

MACMUN 2026 - The Hunger Games

Staff letter:

Dear Delegates,

As your Committee Chairs, Harleen Sahni, Patricia Zhang, and Sana Sadoughi Yarandi, we are pleased to welcome you to the tenth iteration of McMaster Model United Nations (MACMUN) and to this year's crisis committee, the Hunger Games Crisis Committee. This committee explores the early development of the Hunger Games during a period when Panem was still recovering from the Dark Days, and the Capitol was beginning to formalize the systems that would define its future. You will have the opportunity to step into the roles of Capitol mentors and figures involved in shaping the Games, many of whom are navigating moral conflict and the pressures of a society built on fear and control. Crisis committees move quickly and require you to respond to new information and adapt your strategy as the narrative unfolds.

Our team has worked to create a committee structure that is engaging and grounded in the political and social foundations of Panem. Throughout the weekend, we encourage you to draw on the historical context, character motivations, and ethical questions presented in the background guide to guide your decisions and contributions in committee. Whether you choose to uphold the Capitol's authority or question the system, your choices will shape the direction of the committee.

If at any point you require clarification or wish to discuss ideas, please feel comfortable approaching us during the conference. We are here to support your experience and ensure the committee runs smoothly. We look forward to seeing how you engage with the material as well as how you contribute to the development of this crisis. We hope you find the experience both challenging and rewarding!

Your Hunger Games Committee Staff,
Harleen Sahni, Patricia Zhang, & Sana Sadoughi Yarandi

Introduction:

Panem emerged from a world that had already crumbled, a place marked by war, disaster, and the struggles of those who survived. From this chaos, the Capitol took control and created a society built on fear, scarcity, and strict order. While the Capitol promised stability, deep resentment grew between it and the districts. This tension eventually led to the Dark Days, a failed rebellion that left Panem more divided and wounded than it had been before.

In response, the Capitol set up the Hunger Games as a constant reminder of its power. What started as a harsh punishment slowly turned into a spectacle designed to entertain the Capitol and intimidate the districts. The introduction of mentors and sponsorships transformed the Games into events people could follow like a story, even as real suffering continued behind the scenes. Capitol students often became mentors, frequently unaware of how easily they were joining a system rooted in cruelty.

As we reflect on the time of the Tenth Hunger Games, Panem remains unstable, and many involved are trying to understand their roles. Some carry the trauma from the Dark Days. Others want to prove themselves or believe strongly in the Capitol's vision, while a few quietly question the morality of what they have been taught to support. Each mentor deals with personal conflicts that highlight the human side of society, learning to rely on violence as a tradition.

In this committee, you will step into these characters' shoes and explore the choices that shaped the early Games. Through their perspectives, consider how fear drives power, how young people

are shaped by their environment, and how easily morality can change when survival and ambition clash.

Committee Mission:

As the Capitol's youngest and brightest, you have been selected to be a mentor for a tribute in the 10th Hunger Games. The Capitol is not the gilded utopia it once was – after the Dark Days, the Capitol is barely hanging on to its former glory. And it would be no exaggeration to say the Districts are in rough shape. The political state of Panem is turbulent, and though the Hunger Games have been enacted as the fallout of the Dark Days, it draws in fewer and fewer people every year. In a time of unrest, when the Games are more bleak and desolate than sadistically entertaining, it is your time to determine the future and the course of the Games. Through your mentorship to your tribute, and through your voice in the Capitol, you have the chance to allow the Hunger Games to flourish or perish.

You may not be able to relate to the Districts. You may hate them, pity them, or be ambivalent. Nevertheless, you are now responsible for the life of a District citizen. Further, the Plinth prize and notoriety await the mentor whose mentee wins – but the Games as a whole will be influenced by your actions.

True, history is written by the winners. But aside from fighting for the chance for your mentee to win, each mentor may face their own morality and opinions on the broader idea of the Hunger Games, and what each mentor may want out of their experience as a mentor. One thing is certain in these uncertain times: the Games cannot go on as they are currently. As a mentor and the next

generation of the most important people in Panem, it is your time to put a voice to your opinions and a hand to your actions. Mentors, may the odds be ever in your favour.

