*Xaire*!

You are about to play a short, fun, intense game set in Athens in 403. Big ideas are going to collide, surprises will happen, skill and luck will play a role, and you are going to have the chance to change history – *but should you*?

Everything you need to know is in this packet. You don’t need to do any outside research, all the relevant information is here. You don’t need to study the information here too diligently to have a good time, read it over once or twice and you’ll be all set.

Here’s what you should to:

1. **KEEP THE CONTENTS OF THIS PACKET A SECRET!!!!! DON’T TELL ANYONE YOUR CHARACTER INFORMATION BEFORE THE GAME BEGINS!** Everyone has a different character, everyone has secrets. You want to keep your information secret so nobody has an advantage over you.
2. Print a copy of this packet. You’ll need some parts of it for the game itself. There is an introduction, a big letter, your individual role sheet. Some characters may have a couple extra secret documents here as well.
3. Read the contents of this packet once or twice before the game starts.
4. When you enter the game-room, find other people with the same big letter as you and sit with them. They will be your team. 2 things:
	1. The roles are not equally distributed – if you see another group with more people than you, don’t worry about it. The game has been carefully calibrated, this is all part of the plan. Everyone can win the game regardless of what role they are in.
	2. If you have a K, M, P or L, you will not have a group, come find the game-master at the beginning of the game, or, if possible, right before the game begins. You’ll recognize the game-master because he’s a big, goofy looking guy with brown hair and blue eyes in a black suit. He will likely be shouting instructions.

***This is going to be so much fun!***

-GameMaster Chrol

**Introduction to Athens Besieged: Debating Surrender**

When you walked through the doors today, you probably thought you were entering a classroom. You were wrong. Instead you passed through the Dipylon Gate into Athens. You also moved 2500 years back in time. The year is 405 BCE; the month is December. The walls you can touch are the 18-foot-high stone walls of ancient Athens (shown below). Beyond those walls, stretching as far as the eye can see, are the tents and campfires of the Spartan army, joined by armies from Thebes, Corinth, and other city-states that have long sought to destroy Athens. For 27 years they have sought to climb over the walls of Athens. For 27 years they have waited to slaughter the men of Athens and enslave its women and children. For 27 years they have prayed to destroy Athens and annihilate its democracy.

Now, at long last, their dream—and your nightmare—may become a reality. Sometime soon, perhaps one month from now, perhaps more, Spartan soldiers and their allies will march into Athens and supervise its surrender.

And then the horrors will begin. If you are a man, you will likely be butchered by the Spartans, cut down like a pig in a pen. If you are a woman, you and your children will be seized as slaves.

How did it come to this?

The Great War began 27 years ago. Athens had become a mighty empire, collecting annual tribute from hundreds of city-states throughout the Aegean. Sparta, alarmed by Athenian power and its aggressive democracy, invaded Attica and marched on Athens. Believing the Spartan army to be invincible, Athenian generals ordered its soldiers to retreat behind the protective walls of Athens. Most citizen-farmers, too, streamed through the gates to safety, bringing their families, slaves, cattle and as many household goods as they could carry. While the Spartans ravaged the countryside and probed your walls, the Athenian fleet, sailing from Piraeus, raided the coast of Sparta, burning and plundering Spartan towns and cities.

Nearly every year brought another Spartan invasion of Attica—as well as Athenian raids on the Spartan coast. The walls around you form a protective corridor, encircling Athens and extending all the way to the port city of Piraeus (see map, next page). You are now within these walls (the white area on the map). Throughout the war, ships carrying grain from the Black Sea, Egypt and elsewhere have docked at Piraeus. That all changed a few months ago, when the Spartans caught the Athenian fleet by surprise and destroyed it. The gods, who so long favored Athens, have dealt her a cruel blow.

Spartan ships ring harbor of Piraeus. No grain ships can get through. And just beyond the great walls, the Spartans lie in wait, sharpening their swords and spears. Lysander, their victorious general, is brilliant and brutal. He demands that Athens surrender immediately: If Athens tears down the North Long Wall, he says he will not slaughter Athenian men or sell the women and children into slavery.

