*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.

L**4) Metic: Lysias [LI-see-as]4 (included in most games with over 18 players)**

(Lysias is a real historical person. In addition to supporting the democracy in 404-403, he later became a famous speechwriter, many of whose speeches have survived—and provide much of the detail for modern historical accounts of Athens during these years.)

At 41, you are the most prominent (and probably the wealthiest) of the nearly 10,000 metics (foreign-born residents) in Athens. You are the son of Cephalus, who made a fortune from his shield factory in Piraeus, which employed 120 slaves. You and your brother, Polemarchus, now run that factory. You also have investments in real estate in Piraeus and Athens. After the destruction of the Athenian fleet, you allowed most of your slaves to escape over the walls.

You love Athens—and its raucous democracy. You wish that you had the rights of an adult male citizen. But as it stands now, you cannot attend meetings of the Assembly. You sit outside, alongside the slaves and women.

**Winning the Game**

You win the game by accomplishing three of the following four objectives:

1) staying alive;

2) ensuring the survival of the Athenian democracy—especially the Assembly;

3) being granted citizenship status by the Assembly, or at least speaking publicly to the Assembly;

4) marrying an Athenian woman.

**STAYING ALIVE**

Unlike most players, you are wealthy and have hidden plenty of food, especially now that most of your slaves are gone. You have been given “I Have Food” cards—enough for you, and, at least for several months, for another player as well. During the Starvation Lottery, you may discreetly flash your “I Have Food” Card to the Gamemaster and thus be excused from the Starvation Lottery. (You don’t want to be too public, least Athenians turn against “foreigners” and vote to confiscate your food.)

You oppose surrender for several reasons. First, you admire the Athenian democracy, though you were dismayed that the great Pericles eliminated the law that allowed the children of metics (like yourself) with Athenian wives to themselves to become Athenian citizens. In any case, you want to preserve the democracy. More, you want the Assembly to extend citizenship to loyal metics—such as yourself. You also oppose surrender because if Athens surrenders, the Spartans may kill all of the adult males in the city—including metics such as yourself. The Spartans may especially target you, Cephalus and Polemarchus because your weapons factory was critical to the Athenian army. Surrender will likely mean your death.

**WINNING THE GRATITUDE OF ATHENIAN DEMOCRATS**

You can give your food—even your own!--to whomever you wish. Perhaps there is an Athenian woman (or man) who has won your affection. You can offer food as an act of kindness. Or perhaps you can persuade the woman to leave her husband and marry you—perhaps making it easier for you to gain Athenian citizenship. Your own charms are great, but you may also wish to suggest that any Athenian woman is safer if she is married to a metic, because the Spartans will surely kill Athenian men and enslave their wives and children, but that they will spare metics and the wives and children of metics. (This is surely untrue, given your family’s essential support of the Athenian army, but everything about love is fair in war, right?) And besides, you can offer her food.

But it may make more sense to give your food to a persuasive Athenian democrat. In a couple of minutes, the class will break into factions. You must immediately find the “Save Democracy” faction and seek out Cleophon, long a passionate defender of democracy—and a stalwart opponent of surrender. You should privately tell him that you have an “I Have Food” Card (for December) and you’re willing to give it to him—but only if he speaks forcefully against surrender (and in support of the democracy). You should also join this faction as an adviser, contributing your ideas in defense of democracy—and against surrender. Or, instead of pursuing Cleophon, you may wish to visit the Athenian women.)

Cleophon does not know that you also have an “I Have Food” Card for each of the remaining months. After the December Starvation Lottery, you can again give Cleophon your spare food; but perhaps another Save Democracy leader was more forceful or effective. In that event, you may wish to give your January (and subsequent) “I Have Food” Cards to the most effective defender of the democracy (and opponent of surrender).

**DEPLETED ATHENIAN DEMOCRATS:** If starvation depletes the Athenian Assembly, you may propose that it pass a law granting you citizenship, if only to make up for the losses of regular Athenian male citizens.

**“I Have Food” Card: DECEMBER 405 BCE**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: Lysias**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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**“I Have Food” Card: JANUARY 404 BCE**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: Lysias**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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**“I Have Food” Card: FEBRUARY 404 BCE**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: Lysias**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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**“I Have Food” Card: MARCH 404 BCE**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: Lysias**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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**“I Have Food” Card: APRIL 404 BCE**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: Lysias**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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 **“I Have Food” Card: ANY MONTH**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: LYSIAS**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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**“I Have Food” Card: ANY MONTH**

**This slip exempts bearer from the Starvation Lottery for the given month.**

**Submit it to the Gamemaster (GM). Source of card: LYSIAS**

**WARNING! GM may disallow this slip if the bearer has not spoken in the Assembly during this month.**

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