

# **King's Christian Collegiate Model United Nations**



## **Pokémon Novice/ Intermediate Committee**

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## **Welcome Letter**

Dear King'sMUN 2025 delegates,

As this year's Co-Secretary Generals of King'sMUN, we are truly honoured to welcome you to our 11th annual conference. The Secretariat has been working hard throughout this school year to deliver you an incredible, in-person conference with various unique committees, experienced chairs, and a successful day of debate.

Model United Nations, a reenactment of the function of the United Nations, is designed for students to come together to debate, discuss, and develop creative resolutions to various pressing issues that plague our current world. In most committees, students take on the positions of multiple countries, characters, or political figures to create solutions for real and fictional issues and crises. We provide distinctive committees that delve into historical events, future scenarios, and fictional topics.

In our personal experience with MUN, we have developed many valuable skills that we will take with us throughout our lives, such as confidence in public speaking, leadership, and creative problem-solving. Furthermore, MUN promotes lifelong connections, as we meet delegates who share similar passions in committee sessions. We genuinely believe that your participation in MUN will guide you throughout your high school journey and beyond.

At King'sMUN, we provide a variety of committees to ensure that we have something of interest for everyone. From very current pressing issues (i.e. UNSC and the ICJ) and issues in sports (i.e. English Premier League and International Olympic Committee) to fictional committees, yet applicable issues (i.e. Pokémon) and issues set in our very own communities (i.e. Government of Ontario). We strive to ensure that there is appeal for a variety of delegates. Whether you have no experience or have attended many conferences, there is a place at King'sMUN for you!

Once again, we are thrilled to welcome all delegates, new or returning, back to King'sMUN. We hope you will engage in fruitful debate and have a fantastic time at King'sMUN 2025.

Sincerely,

Aryan Suri and Luciana Ilic

Co-Secretary Generals

King'sMUN 2025

### **Introduction to Pokémon:**

Pokémon, short for Pocket Monsters, is a beloved franchise that originated in Japan during the 1990s as a video game series created by Satoshi Tajiri and Game Freak. Over the years, it has evolved into a cultural phenomenon, encompassing trading cards, animated TV shows, movies, toys, and more. At its core, Pokémon revolves around the relationship between humans and fantastical creatures called Pokémon, which come in diverse shapes, sizes, and abilities. With over 1,000 species, each Pokémon possesses unique traits, strengths, and weaknesses, often tied to elemental types such as Fire, Water, or Electric. Trainers, the humans who catch and train Pokémon, build strong bonds with their companions, working as a team to participate in battles, solve challenges, and grow together. The Pokémon world is divided into regions, each with distinct cultures, landscapes, and native Pokémon species. The Kanto region, where the franchise began in Pokémon: Indigo League, includes key locations such as Pallet Town, Viridian City, Pewter City, Cerulean City, Vermilion City, Celadon City, Fuchsia City, Saffron City, Cinnabar Island, and the Indigo Plateau, home of the Pokémon League. Pokémon continues to inspire millions worldwide, and draws many real-world connections. This serves in direct relation to this committee, where environmental and ethical concerns from the series can be compared to issues arising in our current world.

### **Representation in Committee:**

Given the realism and application of the issues of this committee, only literate characters will be represented in the committee. Additionally, this committee specifically applies to Pokémon: Indigo League, the original season of the show. Please note that because these are fictional scenarios, certain elements of the issue are not canon to the show, and are inferences made based on the characters' demonstrated actions. The following characters are included in this committee:

1. Ash Ketchum
2. Misty
3. Brock
4. Professor Oak
5. Gary Oak
6. Lt. Surge
7. Sabrina
8. Erika
9. Koga
10. Blaine
11. Giovanni
12. Nurse Joy
13. Officer Jenny



14. Jessie Rocket
15. James Rocket
16. Meowth Rocket
17. Duplica
18. Todd Snap
19. Richie
20. Melody

In researching the positions of each character, it will be helpful to review the following sources. Delegates can watch episodes where their character appears in, read summaries of those episodes, and also make inferences based on their character's demonstrated opinions.

Pokémon Wiki: [https://pokemon.fandom.com/wiki/Pok%C3%A9mon:\\_Indigo\\_League](https://pokemon.fandom.com/wiki/Pok%C3%A9mon:_Indigo_League)

Pokémon TV: <https://www.pokemon.com/us/animation/seasons/1>

### **Issue 1: Environmental Preservation and Pokémon Habitats**

The conflict between human development and Pokémon habitats has intensified in recent years, with numerous regions struggling to balance urban growth and ecosystem preservation. In the Kanto region, urban expansion around Celadon City, Saffron City, and Vermilion City has led to significant deforestation, air pollution, and industrial runoff that have devastated nearby ecosystems. The once-thriving Viridian Forest, home to species like Caterpie, Weedle, and Pidgeotto, has seen its lush greenery diminish due to logging and road construction, reducing the natural shelter and food sources these Pokémon depend on. Similarly, the Rock Tunnel area, which shelters Zubat, Geodude, and Onix, is increasingly threatened by mining operations and reckless tourism.

