oscorp intern allows her to act as a bridge between scientific minds (like Curt Connors) and human perspectives (like Aunt May).

Bloc Position: Amazing Spider-Man Franchise



MJ:

Michelle Jones-Watson (MJ) is Peter Parker 1's intelligent, sarcastic, and ever-loyal girlfriend. Past her pragmatic exterior lies a deeply caring individual who supports Peter throughout his struggles as a young Spider-Man. Her romantic relationship with Peter is grounded in mutual respect and understanding, making their bond one of the most emotionally binding aspects of Peter 1's story. Acting as an adjacent love interest to Peter 2's Mary Jane and Peter 3's Gwen Stacy, MJ acts as a connecting tissue between Peter's life as a superhero and as a teenage boy. MJ is motivated by her loyalty to Peter 1 but also by pragmatism: she wants to keep him safe, alive, and grounded. Her sharp wit conceals how deeply she cares.

Bloc Position: MCU Franchise



Ned Leeds:

Ned is Peter Parker 1's best friend and acts as the iconic sidekick with his unwavering loyalty and effortless comedic relief. From his discovery of Peter's secret identity to casual breaks of silence, Ned's intrigue into Peter's superhero life leads to many heartfelt moments. Ned has also proven to be more than just comedic relief when he



developed the skill to wield magic with Doctor Strange's sling ring. He can open portals to other multiverses. Ned is very smart in science and technology and may offer bold, creative, sometimes absurd suggestions to resolve this committee's issues. While his loyalty to Peter 1 and MJ is absolute, he may be a wildcard in other alliances, especially if tempted by charisma or technology.

Portfolio powers: Can use Sling Ring to open inter-dimensional portals, hacker.

Bloc Position: MCU Franchise

Flash Thompson:

Flash is Peter Parker 1's high school bully and simultaneously a Spider-Man superfan. While his mocking of Peter is constant, his obsession with Spider-Man creates an ironic juxtaposition as he eventually learns of Peter's double identity. Once Spider-Man 1's identity is revealed, Flash clings to Peter, even writing a book about their friendship, advocating for him in the face of protestors bombarding their school's entrance. Flash acts in his own best interest in pursuit of recognition. He is likely to exaggerate his closeness to Peter 1 and defend Peter 1's stances in committee; however, he can be manipulated by villains with promises of fame.



Bloc Position: MCU Franchise

Happy Hogan:

Happy is the head of security at Stark Industries and a mentor/parental figure for Peter 1 after Tony Stark's death. Happy is also romantically interested in Aunt May, and although Aunt May ends their relationship in *Spider-Man: No Way Home*, they remain close friends before May's death. Happy was a former professional boxer and is also trained in mixed martial arts, compensating for his lack of superhuman abilities. Happy's identity is built on being a protector: first to Tony Stark, and then to Peter 1 and Aunt May. He is therefore motivated by



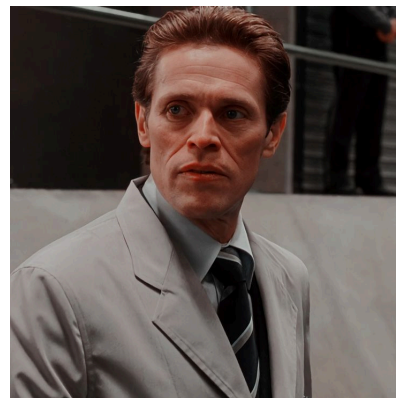
responsibility in keeping Peter 1 safe in the wake of Stark's death. In committee, he's likely to argue for caution, unity, and defense rather than aggression.

Portfolio powers: Boxing, mixed martial arts, and piloting.

Bloc Position: MCU Franchise

Norman Osborn:

A brilliant scientist and CEO of Oscorp, Norman transformed himself into the Goblin through experimental performance-enhancing serums that granted him superhuman powers. However, the serum also fractured his mind, creating his violent alter ego, the Green Goblin. Norman is tormented by this split identity and comes to fear his alter ego's destructive decision-making. This spurs his desire to eradicate the Green Goblin by developing an antiserum with Peter 1. However, in the context of this committee, he has not yet had a chance to inject the antiserum. As such, Norman Osborne is likely to have antagonistic aims toward Green Goblin during the committee.



Bloc Position: Raimi Spider-Man Franchise

Green Goblin:

Born from Norman Osborn's experimental serum, the Green Goblin is a sadistic alter ego that embodies chaos and destruction. He delights in psychological warfare, exploiting the weaknesses of both allies and enemies, and thrives on sowing mistrust and instability. The Goblin was one of Peter 2's most dangerous adversaries before Peter 2 killed him in his universe. However, Dr. Strange's opening of the multiversal portal has allowed him to be reincarnated and move into Peter 1's universe, where he kills Aunt May. The Green Goblin can't stand Norman Osborn due to Osborn's cowardice and good characteristics. In the Spider-Verse committee, the Green Goblin represents volatility and



raw aggression, undermining fragile alliances and pushing the multiverse closer to collapse with each decision he makes. His psychological manipulation is his greatest weapon apart from his superhuman abilities.