Guiding Questions:

1. How should the Capitol mentors navigate the conflict between their morals and the expectations of a society that celebrates the Hunger Games as tradition?
2. To what extent does participating in the development of the Hunger Games make individuals responsible for the system that eventually emerges in Panem?
3. What are the long-term goals of the mentors?
4. What is the future of the Hunger Games, and what does it look like?

History:

Founding of Panem

Long before the Hunger Games, at an unspecified time in history, a series of nuclear wars and climate catastrophes led to the devastation of both society and the land.¹ Landmasses changed shape, sea levels rose, and countries turned on each other, all contributing to the “end of the world.”² From this, a nation called Panem rose; built from survivors of the previous destruction of civilization and established in North America.³ The nation is on the west side of North America, with the Capitol located in an area formerly known as the Rocky Mountains.⁴ Although the exact date and time when Panem was established are unknown, it is over 75 years old. The name Panem is derived from the Latin phrase *panem et circenses*, meaning “bread and circuses”,

¹ “All About Panem,” *The Hunger Games Trilogy*, 2025

² Ibid.

³ Suzanne Collins, *The Hunger Games*, chap. 3.

⁴ Ibid.

referencing how the nation uses entertainment to distract public attention, even before the founding of the Hunger Games.⁵

The nation was further divided into thirteen districts, each with a specific specialization in the production of certain goods.⁶ All districts work under the Capitol, the main centre of Panem. The entire nation is led by a single-party authoritarian dictatorship.

The Dark Days

Approximately 74 years before the events of the Hunger Games trilogy, all the districts of Panem staged a revolution against the Capitol. This was to protest against the Capitol's oppressive manner of ruling over the districts.⁷

The term “The Dark Days” is used to reference this first civil war and, more specifically, the failure of the rebellion. The rebellion was led by District Thirteen, with the support of the other districts, and lasted for 3 years⁸. When success looked grim, District Thirteen abandoned the other districts and, unbeknownst to the other districts, planned to launch missiles they stole from the Capitol, threatening mutually assured destruction.⁹ Using this, they forced the Capitol to sign a cease-fire deal, where they would “play dead in exchange for being left alone”.¹⁰ Capitol officers assumed that District Thirteen would naturally die off, and destroyed the surface of District Thirteen using toxic bombs.¹¹ Without the help of District Thirteen, the rest of the rebels

⁵ “Panem,” *The Hunger Games Wiki*, <https://thehungergames.fandom.com/wiki/Panem>

⁶ “Dark Days,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Dark_Days

⁷ “Songbirds & Snakes Set Up The Darkest Hunger Games Prequel,” *Screen Rant*, <https://screenrant.com/hunger-games-ballad-songbirds-snakes-dark-days-prequel/>

⁸ “Panem,” *The Hunger Games Wiki*, <https://thehungergames.fandom.com/wiki/Panem>

⁹ Ibid.

¹⁰ Ibid.

¹¹ Suzanne Collins, *Mockingjay*, chap. 2.

were defeated, and the Capitol resumed rule over them. The aftermath of this war, however, was far from over.

Creation of the Hunger Games

In the aftermath of the Dark Days and the Capitol's victory, the Hunger Games were created to prevent future rebellions and remind the districts of the Capitol's dominance.¹² The idea originated from Casca Highbottom, a university student assigned by Dr. Volumnia Gaul to design a punishment so severe that no one would dare rebel again.¹³ Influenced by his friend Crassus Snow, Highbottom submitted the concept while intoxicated, never intending for it to be used.¹⁴ After the war, Dr. Gaul revived the idea and named Highbottom the "architect of the Hunger Games," believing that without the Capitol's control, Panem would collapse into chaos.¹⁵ The destruction of District Thirteen demonstrated the consequences of defiance, and the Hunger Games served as a continual reminder of that power, forcing the remaining districts to submit through fear and control.¹⁶

The first Games were brutal and unrefined, with tributes being transported in poor conditions while confined in stables or cages, and forced to fight with minimal resources.¹⁷ Few Capitol citizens watched, and the Games nearly ended after the tenth year due to lack of interest.¹⁸ To make them more appealing, Snow introduced features such as mentors and sponsorships, turning the Games into a national spectacle where people felt emotionally invested in the success of the

¹² Suzanne Collins, *The Hunger Games* (New York: Scholastic Press, 2008).

