*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.

P**3) President of Assembly (Heraclides [hay-RACK-lih-deez]: President of the Assembly**

You are an adult male citizen of Athens. Like nearly all men, you served in the Great War. You were also chosen in the random lottery of all adult male citizens to serve as President of the Assembly. The Assembly President holds his position for an entire year. It is now December, 405 BCE. You will be president throughout the game, which will likely end in the spring of 404 BCE. And because special allocations of food are made available to you as Assembly President, you and your family are exempted from the Starvation Lottery.

[You’re “I’ve got Food” Cards for each month are attached. Detach the appropriate one for each month and give it to the Gamemaster, who will exempt you from the Starvation Lottery. You can give your cards away, but that would be irresponsible: If you die, Athens must choose (randomly) another President, and in such a desperate time, Athens needs stability.]

Unlike many other Athenians, whose opinions and objectives are fixed, you belong to no faction. You must speak and vote on matters as makes sense to you. You must never abstain. Your views MATTER! You must voice them—and vote them, too. Of course, as events occur, you can change your mind about things, too.

**OBJECTIVES: You must**

**A) Slow down the clock** so that fewer Athenians die of starvation. The Gamemaster will conduct a Starvation Lottery about every ten minutes. If the discussion falters or seems dull, the GM will cut it off: and that means more lotteries—and deaths. But if the debate is lively, the GM will let the session go longer—which means fewer lotteries—and fewer deaths. SO PROMOTE RICH DEBATE! Now, as factions are meeting, encourage each one to think hard and speak forcefully. Once the game begins, move briskly. As one speaker approaches the podium, encourage others to form a line behind him. Ask questions. Encourage debate. If a speaker runs out of things to say, cut him off and urge the next to begin.

**AND**

**B)** Ensure a satisfactory outcome for Athens. You may define “satisfactory outcome” as you wish, though the GM may ask you to defend your definition. If the outcome is a poor one, you lose—as does Athens.

**FIRST SESSION OF THE ATHENIAN ASSEMBLY:**

When the Gamemaster announces: "The game has begun: It is now December 1st, 405 BCE. The clock is running. The President of the Assembly will open the meeting."

Move quickly! Begin the Assembly by saying, “Athens is in danger. Who wishes to speak?” Insist that they give their name.

If someone is too long-winded, cut them off: "We’re running out of time. Get to your point!" If someone is pursuing an idea you regard as unpromising, tell them to hurry up.

If someone proposes an action or a law, you should encourage brisk discussion of it; when you think sufficient time has elapsed, you can call on male Athenian citizens to vote by raising their hands. Count quickly.

The following are the sorts of resolutions that might surface during the Assembly meeting:

A) Pro Surrender: “Resolved, that Athens take down the Long Wall and surrender to Sparta and its allies.”

B) Anti-Surrender: “Resolved, that no Athenian may use the word ‘surrender’ or advocate a policy of peace with Sparta.”

C) Pro Negotiation: “Resolved, that the Assembly appoint a three-man team to negotiate surrender with Lysander, the Spartan commander, such team to consist of X, Y, and Z.”

D) Anti-Treason: “Resolved, that X is to be put to death immediately on charge of treason;”

F) Emergency curtailment of democracy: “Because of the current crisis, it is Resolved that the Athenian Assembly will be temporarily discontinued and all decisions will be made of a council composed of three individuals, namely X, Y, and Z.”

G) Pro democracy: “Resolved, that anyone who speaks against the democracy is to be put to death.”

This is merely a list of examples: It shows the broad powers of the Assembly. Your job is to push matters forward briskly and towards a good outcome.

**Voting**

DO IT QUICKLY. “All in favor of this resolution, raise your hands.” Majority rules. **If a vote is tied, the resolution is defeated. You, personally, must vote on every issue. You must not abstain. Your views matter.**

**Your Domestic Situation**

You are unmarried. If an Athenian woman’s husband dies, she has few legal protections. You would be doing any such woman a favor by offering to marry her.

**The Athenian Treasury**

Athens gained power through its empire. Every year, hundreds of city-states paid Athens tribute. At its height, just before the war, the Athenian treasury (located in the Parthenon, atop the Acropolis), contained 7,000 talents (unit of measure) of silver—over 500,000 pounds!

Now the treasury is depleted, but it still contains over 100,000 pounds of silver—a considerable sum.

The Assembly controls the treasury, just as it controls everything else.

You may wish to propose bribing the Spartans, but that will not likely succeed. Sparta extols the simple life. It does not even have a system of coins or money—Spartans carry iron bars, instead!

**Contacting Lysander and the Spartans**

If you wish to send a message to the Spartan and allied commanders who are besieging Athens, you can do so. Simply write out the message and give it to the Gamemaster, whose archers will shoot multiple copies of it beyond the gates, at least one of which will reach the Spartan and allied commanders.

**1,200 talents of silver (100,000 pounds)**

Controlled by the Athenian Assembly

**“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: Assembly**

**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: Assembly**

**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: Assembly**

**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: Assembly**

**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: Assembly**

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