Portfolio powers: Superhuman strengths, retractable blades, pumpkin bombs, razor bats, goblin glider.

Bloc Position: Raimi Spider-Man Franchise

Venom Symbiote:

The Venom symbiote is an alien organism that bonds with a host, amplifying their powers while feeding off negative emotions. First attaching to Peter Parker 2, it heightened his aggression and arrogance, before moving to Eddie Brock, where it fully embraced its lethal, parasitic potential. The symbiote's goal is simply to act as a destabilizing and parasitic presence in the committee.

Portfolio powers: Superhuman strengths, organic webbing generation, claws and fangs, can temporarily infect other delegates (through crisis notes, at the discretion of the Director)

Bloc Position: Raimi Spider-Man Franchise



Otto Octavius:

Dr. Otto Octavius began his career as a brilliant nuclear physicist and inventor, celebrated for his pioneering work in harnessing energy. His creation of mechanical, tentacle-like arms was designed to aid him in complex experiments.

However, an accident during a demonstration fused the arms to his spine, giving him incredible strength and precision but also corrupting his mind with their artificial intelligence and giving rise to his alter ego, Dr. Octopus. As a scientist, Otto will likely push for rational and science-based solutions in committee. At

the same time, his desire for redemption after his deeply regrettable invention of Dr. Octopus makes him a sympathetic voice.



Bloc Position: Raimi Spider-Man Franchise

Dr. Octopus:

The AI-corrupted persona Dr. Octopus is the villainous manifestation of Otto Octavius, defined by ambition and ruthlessness that fuel his confrontations with Spider-Man. His tentacles grant him deadly efficiency in combat, the ability to multitask with machine-like precision, and wall-climbing abilities. This darker identity thrives on manipulation, intimidation, and the belief that only he can control the chaotic forces of the world. Dr. Octopus is less impulsive than villains like the Green Goblin, but arguably more dangerous due to his patience and meticulous planning. Delegates may find his arguments unsettlingly rational, blurring the line between progress and tyranny.



Portfolio powers: Tentacles, superhuman strengths, wallcrawling.

Bloc Position: Raimi Spider-Man Franchise

Max Dillon:

Max is a former electrical engineer at Oscorp and a societal nobody. Beneath his quiet, deferential exterior, Max longs for validation. He idolizes Spider-Man (Peter 3 in his universe), imagining him as both friend and savior. Yet this adoration is built less on reality than on fantasy, and easily curdled into bitterness when unmet. As such, Max is a fragile, malleable delegate. Heroes can win him with genuine respect, and villains with promises of fame. In committee, he is likely to vacillate, forming alliances but breaking them if slighted.



Bloc Position: Amazing Spider-Man Franchise

Electro:

Electro gained his powers after a freak accident in which he fell into a tub of electric eels, fusing his body with electrical energy. Electro is capable of discharging powerful blasts, telekenesis, and flight. Electro embodies an amplified version of Max Dillon's feelings of resentment and desire for recognition. Electro's instability stems from his struggle to reconcile his ordinary past with the overwhelming force he now wields. He often vacillates between seeking validation and lashing out violently when denied it, making him both sympathetic and unpredictable. He clashed with Peter 3 in an egotistical pursuit of attention, although he was ultimately killed. In a multiversal crisis, Electro's abilities make him a formidable force: he can disable infrastructure, manipulate communications, and exert control over technology-dependent systems that others take for granted. However, his volatile emotions and hunger for respect make him prone to sudden betrayals or reckless decisions: he veers between craving validation and lashing out when denied it.

Portfolio powers: Lightning bolt projection, flight, teleportation, electric telekenesis.

Bloc Position: Amazing Spider-Man Franchise



Sandman/Flint Marko:

Flint Marko's daughter, Penny, gets cancer, and he must turn to armed robbery to pay for her treatment. Flint becomes Sandman when he falls into a supercollider, which alters his molecular structure and fuses his body with sand. Unlike the other Spider-Man villains, Flint Marko's transformation into Sandman does not significantly alter his mental state. He apologizes to Peter 2 for killing his Uncle Ben, and Peter forgives him. He remains a caring individual whose primary motivation is returning to his universe to care for his daughter, Penny.

Portfolio powers: manipulation of sand, shift form at will, self-sustenance (does not require oxygen, food, or water).



Bloc Position: Raimi Spider-Man Franchise

Quentin Beck/Myserio:

Quentin Beck was a talented special effects designer and holographic expert working for Stark Industries. After being dismissed by Tony Stark, he grew resentful and redirected his brilliance into constructing elaborate illusions, giving rise to his alter ego, Mysterio. Mysterio is the persona Beck built with his holographic technology, drones, and theatrical skill. Beck/Mysterio is driven by bitterness toward Stark Industries, which fuels his resentment for Stark's mentee, Peter 1, and Stark's assistant, Happy Hogan. Furthermore, he wants to prove to the world, and himself, that he is the greatest mind alive, not a discarded employee. As such, he will likely want to subtly undermine rival scientists such as Otto Octavius, Norman Osborn, or Dr. Curt Connors. He thrives on spectacle, fear, and the manipulation of mass opinion, constructing elaborate deceptions that make him appear as the most powerful figure in any room. In committee, Beck/Mysterio is likely to make bold, dramatic statements that sow mistrust between delegates, and even use theatrics (via directives) to destabilize debates.

