*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.

M**2) Meno (MEE-no): Slave**

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 is obvious. Therefore you can escape, because the Spartans and their allies will not view you as an enemy.

And Athenians, short on food, don't 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]. Your best chance is to do this just at the beginning of the first Starvation Lottery, when everyone’s attention is toward the front of the room. Wait until everyone lines up for the lottery. Then, when everyone is riveted on the lottery, just move toward the door and sneak out of the room.

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 leave Athens.

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!**

DO NOT SHOW YOUR ROLE SHEET TO ANYONE!

**Now that you’ve left the room Meno, the slave, is gone forever. But you have now assumed a new role as:**

**Erianthus3, (AIR-ee-AHN-thuhs), Commanding General of the Army of Thebes, outside the walls of Athens**

(This role is based on an actual historical person by this name. See Donald Kagan, *The Fall of the Athenian Empire* (1987), pp. 408ff.)

As you pass through the gates of Athens, you now become Erianthus. You have not crossed the River Styx into Hades. You are now a Theban general, outside the walls of Athens. Probably the first person you meet will be Lysander, commander-in-chief of the Spartan forces, and also commander-in-chief of all of the armies fighting against Athens. He is your military superior, though your ultimate bosses are the leaders of Thebes—but you doubt that they will show up at your encampment. Sooner or later, you must report to Spartan Headquarters to meet with Lysander and get your orders from him.

But first, you must decide on the location for the Theban Army. (There is a sign in your packet announcing the Theban Army HQ.) In a few minutes, some other Thebans will likely arrive. Some may be your subordinates in the army; some may be coming from the Theban Council. Explain to them all your positions, as outlined below. Remind them that YOU are the commanding general of all Theban armies. Advise them to follow your lead, and help you attain your objective. When you meet with Lysander, the Spartan commander, you may wish to bring them with you.

**You must achieve BOTH of the following victory objectives:**

**FIRST: ATHENS MUST BE RAZED!**

**When Athens surrenders, all of the Athenian men are executed and their women and children are sold into slavery.**

**SECOND: MAKE SURE THEBES GETS ITS FAIR SHARE OF ATHENIAN WEALTH!**

Ensure that Thebes acquires much of the silver (now stored in the Parthenon) that has funded Athens throughout the Great War. Probably 50-50 would be fair. **(Secret issue: Now that Athens is destroyed, Thebes and Sparta are the most powerful nations in the world. Someday soon Thebes will likely go to war with Sparta. You do not want Sparta to gain an advantage now.)**

**Explanation**

Your Theban army has helped bring the Great War to an end. Lysander, the Spartan commander, will doubtless get all of the credit. But under your expert leadership, Thebes has fought well against Athens.

Soon Athens must surrender. You dream of the moment when you will march past those walls and execute every Athenian man and enslave their women and children. Your rage was fueled by the Athenian slaughter of the Melians a few years ago. You had served as an adviser to the Melian army, which had just joined the Spartan alliance. While stationed at Melos, you took a Melian as your wife and had a son by her. Then you were sent on a mission elsewhere. While you were gone, an Athenian army landed near Melos, trapped the Melians within the gates of their city, and commenced a siege. When the Melians finally surrendered, Athenian soldiers slaughtered every man and sold every woman and child into slavery. You sent a trireme to discover what had happened to your wife and child, but you learned only that the Melian women had been sent to brothels in ports on the Ionian coast, and the children to work in the iron mines in Lydia. You doubt you will ever see your wife and son again.

Now, when the Athenians surrender, you vow to treat them as they did the Melians. You demand that Athens be razed to the ground, and that the land be “left for sheep to graze” upon. (You should use these words, for which you will someday become famous [in Plutarch’s account, *Lysias.*])

**Report to Lysander**

Keep this in mind when you report to Lysander. He will be in the Spartan Headquarters. He is the overall commander of the allied armies against Athens. But you are also a member of his war council; he cannot take actions without hearing your views. And you intend to make your opinions clear: Athens must be destroyed, root and branch. Make sure that your subordinate officers understand your views before he calls for meetings of the war council. Meet with YOUR officers first; and if new ones arrive, hold new meetings to ensure that they understand. DO NOT ASK TO SEE THEIR ROLE SHEETS! Merely asking to see their role sheets entitles them to demand that the Gamemaster execute you and transfer your command to them.