But if you tear down the Long Walls, the Spartans and their bloodthirsty allies will be able to march into Athens and commence the slaughter. When Lysander defeated the Athenian fleet a few months ago, he similarly promised to spare those who surrendered. Instead he lined up the 4000 Athenian sailors along the beach and hacked them to pieces. Rumor has it that he even ordered his soldiers to stab victims in the soft parts of the abdomen, lest his men’s blades become dull from striking the ribs or necks of victims.

Now the public granaries are empty. Most Athenians have set their slaves free, letting them slip over the walls at night. Some Athenian citizens have tried to escape, too, pretending to be slaves. But their lilting Attic accent and soft hands give them away. Each morning you see their bodies, hacked beyond recognition, just beyond the walls.

Now you must make difficult decisions. Though there are no good options, there is some hope.

A few weeks ago Theramenes (theh-RAH-meh-neez), one of Athens's most respected leaders, told the Athenian Assembly that he had some "secret" knowledge that could save the city. The Assembly authorized him to negotiate with Sparta and he left on this mission. Nothing more has been heard from him. Many expect him to walk through the gates at any minute, carrying a treaty that will deliver Athens from calamity.

But what if he fails to return? Or returns without a treaty? What if the treaty authorizes the elimination of the Athenian democracy? What if Sparta and its allies, after signing a treaty, go back on their word and kill all Athenian men? What should Athens do?

You must find a solution, and persuade the Assembly to adopt it. You must speak, because some 500 Athenian citizens hang on your every word and vote exactly as YOU do.

K

**1) Kora (KO-ra): Slave Girl**

No one cares much about you. Athenian citizens are starving; you are too. But while they are trapped within these walls, doomed to starvation or death from Spartans, you—fortunately—are a slave. Your hands and feet are scabbed and calloused; your clothing is frayed and dirty. That you are a slave girl is obvious. You can escape, because the Spartans and their allies will not view you as an enemy.

And Athenians, short on food, don't even keep a close watch on slaves anymore. Your master has left you free to roam the city of Athens. He would rather have you out scavenging for food than asking for something from the hidden (and diminishing) larder within the house.

So you have decided to escape from Athens—and slavery. You do so simply by taking off your shoes—proving your status as slave—and then slipping over the walls [out of the classroom]. Do this toward the end of the first month (December, 405 BCE). When the Gamemaster picks up the starvation urn and announces the starvation lottery, everyone’s eyes will be focused there. That’s when you should sneak out of the room. Otherwise, the Gamemaster may spot you and make you participate in the lottery, which could prove fatal.

Escaping from Athens does not mean you win the game, because the gods have destined that you to play another, bigger role as soon as you pass through the walls and out of Athens.

**Then your life as a slave will end and you will immediately be reincarnated as the historical figure outlined on the following page.**

**If you succeed in achieving that figure’s victory objectives, you will win.**

DO NOT REVEAL YOUR SECOND IDENTITY TO ANYONE UNTIL YOU ESCAPE!

IF YOU FAIL TO KEEP THIS SECRET, YOU WILL NOT ESCAPE AND YOU WILL LOSE! **(page 2 of "Kora’s” Role)**

**AS SOON AS YOU LEAVE THE ROOM, YOU ARE REBORN AS:**

**LYSANDER, COMMANDER-in-CHIEF OF SPARTAN ARMIES AND OF ALL ALLIED ARMIES AGAINST ATHENS**

Your father was poor. He couldn’t pay for the military training required of all young Spartan men. But you’re smart and you’ve worked hard. You have proven yourself to be the most brilliant general in history. For the past 27 years, Sparta could not defeat Athens. But when you were given command, you defeated several Athenian armies and annihilated their fleet—within a year! Soon—in three or four months--the Athenians must surrender. Then you and your men will march into Athens. .

You are prepared to butcher all Athenian men and sell their women and children into slavery. That’s what the Athenians have done to city-states that allied with Sparta. You’ve done it, too. After destroying the Athenian fleet, you executed the surviving Athenian sailors—all of them. A few years before, when you conquered the city-state of Iasus, an ally of Athens, you executed the men and sold the women and children as slaves. That’s what happens during war. Even Homer said so, in his account of the Trojan war many centuries ago.

