Lots-o'-Huggin' Bear

"Lotso"



"WHERE'S YOUR KID NOW, SHERIFF!?"

Lore:

Lotso is the antagonist of the third "Toy Story" movie, he initially appears to be kind and sweet, however it's later revealed that he's a cruel tyrant who rules over Sunnyside Daycare, filled with resentment having been "abandoned" by his original owner.

(emotional engagement, acting skills, deception, social manipulation)

Toy Story 3:



When Woody's gang arrives at Sunnyside, Lotso is quick to greet the toys, giving the group a tour of the daycare and having the group warm up to him quickly due to his kind demeanor. He comforts them, revealing that he and Big Baby had once been abandoned by their owner and empathizes with the toys, telling them that here at the daycare, there's no chance of them being rejected or abandoned as there will always be children who want to play with them.

He has the group left at “The Caterpillar Room” knowing that the toys kept there are usually treated roughly as it’s for the younger children, here unbeknownst to him, Woody escapes (NOTE: Woody does NOT escape because he’s suspicious or even remotely worried about Lotso, he only does this as he wishes to return to Andy).

After a day in the Caterpillar Room, Buzz ventures out to discuss with Lotso the possibility of being moved to a different room. He overhears Lotso’s gang and is quickly caught by them, being strapped down in “the time-out chair”. Lotso arrives quickly and has Buzz released, smoothing things over between them by saying that guests should not be treated in this manner. He then hears out the Space Ranger’s plea for a transfer and agrees on the condition that only Buzz moves, explaining that newer toys were placed in the Caterpillar room, because they are tougher and can handle rough treatment.

Buzz refuses and Lotso quickly switches tactics, having his gang subdue the toy and using a manual to reset him, reverting him back to his original self and brainwashing him into believing his friends are minions of the Evil Emperor Zurg.



Lotso and his gang (with Buzz now), return to the Caterpillar Room, where he has Buzz imprison the toys, trapping them in cubbies. Placing Mr. Potato Head in particular inside “The Box” as a form of harsh punishment due to him attacking Big Baby. Lotso leaves Buzz in charge of watching over the toys, warning him that they’ll try anything to get him to doubt himself, to which Buzz replies by telling Lotso not to worry. As he’s preparing to leave, Lotso tosses the toys Woody’s hat, implying that he had killed Woody in an attempt to make the toys obey his rules.

Later however, Woody breaks back in, having heard of Lotso’s true nature from Chuckles the Clown back at Bonnie’s house. The group nearly escape the Daycare and are about to leave through a garbage chute when Lotso’s gang confronts them once more. Revealing that he had tortured the Chatter Telephone toy that had assisted Woody into getting this far, he

tries to convince the group to return back to the Caterpillar Room, however as they continue to refuse, he signals to have Stretch (his minion) push the group into the garbage.

Woody reveals that he has Big Baby's old heart pendant and tosses it to him, Lotso destroys the pendant enraged now and attacks Big Baby, telling Stretch angrily to push the toys into the garbage. However, Big Baby attacks Lotso and throws him instead, while the toys attempt to escape, one gets trapped prompting Woody to rescue them. As a result, Lotso lashes out one more time, dragging Woody into the garbage bin with him.

This leads to the rest of the toys attempting to save Woody and results in them all landing in the garbage truck until eventually they end up at a landfill site. As the toys (incl. Lotso) are moved along a conveyor belt with a shredder and incinerator, Lotso eventually notices an emergency stop safety button, which he quickly convinces Woody and Buzz to help him reach.

When they do help him, he laughs at the pair and calls out his infamous line of "Where's your kid now, Sheriff?" and escapes, leaving the toys to be incinerated in a fire.



As he's attempting to escape, Lotso ends up collected by a binman who attaches him to the front of his truck.

(social skills, acting skills, fear inducement, empathy/social awareness, leadership, social engineering, influence building, charisma, cunning, emotional understanding, RCI/VSI/VCI/PSI/FRI, composure, perception/observation, emotional manipulation, social manipulation, bluffing, verbal/non-verbal deception, persuasion, brainwashing, strategy, strategy resilience, strategy orchestration, improvisation, gaslighting, resource management, extortion, threats, mass deception, mass manipulation, adaptability)

Lotso's strongest categories:

Key: FSIQ, FSEQ, FSSQ, FSAQ, RSG/THK, Manip/Decep, Psychology, Strat/Planning, Misc.

1- Social Skills, acting skills, Social Awareness/Empathy, Emotional Understanding + Perception, charisma, emotional/social manipulation, cunning, mass manipulation/deception (through his initial friendly demeanour where he uses his familiarity with the toys' situation to become quickly trusted)
2- Perception/observation, PSI, composure, improvisation, formulation, adaptability (most notably when he quickly notices the emergency stop button under extreme pressure and uses it to trick the others into aiding his escape)
3- RCI/VCI (Through his comprehension of Buzz Lightyear's manual)
4- Leadership, influence building, social engineering (through his gang and control over Sunnyside Daycare)
5- Fear inducement, bluffing, control over victim, Misdirection, extortion, threats, psychological warfare (through his torture methods (incl. "The Box"), through his use of Woody's hat to imply that he had "dealt" with the toy even though he had actually just escaped to instil despair)
6- Strategy, strategy resilience, strategy orchestration, VSI + FRI , resource management (through his daycare lockdown strategy that involves using trucks, minions and cameras to keep watch over his prisoners and prevent escapes)
7- Creative + fast thinking, logical manipulation + reasoning (reasoning for denying the toy's transfer from the Caterpillar

room, his adaptability and overall creative methods of controlling Sunnyside Daycare)
8- Counter difficulty, setting traps (was able to discover Woody's escape and plan and disrupt it)
9- Influence (As head of his gang and tyrannical ruler of Sunnyside Daycare)
10- Non-verbal deception (thanks to his "strawberry" scent and appearance, Lotso initially appears to be an innocent and kind bear, hardly giving any of the truths about him away)
11- Decision Making (Lotso is shown to be quick and decisive with his decisions, shown with his quick acceptance and change of action when Buzz refuses to comply with him)
12- Emotional Engagement (Lotso is seemingly motivated by a deep-rooted disdain resulting from him being replaced by his owner)
13- WMI, inductive reasoning, perseverance, determination, mental fortitude (Lotso was able to make his way back to his owner after being forgotten during an outing, possible WMI and possible reasoning involved, at the very least AC due to rain + distance + difficulty)

"This is what happens when you DUMMIES try to think! WE'RE ALL JUST TRASH WAITING TO BE THROWN AWAY!!! THAT'S ALL A TOY IS!!!"



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Credit to the Disney/Villains wiki for quotes, images and help summarising.