¹³ Suzanne Collins, *The Ballad of Songbirds and Snakes* (New York: Scholastic Press, 2020), chap. 2.

¹⁴ Suzanne Collins, *The Ballad of Songbirds and Snakes*, chap. 3.

¹⁵ Suzanne Collins, *The Ballad of Songbirds and Snakes*, chap. 4.

¹⁶ Suzanne Collins, *The Hunger Games*, chap. 1.

¹⁷ Suzanne Collins, *The Ballad of Songbirds and Snakes*, chaps. 6–8.

¹⁸ Suzanne Collins, *The Ballad of Songbirds and Snakes*, chaps. 9–10.

candidates.¹⁹ Over time, the Games evolved from a punishment into the Capitol's most effective tool of propaganda and control.²⁰

Established under the Treaty of Treason, the Games required each of the twelve districts to send one boy and one girl between twelve and eighteen to fight to the death in a televised arena.²¹ The Games were held annually for seventy-five years, and became a central political and cultural institution that maintained fear and division among the districts.²² Eventually, the cruelty of this system fueled the Second Rebellion, leading to the fall of Coriolanus Snow's regime and the abolition of both the Games and the Treaty of Treason.²³

The Districts

Panem is a sovereign post-nuclear state located in North America. It is governed by a democratic constitutional republic, with the federal district known as the Capitol ruling over thirteen districts shown in Figure 1 below.



Figure 1. The Map of Panem illustrates the thirteen districts in conjunction with the Capitol.

The districts collaborate to support Panem's economy:

- **District One** is the wealthiest, manufacturing luxury items for the Capitol.

¹⁹ Suzanne Collins, *The Ballad of Songbirds and Snakes*, chaps. 12–15.

²⁰ Suzanne Collins, *The Hunger Games: Catching Fire* (New York: Scholastic Press, 2009), chap. 3.

²¹ Suzanne Collins, *The Hunger Games*, chap. 1.

²² Suzanne Collins, *Mockingjay* (New York: Scholastic Press, 2010), chap. 2.

²³ Suzanne Collins, *Mockingjay*, chap. 27.

- **District Two** is also wealthy, following District One due to its masonry industry and role in producing weapons and trains.
- **District Three** primarily handles electronics, automobiles, and firearms.
- **District Four** is involved with fishing, with residents being taught from a young age to use nets and tridents, make fishhooks from scratch, swim, and identify edible sea life.
- **District Five** manages power production, represented by a large hydroelectric dam in the district.
- **District Six** is in charge of transportation for Panem.
- **District Seven** deals with lumber, with residents skilled in using hatchets, axes, saws, and other tree-cutting tools.
- **District Eight** handles textile production.
- **District Nine** produces grain in the district's large farms.
- **District Ten** is responsible for livestock.
- **District Eleven** is very poor, responsible for agriculture, with orchards and cotton fields, though most of the produce is shipped to the Capitol, leaving little for the residents.
- **District Twelve** is the least affluent, known for coal mining.
- **District Thirteen** was responsible for nuclear research and technology, including the production of nuclear weapons.²⁴

It is important to note that District Thirteen was the instigator of the districts' revolution against the Capitol, leading to the Dark Days. During this period, the Capitol believed it had succeeded in destroying District Thirteen, but in *Mockingjay*, it was revealed that it was still operational in

²⁴ "Panem," The Hunger Games Wiki, <https://thehungergames.fandom.com/wiki/Panem>

a city-sized underground bunker. District Thirteen later catalyzed the second rebellion and rejoined Panem following its victory.

