Lots-o'-Huggin' Bear (Revised)

"Monster", "Commander Lotso"



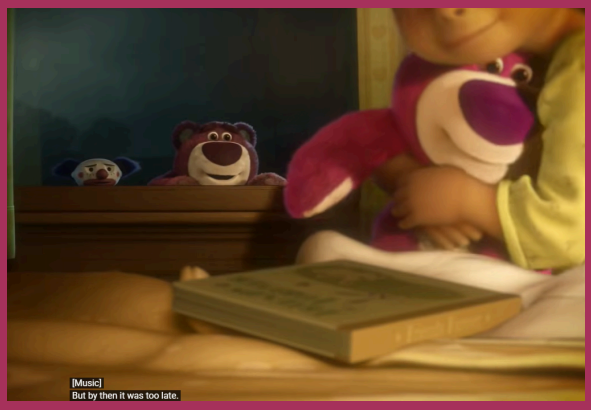
"You want your mommy back? She never loved you- DON'T BE SUCH A *BABY!*"

Toy Story 3:

Key: FSIQ, FSEQ, FSSQ, FSAQ, Psychology, Manip/Decep, Thinking/Reasoning, Strat/Planning, Misc. Context

Prior to the events of the film, Lotso was “abandoned” by his owner, Daisy, who lost him one day while playing at a pitstop during a roadtrip. Lotso was able to persevere despite this and made his way back to his owner’s home alongside Big Baby and Chuckles the Clown who were also lost that day. (plainly, this is an adversity capacity feat displaying mental fortitude, stress tolerance, perseverance and determination with emotional engagement + management, however, returning to Daisy’s may possibly have involved WMI, FRI and sensory (perception) via having memorised the way back, which I would argue is made more impressive by the fact that since the parents seemingly never attempted to recover Daisy’s toys, must’ve been enough of a distance to make replacing them preferable)









Once arriving there, Lotso would see that he had been replaced by Daisy, which caused him to snap and developed his belief that no child ever truly loved a toy, as a result he dragged Big Baby and Chuckles away, travelling on the back of cars in horrible weather before finally finding Sunnyside Daycare and taking over. (emotional engagement, mental fortitude, stress tolerance, perseverance)

Lotso transformed Sunnyside into a prison for toys, creating a system to ensure none could escape or oppose him. In order to escape Sunnyside, you must steal the master key kept in the office.



Avoid the countless patrolling vans as well as watchguards, and find a way over the Sunnyside fence.







All while avoiding being caught by “the Monkey”, who Lotso has watching the security footage at all times. Furthermore, the monkey has a button nearby to call for help or to alert guards/Lotso to any attempted escapees and their locations.





(planning intricacies + contingencies + invincibility + coverage + preparation process + accuracy, tactics, holistic + analytical + strategic + creative thinking, anticipation + risk calculation, setting traps, problem solving, social engineering, resource management, leadership, influence building, VSI + FRI, information gathering)

Now onto the events that take place during the film, following a series of events, Andy's toys all end up at Sunnyside Daycare, convinced that they'll be able to finally be played with again here, despite Woody's insistence on returning back to Andy. After crashing to the ground when Rex pushes through to look out of the donation box, the gang come face to face with many of the Sunnyside residents who proceed to celebrate and welcome them.

I'd like to take a brief moment to explain the significance of this: firstly, it should be noted that the toys are presently in the "Butterfly" room, which has the older children, as opposed to the "Caterpillar" room the gang are left in momentarily. This is important as we later learn that the children in the Caterpillar room are very violent and treat the toys there horrendously. The toys within this room are specially selected by Lotso, to act as cover for any new arrivals to the truth behind Sunnyside and how poorly new arrivals (who are sent to the Caterpillar room)

wind up treated, this is further backed up by how many of the high ranking agents within Lotso's gang reside here (Chunk, Stretch, Sparks & Twitch for example). To put simply, Lotso has conditioned these toys to behave in such a manner so as to remain in the privileged Butterfly room with perks (for example the repair shop and supplies that will be mentioned shortly) while being okay with allowing any new toys to suffer in their place.