You can’t wait to destroy Athens. Your allies—especially the generals commanding the armies of Thebes and Corinth—want to obliterate Athens even more than do you. Thebes and Corinth are within a two-day’s march from Athens, which for decades stole Theban and Corinthian land, meddled in their politics, killed their citizens, and forced them to pay tribute. Your allies—most of them, anyway—will **demand** that all Athenian men be put to death, and that all Athenian women and children be sold into slavery.

You share their righteous fury against Athens.

But you are an exceptional general because you think farther ahead than anyone else.

And you have arrived at a Great Idea. It has several components:

1) **Athens should not be obliterated**. Thebes, one of your current allies, is gaining power. Soon Thebes will pose a real danger to Sparta. Now that Athens is defeated, Sparta will soon go to war with Thebes. At that time, Athens could prove to be a useful ally to Sparta;

2**) Sparta should replace Athens as the dominant empire of the eastern Mediterranean**: For decades Athens has become the wealthiest nation in the world, chiefly by extorting money from hundreds of city-states throughout the Mediterranean. That’s why Sparta went to war: The Athenian empire was becoming too powerful. But now that you’ve won the war, and Athens is near surrender, you want Sparta to take over the Athenian empire. You know how to do it. Most other Spartan leaders disagree. They insist that strength comes from brave soldiers and iron spears. They are wrong. Real power comes from the wealth generated by empire. You’ve already sent Spartan ships to force Athenian allies to accept Spartan rule—and pay tribute to Sparta. And Athens is by far the richest city-state! You don’t want to turn Athens into a pasture: you want Athens to make enormous tribute payments to Sparta every year!

3) **The Athenian democracy must be replaced with oligarchs (rich landowners) who support Sparta**. Athens doesn’t pose a danger to Sparta: the problem is its **democracy.** Your plan works only if the Athenian democracy is destroyed—and Athens is ruled by a group of pro-Spartan large landowners (oligarchs).

**Your Strategy:**

1) **Let Athens starve for a few months**: that will weaken the democrats and strengthen Athenian oligarchs (many of whom have hidden stores of food); some Athenian oligarchs are sympathetic to Sparta. **Aristoteles** [not the future philosopher], a wealthy Athenian landowner, has long been your friend and supporter. Six years ago, with your support, he was among the Athenian leaders who attempted to overthrow the democracy by force. His plan failed and **Aristoteles** was exiled. But he meets with you regularly. He will probably show up at your headquarters, now that surrender is imminent. You can trust him. Make plans to send him back as a negotiator, to implement your three proposals. Do this in secret.

2) **Persuade your staff, and allies, to endorse your Great Idea**;

3) **Persuade Sparta’s King Agis and/or King Pausanias [if they show up] to support your Great Idea**;

4) In **February or March: Persuade your generals—or the Spartan kings--to send a 3-man negotiating team to meet with Athens to discuss its surrender.** Insist that at least one of the negotiators be an oligarch; you might want to include Aristoteles in your negotiations;

6) During negotiations, demand that Athens:

a) **dismantle its North Long Wall**, ensuring the city’s vulnerability to Sparta in the future;

b) **eliminate its democracy**—especially its Assembly, and

c) **establish a new government run by a small group Athenian oligarchs whose loyalty to Sparta is unquestioned;**

d) **demand that the Athenian Assembly vote its approval of the above terms.**

Very soon, generals of your own Spartan staff as well as those of your allies (Corinth and Thebes) will come to meet with you. Try to win them over to your Great Idea. Perhaps King Agis and/or King Pausanias will come to your Headquarters, too. If they do, either or both of them will have the final say on all matters. They have the power to dismiss you, though you are very popular among the soldiers and most of your commanders.

**Placing Signs for the Allied Army Headquarters**

Your commanders will be showing up soon. Place the Spartan Headquarters Sign in a good place and stand near it. More Spartan commanders will show up, too. Persuade THEM of your great idea. Soon the commanders of the Theban and Corinthian armies will arrive at their headquarters—and soon thereafter, they will come to meet with you.