**Special Information: About Lysander**

Lysander has proven to be a superb general. But rumors about him abound: That he has an Athenian mistress; that Callias, the Athenian owner of the silver mines in Laurium, has bribed him to let Athens off easy; that he connives to depose the Spartan kings and become a tyrant. These may be just rumors. But if Lysander refuses to do his duty, you may wish to complain to his superior, either of the two kings of Sparta—Pausanias or Agis. (Write a letter, and give it to the Gamester, if you wish.) King Pausanias, you know, has sometimes complained of Lysander’s titanic ambition.

**Illustrative Arguments for Destroying Athens**

1) Athens deserves no mercy: It has obliterated city-states that have been allied to Sparta and Thebes, executing the men and selling the women and children into slavery. Athens deserves to be treated the same way; you can tell everyone of your Melian wife and child;

2) Athens has long meddled in Theban affairs, often by encouraging the poor people of Thebes to overthrow the proper Theban authorities and to install a democracy instead;

3) Athens has long been the wealthiest trading city in the world, and it uses its wealth to build a formidable navy and hire soldiers: it converts its wealth to power. If Athens is not destroyed, it will again pose a military threat to Thebes. (Secret worry: In the future, Sparta and Athens might join together and fight **Thebes!)** An army from Athens can reach Thebes in only one day: If Athens is not destroyed, Athens (and Sparta) may someday attack and defeat Thebes.

**Strategy: Send Taunting Letter to the Athenians**

You have drafted a letter to send to the Athenians. It is included in your packet. In your first meeting with Lysander, show him the Taunting Letter. Explain its purpose: To terrify the Athenians into early surrender. The purpose of the letter is to show Lysander and other generals that you have every right to annihilate Athens and enslave its women and children. If Lysander refuses to send the letter over his signature, substitute your own signature and insist that it be sent via messenger (Gamemaster) to the Athenians. You MUST accomplish this first, during the next 10 minutes. Your letter would have more effective if Lysander signs it; but even if he doesn’t, you must, within the next 10 minutes, give the letter to the GM for deliver to the President of the Athenian Assembly..

**Paying for the War**

You pay your soldiers, and provide food and provisions, from a supply of silver (200 talents) that you keep securely. This is enough to cover your costs for the next six months. If you can raise more money, you can distribute it to them. If you expend this money for any other reasons than the war effort and fail to replenish it, you could be in serious trouble—both with your own (unpaid!) soldiers and the Theban officials. This silver is included in the last page of your role sheet.

**January 404, BCE**

**Citizens of Athens!**

Dismantle the Long North Walls. Surrender. Now! If you do so immediately, we will not execute your men or enslave your women and children. That is a solemn promise.

As you ponder our generous offer, let me remind you of your cruel treatment of the citizens of Melos [MEE-lus] several years ago. This story comes from Thucydides (thoo-SID-ih-DEEZ), an Athenian general. He wrote that when the Athenian fleet landed at the island of Melos, the Melians fled within the gates of their city. Athens demanded that the Melians surrender immediately: otherwise they would be slaughtered. When the Melian negotiators argued that such treatment would be unjust, the Athenian generals replied that moral principles were irrelevant.

"You know as well as we do that right, as the world goes, is only a matter of debate between equals in power. The strong do what they can and the weak suffer what they must. You are weak. Surrender now or die."

The Melians refused to surrender and Athens besieged Melos. Several months later, the starving Melians surrendered. Athens executed all of the men and sold the women and children into slavery, emptying the island. Athens then sent 500 Athenian men and women to colonize Melos.

Athenians: Do you deserve better treatment than you gave the Melians? The strong, as your negotiators wisely observed, are entitled to do what they can.

Surrender. Now.

Eranthus ,

**Commander, *Expeditionary A*rmy of Thebes**

HEADQUARTERS

ARMY OF THEBES

**Theban Treasury (200 TALENTS OF SILVER—15,000 pounds)**

**CONTROLLED BY GENERAL ERIANTHUS**