Lotso himself shows up not too shortly after, greeting the toys himself, immediately positioning himself as empathetic and understanding the toys' plight. Lotso correctly assumes that the toys have been "abandoned" and as such are looking for new

kids to play with, highlighting the beauty of the daycare as when the kids grow old, new ones come instead, meaning that they'll never be forgotten or outgrown.





Lotso gives the gang a tour of Sunnyside, showcasing the countless supplies they have and even a "toy repair shop". Finally, he brings them to the "Caterpillar" room where they are to reside, before leaving them to settle in before recess ends and the children return. It should be noted that the entire group are enamoured with the place (even Woody, although he remains firm in his belief that he should return to Andy) and none of them are able to see through Lotso's act in anyway- although Woody *does* escape, he does not do this due to a lack

of trust in Sunnyside, but rather due to his aforementioned need to return to Andy before he leaves for college.



(Mass + Social + Psychological + Event + Emotional + Indirect Manipulation, Social Engineering, Social Cognition, Leadership, Relationship Management, Empathy, Charisma, Acting Skills, Concealment, Sophistry, Emotional Facilitation + Perception, Pattern Recognition, Abductive Reasoning, Psychological Warfare + Insight, Cold reading, Planning Intricacies + tactics)

After Andy's toys first playtime in the Caterpillar room, the toys are left battered and bruised by the younger children. Buzz, having seen through the windows, the calm and more caring older children in the Butterfly room, opts to leave and talk to Lotso so he can ask to have the gang moved there.

After following a few of Lotso's henchmen into the vending machine, Buzz overhears the group gambling and discussing

how long “the new toys” will last. As he attempts to leave, he is caught by Big Baby who throws him in front of the gambling henchmen. Ken orders him to be taken to the library.



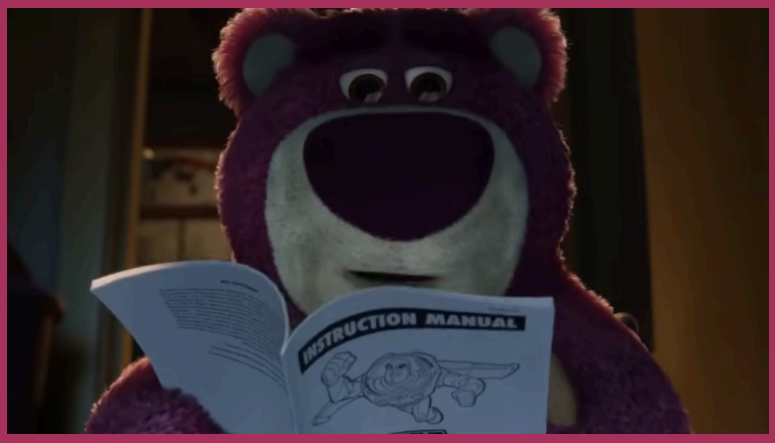
While strapped to a chair in the library, Lotso appears, seemingly being completely unaware of the situation. He promptly frees Buzz and attempts to comfort him for his mistreatment. At this point, Buzz requests a transfer to the Butterfly room, insisting that the Caterpillar room is too violent a place for Andy’s toys.

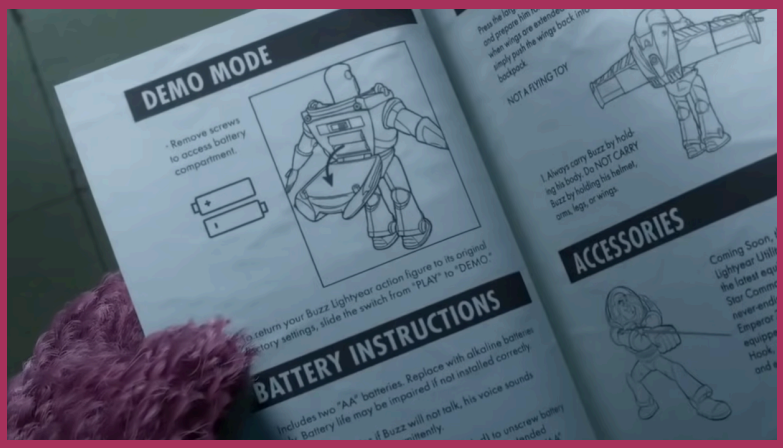




Lotso initially grants Buzz's request, impressed by the initiative displayed by the toy, however he notes that he can only allow Buzz to transfer- Lotso explains that some toys have to remain in the Caterpillar room or else the younger children won't have anyone to play with. Buzz, although understanding the reasons, refuses, saying that they must all transfer. Here Lotso quickly switches tactics, ordering his gang to strap him down again. (sophistry, acting skills, social cognition, relationship management, social skills, leadership)