Current Situation

In the years leading up to the 10th Hunger Games, Panem is still recovering from the devastation of the Dark Days, the civil war that led to the Capitol's dominance over the districts. The nation remains unstable, with rampant distrust between the Capitol and districts. Resources are scarce, and the Games are still a developing concept rather than a spectacle. The Capitol is working to justify and strengthen the Hunger Games as a tool of control, but public interest is low, and rebellion still lingers in the minds of many.

Before the 10th Hunger Games, the biggest problem was the decrease in viewership over the years. In an effort to revitalize public interest, Volumnia Gaul, the Head Gamemaker, decided to assign each tribute a mentor to help them throughout the game. However, the dean of the Academy, Casca Highbottom, is credited with the idea. At this time, the mentors are the top 24 students from the Capitol Academy.²⁵

The mentors are each assigned to one tribute. Typically, Districts 1, 2, and 4 were seen as having the most fruitful tributes with the highest chance of winning. Thus, mentors assigned to tributes from Districts with lower numbers (1, 2, or 4) are seen as the most "successful" with their assignments.

²⁵ "Mentor," The Hunger Games Wiki, <https://thehungergames.fandom.com/wiki/Mentor>

Additionally, mentors have the chance to win the Plinth Prize. This is a monetary prize sponsored by the Plinth family. In past years, it was awarded based on academic achievement. However, with the implementation of the mentorship program, it is awarded to the mentor whose tribute wins the Hunger Games. Though many mentors have their eyes on the prize for the sake of winning it, the prize itself is very significant and can cover the cost of university. Additionally, it allows the winner to gain access to the “highest reaches of government” and an apprenticeship in the War Department.

These mentors are responsible for preparing the tributes the week before the games began. They may help them with strategy and the curation of their public image for interviews.²⁶ The goal was to ensure that the relationship each tribute had with their mentor made the games more relatable for the Capitol audience by turning it into a story. Helping viewers become invested in the stories and lives of the tributes.²⁷

This new progression of the games helped to mask a darker purpose. By using the Capitol youth as the mentors, this bound them to the games, ensuring that the next generation of elites would continue the games, viewing it as culture and tradition rather than cruel punishment. This ultimately became one of the Capitol's largest forms of control by weaving entertainment and oppression into the Capitol youth's role in the games.

The mentors are the face of the future of the Hunger Games. Some mentors are deeply traumatized by the Dark Days and believe the Hunger Games are the logical punishment for the

²⁶ Ibid

²⁷ Ibid

Districts. Others believe that the Games are an unjust punishment, though some believers of this are more vocal than their peers. Though Gaul and Highbottom are the teachers, the mentors hold power in how the Hunger Games will shape up in the future. Are the mentors participants, privileged, or just pawns in the Capitol's goal for oppression?²⁸

Guiding Questions:

1. What ethical responsibilities, if any, do Capitol mentors and students have toward the tributes they are assigned to support? How does your character understand their role within a system built on coercion and control?
2. How might the conditions in the districts (poverty, fear, resentment, and limited autonomy) affect a Capitol citizen's understanding of justice and fairness? How could these perceptions influence policy discussions in committee?

Character Sheets:

As a disclaimer; some character attributes are not explicitly mentioned in the book or movie, but are more fleshed out here to allow for more fruitful character portrayal and debate.

Dr. Volumnia Gaul

As Head Gamemaker and overseer of the Hunger Games, Dr. Gaul's cutthroat philosophy and love of biology have led her to create the notorious mutations ("mutts") used during the Games.²⁹

²⁸ Ibid

²⁹ "Volumnia Gaul," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Volumnia_Gaul

Her eerily playful personality contrasts with her seemingly sadistic nature, as she appears to derive pleasure from the suffering of the tributes.³⁰

Dean Casca Highbottom

Credited with the creation of the Hunger Games, Casca Highbottom now resides as the Dean of the Academy.³¹ In his youth, while intoxicated and coaxed by Crassus Snow, Highbottom came up with the idea of the Hunger Games for a class assignment – one that Crassus Snow turned in behind his back, resulting in a vendetta against his once-friend.³² To mitigate his guilt, Highbottom began taking morphling, leading to a reliance on the drug.³³ His position as Dean, overseeing the mentor program of the Hunger Games, adds to his guilt and shame over the creation of the Games.