Coastal habitats have fared no better. The waters near Cinnabar Island, a sanctuary for Water-type Pokémon like Tentacool, Magikarp, and Horsea, have been polluted by waste from local research labs and nearby industrial facilities, including Team Rocket's clandestine operations. These secret factories, hidden in the outskirts of Kanto and other regions, not only emit harmful toxins but also exploit Pokémon habitats for their schemes. The wetlands near Fuchsia City, home to Grimer, Koffing, and Gloom, have been heavily impacted by waste dumped by Team Rocket factories, creating an unnatural increase in Poison-type Pokémon populations while driving out other species.

Grasslands and marshes, such as the Safari Zone near Fuchsia City, have been affected by overdevelopment and invasive activities. The Safari Zone, known for its diverse population of rare Pokémon like Tauros, Kangaskhan, and Scyther, now faces reduced biodiversity due to poaching and encroachment. Even Mt. Moon, a critical habitat for Clefairy and other Rock- and Fairy-type Pokémon, has seen increased disturbance from mining for Moon Stones, often tied to Team Rocket's operations to exploit these resources for profit.

Advocates for Pokémon habitat preservation, such as Erika, the Celadon City Gym Leader, emphasize the spiritual and ecological importance of these ecosystems. Erika has led reforestation efforts in the areas surrounding Celadon City, replanting native flora to restore balance. In coastal regions, Melody, a vocal preservationist from the Orange Islands, highlights the symbiotic relationship between humans and Water-type Pokémon, stressing the need to protect coral reefs and breeding grounds.

Professor Oak and Todd Snap play a critical role in raising awareness about endangered Pokémon habitats through education and documentation. Oak's research has demonstrated the link between habitat destruction and declines in Pokémon populations, urging governments to implement stricter environmental regulations. Todd Snap's photographic documentation of endangered Pokémon and their habitats has garnered public attention, inspiring grassroots movements.

Despite these efforts, resistance from individuals and organizations that prioritize development and military growth, like Giovanni and Lt. Surge, poses a significant challenge. Giovanni's ventures with Team Rocket view Pokémon as tools for profit and conquest, directly conflicting with preservation efforts. Lt. Surge, while less overtly destructive, advocates for the industrialization of Pokémon training for military purposes, often neglecting environmental consequences.

Regulatory measures enforced by Officer Jenny and her teams have shown some promise but lack the enforcement power and resources necessary to hold large offenders accountable, especially against organizations like Team Rocket. Community-driven initiatives, such as reforestation and cleanup projects, have yielded positive results in localized areas, but their impact is limited by insufficient funding and lack of regional coordination.

Without immediate action, Kanto and other regions risk losing not only Pokémon biodiversity but also the irreplaceable bond between humans and Pokémon that has defined their coexistence for generations.

**Further Questions:**

1. How can technological progress coexist with ecological preservation?
2. What is the responsibility of trainers and citizens in maintaining these habitats?
3. Can certain laws and policies be implemented to uphold preservation measures?
4. How can Pokémon be utilized in this environmental context? Are certain Pokémon types more beneficial than others?
5. Which regions are most susceptible to deforestation and other environmental issues? Why?

## **Issue 2: The Ethics of Pokémon Training and Battles**

### The Ethics of Pokémon Training and Battles

The ethical dimensions of Pokémon training and battles remain a contentious issue, with arguments on both sides of the debate. Training and battling have been celebrated for fostering partnerships between trainers and Pokémon, teaching discipline, and strengthening bonds. However, concerns about exploitation, overtraining, and endangering Pokémon in dangerous situations persist. Traditional practices, while culturally significant, often fail to address the physical and emotional toll on Pokémon.

Ash Ketchum and Gary Oak serve as prime examples of the potential for positive trainer-Pokémon relationships. Ash's bond with Pikachu and other Pokémon emphasizes trust, mutual respect, and growth, whereas Gary's journey showcases the evolution of a trainer who transitions from arrogance to understanding the importance of caring for Pokémon. Misty and Brock, Ash's companions, often stress these values. Misty, a Water-type specialist, advocates for gentle and patient training methods, especially for timid Pokémon like Psyduck. Brock, with his medical expertise as a Pokémon Breeder, highlights the need for proper care and rest, warning against pushing Pokémon beyond their limits.

Contrasting these approaches, Giovanni and Team Rocket exemplify the darker side of training, where Pokémon are viewed as tools for personal gain. Jessie, James, and Meowth frequently engage in unethical practices, such as theft and forced battles, exposing the extent of Pokémon exploitation for criminal ends. Giovanni, as Team Rocket's leader, represents a systemic abuse of power, using Pokémon for industrial and military purposes without regard for their well-being.

Within the Gym Leader community, differing philosophies reveal the complexity of the debate. Sabrina, the Saffron City Gym Leader, advocates for stricter regulations on training practices, believing that unchecked battles can harm Pokémon both physically and emotionally. In contrast, Koga, a Poison-type expert, argues that battles are essential for building strength, discipline, and resilience in both trainers and Pokémon. Blaine, the Cinnabar Island Gym Leader, offers a balanced perspective, suggesting that battles, when conducted ethically, can serve as a test of strategy and mutual understanding rather than brute strength.

