*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.

X **"Surrender Now" Faction Role Sheet**

**(all of you have a big “X”)**

Winning the game

You must:

1) Remain alive by the end of April (5 months from now);

2) Ensure that your women and children are neither dead nor enslaved.

**Problem 1: STARVATION**

Nearly all Athenians are hungry. Many are starving. If Athens surrenders now, fewer will die of disease or famine.

Note: The game will begin in 10 minutes (December, 405 BCE). At the end of December, and at the end of every successive month, you must participate in the Starvation Lottery. **Exception: the last surviving member of your faction is excluded from the Starvation Lottery.**

Perhaps the Gamemaster will use marbles or some other random procedure to determine who perishes.

If you perish, the Gamemaster will give you an envelope containing a ticket to give the boatman who will ferry you across the River Styx to Hades. Take the envelope, read its contents, and leave the room. What happens beyond, no mortal knows.

**Problem 2: HARSH MEASURES BY SPARTA AND ITS ALLIES**

Another reason to surrender is to avoid the wrath of Sparta and its allies. Lysander, the Spartan commander, has demanded that Athens destroy the Long Walls and surrender immediately. If Athens ignores his demands now, he will likely be more vindictive later.

You win by persuading the Assembly to surrender now, before it’s too late. Some democrats do not want to surrender. They worry that Sparta will destroy the democracy. But no philosophy or political system matters more than a single human life. Democratic zealots may be deaf to such arguments, but you **can** persuade the more sensible Athenians—those with ears to hear the cries of their starving women and children.

**Work with your Faction:** The game will begin in 10 minutes. Meet now with other members of your faction (their role sheets are the same color as yours). Perhaps you should propose immediate negotiations with Lysander. Athens is defeated and his terms may be harsh. But you can still preserve the lives of your men and the freedom of your women and children. As for the future, who knows? Only one thing is certain: there’s no future if you are dead.

**NOTE:** Every member of your faction has a DIFFERENT argument to make in support of your cause. **YOUR** special argument, and your own personal identity, is indicated on your individual role sheet (attached). Discuss these arguments. If you fail to share your argument with your faction members, and with the Assembly, then you will have failed your teammates—and Athens!

**REMEMBER: ATHENS IS A DIRECT DEMOCRACY. ALL DECISIONS ARE MADE BY A MAJORITY OF ADULT MALE CITIZENS WHO GATHER IN THE ASSEMBLY TO DISCUSS AND VOTE ON ALL POLICIES. NO KING OR "PRESIDENT" MAKES SUCH DECISIONS ON HIS OWN**. **Player 3 (Ariston) [AR-i-ston]: “Surrender Now” Faction**

You fought in the war—just like nearly all other Athenian men. And now the cause is hopeless. Athens must surrender. You know that there is a chance that Sparta and its allies will slaughter you and all of the other men of Athens. But perhaps, once Athens has surrendered, Sparta will see no need for cruel retribution. And even if Sparta kills all the men (including you!) it may refrain from enslaving your wife and children. They may live; otherwise, they will die—perhaps soon—of starvation.

**YOUR ARGUMENT: THE SPARTANS ARE NOT UNFEELING ANIMALS!**

All Greeks—including the Spartans—have been reared on Homer’s stories about the Trojan war. Most are accounts of bloody battles and courageous warriors. But the *Iliad* also describes the immense waste of war. The most powerful story comes after Achilles, the Greek warrior, kills Hector and, still enraged, drags his body around the gates of Troy. That night, Priam, Hector’s father, king of the Trojans, sneaks into the Greek camp and begs Achilles to return his son’s corpse. Priam pleads:

“Respect the gods, Achilles—pity me. I’ve suffered more than any mortal. May I kiss your hands—you, who have butchered my son?”

Then Achilles takes Priam’s hand and helps him up:

“Poor man, you’ve suffered much tribulation. How could you go among my ships alone and face the one who has murdered many fine sons of yours—including Achilles. Ah, poor man. Please sit down.”

Achilles then dines with Priam, anoints Hector’s body, and allows it to be returned to Troy for burial.

The lesson is that even fearsome foes—like Achilles (or the Spartans)—can and must find it in their hearts to reconcile.

If the great heroes of antiquity could attain reconciliation, so, too, can Athens and Sparta, two peoples that once fought together against the Persian invasion.

Surrender will not lead to slaughter.

Special note: You may wish to propose that Athens form a negotiating team to discuss surrender terms with Lysander. In fact, you might propose that you be on that team, to remind Lysander and the Spartans of the story of Achilles and Priam.