Crispus Demigloss

A prominent history professor at the Academy, Demigloss is known to ask his students philosophical questions to encourage them to innovate real-life solutions on a broader scale.³⁴ He's known to be very excitable and passionate about the Hunger Games, discouraging the questioning of the overall morality of it.³⁵

³⁰ Ibid.

³¹ "Casca Highbottom," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Casca_Highbottom

³² Suzanne Collins, *The Ballad of the Songbirds and Snakes*, Epilogue.

³³ Ibid.

³⁴ "Crispus Demigloss," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Crispus_Demigloss

³⁵ Ibid.

Satyria Click

Known for being unpredictable, Satyria Click is one of the most important Academy figures, additionally serving as a communications professor.³⁶ She allows students to call her by her first name and is more liberal with her teaching style.³⁷ She is also more open-minded to changes to the Games.

Lucretius Flickerman

With classic Flickerman charisma, Lucretius Flickerman is built for the screen. As a weathercaster and television personality, Flickerman is known for his flamboyant personality and amateur magic tricks.³⁸ He loves working in the spotlight and is described as being clownish.³⁹

Fabricia Whatnot

Outlined by her name, Fabricia is a fashion designer in the Capitol, popular for her work integrating diverse trends such as feathers, plastics, or plush.⁴⁰ Her designs were both fashionable and affordable, highlighting her talent to create designs from any material. Though outlandish, Fabricia takes pride in her designs and wishes to see them on a larger stage.

Plymra Monty

Resident of the Capitol and assigned to the girl tribute from District One.⁴¹ Her family has remained wealthy after the Dark Days; however, they are deeply traumatized by the effects of war and have seen the aftermath. Her family has created an open space for others affected by

³⁶ “Satyria Click,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Satyria_Click

³⁷ Ibid.

³⁸ “Lucretius Flickerman,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Lucretius_Flickerman

³⁹ Suzanne Collins, *The Ballad of the Songbirds and Snakes*, chap 13.

⁴⁰ “Fabricia Whatnot,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Fabricia_Whatnot

⁴¹ “Palmyra Monty,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Palmyra_Monty

war, and actively tries to encourage others to speak about their experiences. She was chosen to become a mentor due to her high social standing and grades, but she is more or less ambivalent to the job.

Livia Cardew

An avid advocate for the Games, Livia was ecstatic to be assigned to the District One boy tribute.⁴² Livia is known to be prone to gloating and is deeply suspicious of those around her, having little tolerance for those she thinks may be “cheating” to get ahead of her.⁴³ She upholds the idea of the Hunger Games and believes that it is fair justice that the districts must participate in it. Her family is also wealthy, as her mother ran the largest bank in the Capitol.

Florus Friend

As one of the highest performing students in the Academy, Florus is assigned to the District Two girl tribute.⁴⁴ Florus has a love for history and poetry, writing poems and reading literature in his free time. Though his family does not approve of these hobbies, Florus believes reading allows him to gain intimate knowledge about the world and leads to a deeper understanding of mankind.

Sejanus Plinth

Sejanus has a complicated history. Raised in District Two, Sejanus had a deep sense of allyship toward the Districts.⁴⁵ However, his father, the wealthy businessman Strabo Plinth, moved his family to the Capitol and “bought” their way into the social sphere using their money; yet many

⁴² “Livia Cardew,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Livia_Cardew

⁴³ Ibid.