Portfolio powers: Holographic projection, combat drones.

Bloc Position: MCU Franchise

Dr. Curt Connors:

Dr. Curt Connors is a brilliant scientist and former Oscorp researcher specializing in genetic engineering. After losing his arm, he devoted his career to cross-species research in the hope of regenerating his limb and helping humanity overcome physical limitations. His experiments, however, took a wrong turn and unleashed his monstrous alter ego, the Lizard. In his human form, Curt is thoughtful, rational, and genuinely cares about using science to improve lives. He desperately wants redemption for the damage his experiments caused. In committee, Dr. Connors will likely argue



for humane, rational approaches and may try to persuade others to support scientific solutions over violent ones. His behavior will often directly conflict with his alter ego, the Lizard, making him a voice of reason when his darker half seeks domination.

Bloc Position: Amazing Spider-Man Franchise

The Lizard:

The Lizard is the alter ego of Curt Connors after his cross-species serum warped his DNA. The Lizard's human empathy is drowned out by primal aggression and an obsession with achieving evolutionary perfection. He seeks to eradicate humanity's weaknesses by forcibly spreading his serum to turn humans into reptilian hybrids like himself. In committee, he is likely to dismiss diplomacy and instead argue for radical transformations of the multiverse: spreading his serum, enforcing genetic change, and eliminating the "weak." He has little regard for human morality and is willing to use brute force or authoritarian measures to achieve his vision.



Portfolio powers: Reptilian physiology, razor-sharp claws and teeth, wall crawling.

Bloc Position: Amazing Spider-Man Franchise

Adrian Toomes/Vulture:

Adrian Toomes was once a blue-collar salvage worker who made an honest living cleaning up after battles like the Chitauri invasion of New York (*The Avengers*). When Stark Industries and the Department of Damage Control displaced his crew, Toomes lost his livelihood and grew resentful of the wealthy elites who profit while ordinary workers suffer. Using scavenged alien and Stark tech, he engineered the Vulture exo-suit and turned to black-market arms dealing. Toomes is driven by an altruistic desire to put his family (wife Doris and daughter Liz) first and justifies his actions as necessary to



provide for and protect his family. In this multiversal crisis, Toomes is likely to present himself as representing the voice of the ‘common man’ by appealing to fairness and practicality while pushing for policies that advantage himself. He may align with both heroes and villains, depending on who offers security or resources, but he will be instinctively hostile to Stark-connected figures (eg. Happy Hogan, Peter 1, and especially Tony Stark himself).

Portfolio powers: Superhuman strengths, flight

Bloc position: MCU Spider-Man Franchise

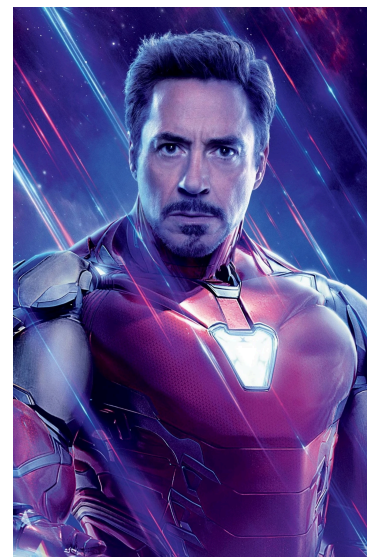
Tony Stark/Iron Man:

Tony Stark, billionaire, genius engineer, and CEO of Stark Industries, reinvented himself from an arrogant weapons dealer into the armored Avenger Iron Man. Stark is marked by guilt over the destructive legacy of his weapons, which he tried to redeem through philanthropy and heroism (the Avengers). He mentored Peter Parker 1 as a surrogate father, gifting him a Spider suit with Stark technology. Though he sacrificed his life in *Avengers:*

Endgame to save the universe, Stark exists in this multiversal committee as a powerful voice of leadership. Stark’s central motivation is ensuring survival and progress through science and innovation. He is deeply protective of Peter 1, seeing him as both a protégé and a living legacy. At the same time, Stark mistrusts unregulated science (like Osborn’s or Octavius’ experiments) and will fiercely oppose villains who misuse technology.

Portfolio powers: Superhuman strengths, flight, power suit, AI assistant, Stark technologies

Bloc position: MCU Spider-Man Franchise



Questions to Consider

- Should the TVA act as a governing body, law enforcement institution, or a mediator?
How would fairness and impartiality be ensured within decision-making?
- How would accountability be determined, and which individuals would be held responsible?
- Should there be a standard enforcement mechanism to prevent individuals or organizations from crossing into other multiverses without formal permission?
- Should a governing body be established to oversee other institutions? Would it act as a parliamentary system with representatives from each universe or as a presidential democracy?
- To what extent should a governing body for the multiverses be monitored? By whom should standards be established?
- Could advanced technologies, such as Stark Tech, be utilized to find alternative solutions to inter-universe dilemmas? Should it be used to find alternative multiverses that may not have been merged?

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