**January: Your First War Council**

After you have met with the other Spartan commander(s), ask the Theban and Corinthian commanders to come to your headquarters for a Council of War. During the first meeting, ask what should be done when Athens surrenders. (Also be sure that soldiers are posted to catch Athenians trying to escape.) Listen attentively.. Probably, most of your allies will want to destroy Athens completely. Acknowledge your sympathy for their position—you hate Athens, too. By agreeing with them initially, you will have a better chance of persuading them of your Great Idea later.

**February: Second War Council: Selling Your Big Idea to Your Allies**

After additional generals (and others) have arrived, you should call a Second War Council. They may have some ideas, such as how to divide the great mound of silver, stored in the Parthenon, that has funded the Athenian war machine. Sparta should take most of it, since Sparta has done most of the fighting. But move on to your Big Idea. Some Theban and Corinthian commanders may be furious; be polite and try to win them over. Encourage your staff to support your idea during the War Councils, so that you function as a team of persuaders. Perhaps you may wish to offer to share some of the Athenian treasury with your allies. (If Erianthus is not interested in money, perhaps members of his staff can be bribed.) But by the end of the game, you must still have 200 talents of silver—to pay your soldiers.

**March or April: Judgment of the Delphic Oracle**

For centuries, the “Delphic Oracle”, the Priestess of the Temple of Apollo, has provided wise guidance to the Greeks in dangerous times. While in a trance, she can communicate with that god—who knows the future. By February, the Delphic Oracle will likely appear. If your allies, or your king or kings, remain undecided about what to do when Athens surrenders, you may suggest that your war council consult with the Delphic Oracle: “Let’s seek her advice. That’s what we Greeks have always done.” And, in fact, she has always been right, though sometimes her words have multiple meanings.

In private, you laugh at such nonsense, and have long scorned leaders and generals who listen to it. Such as Nikias, the Athenian commander, whose army got trapped in Sicily. As he was preparing to escape, there was an eclipse of the moon. He interpreted that to be a “portent” from the gods—and so delayed setting sail. Then his whole army—50,000 Athenian men—was wiped out. What a fool! The gods help those who help themselves.

You also know that the gods can be “persuaded” to help clever mortals. You know that the Temple of Apollo at Delphi is in disrepair. The ceiling is falling down. The Priestess surely regards this as a humiliation to her, and an insult to Apollo.

A generous gift of money might help ensure that her prophecy supports your cause. You cannot be seen to bribe the Delphic Oracle. But a discreet gift of money might help persuade her to suggest that the gods do not want Athens to be utterly destroyed. You might wish to tear off a hunk of it to give to the Delphic Oracle.)

**About Aristoteles:** Among those who may show up at Spartan headquarters is Aristoteles, a rich Athenian who attempted to overthrow the democracy. His plot failed and he was exiled. But he’s your friend. He can be trusted to support your cause. If negotiations begin with Athens, you may wish to insist that he be among the pro-Spartan Athenians who rule Athens when it is a vassal state to Sparta.

**A Final Point: You are not bound by any promises**

You can make whatever deals or promises you wish, but you are not bound to keep them. You have famously said that you “cheat boys with knuckle-bones [dice] and men with solemn oaths.” That is, you may make any deal you wish, and you can break it, too. You have power; nothing else matters. Of course, your power diminishes greatly if either or both of the Spartan kings arrive at your headquarters. Then **they** have power; you must persuade **them** to embrace your Great Idea. And you must persuade them to let you remain in charge.

HEADQUARTERS

ARMY OF SPARTA

ATTICA

**Spartan Army Treasury: 400 Talents of Silver**

The picture (below) represents 400 talents (ancient Greek unit of measure) of silver: Your Baggage Train includes 400 silver talents (about 30,000 pounds of silver). This money is what is left of the funds provided by Cyrus, son of the elderly Persian king (Darius). You use the silver to pay for food and other costs of your army.

You can use it as you see fit. The Priestess at Delphi, whose Temple of Apollo is in a sorry state, might be very appreciative of a generous offering.

400 Talents of Silver