⁴⁴ “Florus Friend,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Florus_Friend

⁴⁵ “Sejanus Plinth,” *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Sejanus_Plinth

members of the Capitol still believe the Plinth family doesn't belong.⁴⁶ Sejanus, due to his time in District Two, believes that the Games are cruel and meaningless, and often expresses his opinion, albeit to no avail.⁴⁷

Io Jasper

Io is known for her keen intellect, specifically excelling in biology and earning the admiration of many of her peers. Her talents lie in biology and natural sciences, with a fascination for how the world works. She is kind-hearted and dislikes the Hunger Games due to its cruel nature.⁴⁸

Urban Canville

Urban is very ill-tempered. He is not very well-liked among his peers, and many resent him for his high calculus test scores. He also had difficulty getting along with his tribute. His competitive and perfectionist attributes were also shown when he snapped at both Lucretius Flickerman and Lepidus Malmsey after his tribute was killed.⁴⁹

Persephone Price

She is the prettiest girl in Coriolanus Snow's year with her dimples and hazel green eyes. She lives with her father, Nero Prince, in the Capitol, who committed crimes during the food shortage. Coriolanus Snow was wary of her even though he knew she was innocent. Additionally, Persephone was a very cunning individual with high emotional intelligence, able to understand the impact of Lucy's song on the viewers.⁵⁰

⁴⁶ Suzanne Collins, *The Ballad of the Songbirds and Snakes*, chap 1.

⁴⁷ Suzanne Collins, *The Ballad of the Songbirds and Snakes*, chap 14.

⁴⁸ "Jasper," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Io_Jasper

⁴⁹ "Urban Canville," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Urban_Canville

⁵⁰ "Persephone Price," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Persephone_Price

Festus Creed

Festus has been very close to Snow since birth, coming from an old, wealthy Capitol family. He is known for his bold personality and gruesome humor. However, he does have a soft side, caring for the tributes, by confronting Clemensia when she refused to feed her tribute. Additionally, he argues against gender stereotypes in combat. He is a loyal friend to Snow, who suspected Festus' romantic feelings for Persephone.⁵¹

Dennis Fling

His tribute passed away due to complications before the game even started. However, his reaction to this was very dry, showing that he had been conditioned by the Capitol to not feel sympathy for the tributes.⁵²

Iphigenia Moss

Her father oversaw the Agriculture Department, which manages Panem's food supply. Despite her father's position, she often appears malnourished and gives away her school lunches, sometimes fainting. Clemensia Dovecote told Coriolanus Snow that this was Iphigenia's way of rebelling against her father. As a mentor, she gave her tribute as much food as possible.⁵³

Apollo Ring and Diana Ring

Apollo is one of the two Ring twins alongside Diana. They embraced their identity as twins and often dressed according to their identity. They are known for being a cheerful duo, especially

⁵¹ "Festus Creed," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Festus_Creed

⁵² "Denis Fling," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Dennis_Fling

⁵³ "Iphigenia Moss," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Iphigenia_Moss

known for their zoo dance. Unfortunately, they were killed during the bombing of the arena, representing that even the Capitol residents are not immune to disastrous events.⁵⁴

Vipsania Sickle

Vipsania is an extremely competitive mentor. She was even hesitant to give Snow a guitar for Lucy's interview. Her tribute, Treech, stole sponsor gifts meant for another tribute, and Vipsania approved of the move since it saved her limited sponsor funds. She was also the only mentor to bring bedding to sleep at Heavensbee Hall. When her tribute was killed, she was bitter and gave a cold thanks to the gamemakers.⁵⁵

Pliny Harrington

Pup (Pliny) is the son of a strict naval commander from District Four. Despite his father's efforts, Pup is careless and messy. He lacked confidence in his tribute, so he did not spend the time and effort to prepare it. When his tribute made her first kill, he rewarded her with bread and water. Despite his lack of care for her, he was visibly upset when she was killed.

Juno Phipps

Juno Phipps is a proud and entitled Capitol student known for her arrogance and constant flaunting of her family's prestige, as she believes her Phipps lineage, who were founding members of Panem, entitle her to better treatment than being chosen to mentor Bobbin, the male tribute from District Eight. Initially disappointed with her assignment, she only warmed up to him after hearing his creative ideas about weaponizing sewing needles. When Bobbin was killed

⁵⁴ "Apollo Ring and Diana Ring," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Apollo_Ring

⁵⁵ "Vipsania Sickle," *The Hunger Games Wiki*, https://thehungergames.fandom.com/wiki/Vipsania_Sickle

early in the Games, Juno was furious and demanded an explanation, suspecting that something suspicious had happened.