Following this, Lotso has Ken call in the "Bookworm", who keeps and collects manuals for toys, as well as presumably any other material Lotso may want. The bookworm brings out a copy of Buzz's manual and Lotso takes it, ordering them to reset Buzz.





Lotso and his gang then head back to the Caterpillar room with a reset Buzz (that they keep hidden initially, up until Lotso orders him to capture the toys). At this point, the toys have learned that Woody was telling the truth and Andy well and truly did mean to put them in the attic, prompting them to want to return home.



Lotso remains calm despite the group's insistence on leaving, explaining to them that they won't be leaving. As Jessie attempts to disobey, Buzz Lightyear having now been reset appears*, quickly neutralising the toys.

*I'd like to briefly explain how Lotso's brainwashing has worked, seeing as while it's not a brilliant feat, it is worth mentioning. Essentially, when Lotso had Buzz reset, Buzz reverted to his Toy Story 1 personality from the very beginning, thus he is an "intergalactic space ranger" who seeks to prevent the Evil Emperor Zurg from destroying the galaxy- Lotso utilises Buzz's delusions to frame himself as a "Commander" for Star Command and ensures Buzz believes Andy's toys are wicked servants of Zurg. (emotional + direct + individual manipulation, tactics, psychological insight + warfare)



Lotso has the toys thrown into “jail cells” and orders the brainwashed Buzz to act as their guard. To ensure the group's compliance, Buzz lists out the rules of the prison, with any failure to obey said rules resulting in “a night in the box”.





Mr. Potatohead is the first victim of “the box” due to his outbursts against Lotso and Big Baby, and he is left in the box as a form of psychological torture, as well as an example to the others. Lotso goes on to explain that provided you never step out of line, Sunnyside can be a dream place to live (referring to promotion to the Butterfly room, assuming you survive the Caterpillar room and are deemed useful enough).

Lotso throws Woody’s cowboy hat to the ground, before bidding the group goodnight, doing so to further instill in their mind the consequences of stepping out of line (in truth, Woody is alive and well, having escaped Sunnyside earlier). (fear inducement, fabrication, misdirection, psychological + mass manipulation, tactics, psychological warfare, social engineering)

The following morning, Lotso arrives to wake the gang, with Big Baby bringing Potatohead back, now a complete mess, before leaving again, before the children arrive.

Unfortunately for Lotso, Woody when he escaped was picked up by a child named Bonnie who had also taken Chuckles the Clown- Lotso’s old friend- at some point in the past too. This leads to Woody discovering the truth about Lotso’s past and his tyrannical rule over Sunnyside, causing him to return in an attempt to save his friends.

Through Woody's efforts, he is able to take down Lotso's various layers of defence to lead the gang into the trash chute to escape Sunnyside. However, here, Lotso is able to intervene, having found and beaten the Chatter Telephone toy that had been assisting Woody into revealing Woody's plan, quickly surrounding the toys with his own gang and blocking off all forms of escape. Lotso intends to offer the toys an ultimatum, either return with him to Sunnyside to remain as toys for the Caterpillar room, or to be thrown away in the rubbish collection truck soon to arrive. (trap setting, anticipation, information gathering, negotiation, social engineering, improvising, tactics, planning formulation)







The group refuses, and Lotso orders Stretch to push them into the bin so the truck can collect them, however, Ken appears, looking to convince Lotso to stop this due to having fallen for Barbie. Lotso initially tries to convince him otherwise, however he remains steadfast in his love for Barbie, so Lotso has him thrown over to the group.