Erika, known for her harmonious relationship with Grass-type Pokémon, champions holistic training that prioritizes Pokémon welfare and natural growth over competition. In her Celadon City Gym, emphasis is placed on respecting Pokémon autonomy, particularly in decisions such as evolving naturally rather than through external forces like evolutionary stones. On the other hand, Lt. Surge, a staunch advocate for strength and utility, often draws criticism for his focus on militaristic training methods, which prioritize functionality over compassion.



Voices outside of traditional training circles add further depth to the conversation. Duplica, a Ditto trainer and performer, challenges the competitive aspect of battles altogether, promoting alternative ways to interact with Pokémon, such as performance and artistic expression. Richie, a fellow trainer and Ash's rival, embodies a nurturing philosophy similar to Ash's, showing that competitive success can coexist with compassion and respect.

Figures like Professor Oak and Nurse Joy work tirelessly to promote education and awareness about ethical practices. Professor Oak's research into Pokémon behavior and relationships provides valuable insights into the importance of understanding Pokémon needs. Nurse Joy, present in every Pokémon Center, serves as an advocate for Pokémon health, urging trainers to prioritize rest and recovery. Officer Jenny enforces laws designed to protect Pokémon from abuse, though limited resources often make it difficult to hold offenders like Team Rocket accountable.

Even Pokémon themselves, such as Meowth from Team Rocket, have become vocal about their autonomy. Meowth's unique ability to speak human language allows him to critique the practices of trainers and emphasize the need to treat Pokémon as sentient beings with agency. This sentiment is echoed by Melody from the Orange Islands, who highlights the spiritual connection between humans and Pokémon, reminding communities of their shared responsibility to preserve and respect Pokémon habitats and welfare.

As the debate continues, grassroots movements and Pokémon rights organizations have emerged, calling for reforms in training and battling practices. Initiatives include stricter regulation of gym battles, monitoring Pokémon health during official competitions, and encouraging alternative ways to bond with Pokémon, such as contests, research, or ecological preservation. The path forward will require balancing tradition with the ethical considerations of Pokémon welfare, ensuring that training and battling remain a positive and respectful part of the human-Pokémon relationship.

**Further Questions:**

1. Should there be a regulatory body to oversee training practices?
2. How can the line between partnership and exploitation be defined?
3. How does evolution and evolutionary stones relate to the topic?
4. Should alternative Pokémon contests be implemented rather than battles?
5. What role should Pokémon Centers and organizations like the Pokémon League play in educating trainers about ethical practices?
6. How can Pokémon themselves have a say in decisions about their training, evolution, and participation in battles?

## Connection to SDGs

Although Pokémon is rooted in fiction, themes within the series align closely with the real-world aspirations of the United Nations Sustainable Development Goals (SDGs).

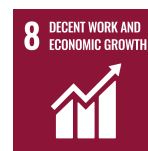
### Issue 1: Environmental Preservation and Pokémon Habitats

- **SDG 12: Responsible Consumption and Production** – Industrial damage caused by groups like Team Rocket emphasizes the need for sustainable resource use and reduced environmental impact.
- **SDG 13: Climate Action** – The degradation of Pokémon habitats due to deforestation, pollution, and urbanization reflects the urgent need for localized actions like reforestation and pollution control to combat climate change and protect biodiversity.
- **SDG 14: Life Below Water** – Coastal regions, such as those near Cinnabar Island, demonstrate the necessity of preserving marine ecosystems by addressing overfishing and industrial pollution to safeguard species like Magikarp, Gyarados, and Horsea.
- **SDG 15: Life on Land** – Protecting Pokémon such as Caterpie, Farfetch'd, and Pidgeotto aligns with conserving terrestrial ecosystems and halting biodiversity loss. Sustainable land management is critical for long-term ecological balance.



### Issue 2: The Ethics of Pokémon Training and Battles

- **SDG 4: Quality Education** – Education initiatives by figures like Professor Oak and Nurse Joy promote ethical care for Pokémon, fostering awareness and responsibility among trainers.
- **SDG 8: Decent Work and Economic Growth** – Pokémon training, when conducted ethically, provides opportunities for improved livelihoods, such as roles in research, gym leadership, or contest organizing.
- **SDG 16: Peace, Justice, and Strong Institutions** – Ethical regulations for Pokémon battles ensure peaceful coexistence and accountability for exploitative practices, creating trust and inclusivity. Connections can be made to animal cruelty laws, and questions regarding the comparison of Pokémon to dog-fighting (Philosimplicity, 2019).
- **SDG 17: Partnerships for the Goals** – Collaborative efforts by trainers, researchers, and organizations like Erika's conservation initiatives demonstrate how partnerships can drive ethical and sustainable progress.



Works Cited

*Pokémon Indigo League* Blu-Ray Edition., Viz Media, 2019.

“The Ethics of Pokémon Battles: Is Pokemon Dog Fighting?” *Philosimplicity*, 23 Apr. 2019,  
[philosimplicity.com/blog/2019/04/22/ethics-of-pokemon-battles/](http://philosimplicity.com/blog/2019/04/22/ethics-of-pokemon-battles/).