Hilarius Heavensbee

Hilarius Heavensbee is a wealthy and arrogant Capitol student who mentored Wovey, the female tribute from District Eight. He complained about her lack of personality and doubted her chances, though he later tried to defend her absence in the arena by calling it a strategy. When he finally spotted her, he sent food and water, but she died soon after from poison. Hilarius masked his disappointment with arrogance, claiming her eighth-place finish was respectable

Gaius Breen

Gaius Breen is a cheerful and well-liked Capitol student known for his jokes and easygoing nature. He mentored Panlo, the male tribute from District Nine, but was injured during the bombing of the arena and later died from his injuries. His death shocked the Academy, as Gaius was known for never having made an enemy. As punishment for his death, Dr. Gaul sent in snake mutts into the arena.

Androcles Anderson

Androcles Anderson is an ambitious Capitol student who dreamed of becoming a reporter like his mother. He mentored Sheaf, the female tribute from District Nine, but both were caught in the bombing of the arena before the Games began. Sheaf was killed instantly, while Androcles was left critically injured and barely alive in the Capitol Hospital. (not likely a character worth keeping)

Domitia Whimsiwick

Domitia Whimsiwick is a bubbly and empathetic Capitol student who mentored Tanner, the male tribute from District Ten. Her knowledge of livestock helped her guide Tanner during interviews. She was described by Snow as rather sensitive and kind, in contrast with the other mentors. When Tanner was killed by his allies, she accepted the loss gracefully, though she believed District Four took advantage of her tribute's good nature.

Arachne Crane

Arachne Crane is a wealthy, outspoken, and rather cruel Capitol student who mentored Brandy, the female tribute from District Ten. She taunted Brandy by offering a cheese sandwich through her bars, only to withdraw it, which enraged her tribute. In retaliation, Brandy used the same knife Arachne had used to slice the cheese to kill her.

Clemensia Dovecote

Clemensia Dovecote was a kind, empathetic, and thoughtful Capitol student who mentored Reaper Ash, the male tribute from District Eleven, during the 10th Hunger Games. She was deeply disturbed by the gruesome nature of the Games and openly questioned practices like betting on tributes, showing her moral awareness and sensitivity. After being bitten by snake mutts during a Capitol Zoo incident, she suffered severe neurological damage. This trauma caused her to withdraw from others and fear for her life, even telling Coriolanus Snow that she believed Dr. Gaul was trying to kill her as her skin began to scale.

Felix Ravinstill

Felix Ravinstill, a great-nephew of President Ravinstill, mentored Dill, the female tribute from District One. He tried to support her by sending gifts and water, though she ultimately died from tuberculosis shortly after entering the arena. Felix handled her death gracefully, but he later died from injuries sustained in the Capitol Arena bombing, which led to the release of snake mutts into the Games.

Lysistrata Vickers

Lysistrata (or Lyssie) was a Capitol Academy student who mentored Jessup Diggs from District Twelve. She was compassionate and careful, and developed a genuine bond with her tribute, showing concern for others. Lysistrata opposed the gruesomeness of the Games and often expressed frustration with their celebration. When Jessup contracted rabies, she took responsibility to protect others, sending him water to prevent harm, and mourned him quietly after his death, preferring to leave rather than celebrate.

Coriolanus Snow

Coriolanus Snow was born into the once-wealthy but declining Snow family in the Capitol, losing both parents during the Dark Days and growing up amid poverty and social decline despite his family's prominent name. His father, Crassus Snow, was a high-ranking military general and was involved in the early creation of the Hunger Games. Crassus encouraged Highbottom to get drunk while working on a university project to create a punishment for enemies, then secretly submitted Highbottom's idea to Dr. Gaul, who developed it into the Hunger Games and officially credited Highbottom. Coriolanus Snow is highly strategic and

manipulative, viewing the Hunger Games as both a tool for control and a way to gain influence in the Capitol.

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