Ken tries to convince the gang that Lotso has created a pyramid and placed himself on top, meaning if they simply turned on him they could improve Sunnyside, however, none of the gang seem remotely interested in his proposition. (social engineering, charisma, cunning)



Woody makes a last ditch effort to prevent this, bringing up Lotso's old owner - Daisy - in an attempt to challenge his philosophy. It should be noted, that by all means, Woody should not have been privy to this information, especially considering he has in his possession the plastic heart that Daisy had written her name on originally held by Big Baby.



This is the first point in which Lotso truly loses his composure, lashing out at everyone around him due to having a deep-rooted trauma revealed. He orders Stretch to push Andy's gang into the bin, but while he's lashing out he hits Big Baby, who grabs him and throws him into the trash himself. It should be noted that this is clearly the result of extreme trauma from both Big Baby and Lotso who have just been reminded of their former owner, so while his crashout is certainly an EM and composure antifeat, it is born from an incident that in most situations shouldn't be brought up or known.



As the gang attempt to leave with Lotso now imprisoned in the garbage bin, one of the aliens gets their foot stuck in the bin lid, Woody runs to aid him and Lotso quickly grabs his foot, dragging him into the bin with him. (decision making, fast thinking, improvising, trap setting)

The toys attempt to save Woody, however as the truck has arrived, it drops all of them into it along with Woody and Lotso. The gang arrive at the landfill site, and are quickly brought into the system, to avoid the shredder, the toys grab hold of anything magnetic and here Lotso reveals himself once more.



Lotso calls out for help from beneath a golf club bag, and is aided by Woody and Buzz who manage to pull him out from underneath and utilise the golf club to fly up to the ceiling magnet and avoid the shredder.



Having avoided the shredder, the toys initially believe they're out of the woods, however, soon realise that the conveyor belt is bringing them to the incinerator. As the toys attempt to come up with a way out while the incinerator drags them closer to their impending doom, Lotso is able to notice a small ladder as well as an emergency stop ladder on the sign despite the immense stress he's under, Lotso quickly convinces Buzz and Woody to help him climb up, however once he's at the top, he laughs in their face and leaves without pushing the button to help. (planning formulation, PSI, fast thinking, perception, observation, composure, stress tolerance, mental fortitude)





Andy's toys are nearly incinerated as a result, however are rescued by the little green men. Lotso, while attempting to escape, is picked up by a binman who reminisces about when he had a Lotso doll and straps him to the grille of his truck.

Lotso's category feats summarised:

Key: FSIQ, FSEQ, FSSQ, FSAQ, Psychology, Manip/Decep, Thinking/Reasoning, Strat/Planning, Misc.

1- planning intricacies + contingencies + invincibility + coverage + preparation process + accuracy, tactics, holistic +

analytical + strategic + creative thinking, anticipation + risk calculation, setting traps, problem solving, social engineering, resource management, leadership, influence building, VSI + FRI, information gathering (Lotso's Sunnyside lockdown scheme which utilises Lotso's resources to ensure no-one is able to leave of jeopardise his rule over Sunnyside)

2- Mass + Social + Psychological + Event + Emotional + Indirect Manipulation, Social Engineering, Social Cognition, Leadership, Relationship Management, Concealment, Sophistry, Emotional Facilitation , Psychological Warfare + Insight, Cold reading, Planning Intricacies + tactics, systematic thinking (I've separated this despite it also covering several categories from the segment directly above, because I believe it displays a far greater social engineering feat than that of his lockdown, particularly, Lotso utilises systematic dominance and control over the toys at Sunnyside, providing certain toys with the privileges of remaining in the Caterpillar room, to ensure they behave and act as a layer of deception for any new-comers within the daycare)

3- Empathy, social skills/integration, emotional perception/understanding, abductive reasoning, charisma, acting skills (Lotso's early interactions with Andy's toys, promptly picking up on their situation and empathising with them to ensure they don't suspect anything of Sunnyside daycare)

4- Emotional engagement + management, and all FSAQ categories, possible WMI, and overall sensory (generally Lotso doesn't lose his cool, only doing so once the trauma of his former owner is dug up, even under the immense pressure of imminent death he was able to notice a way out and act on it, returning to Daisy's home over a long trek possibly involving WMI if you want to buy into that, although it's hard to scale regardless)

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



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