

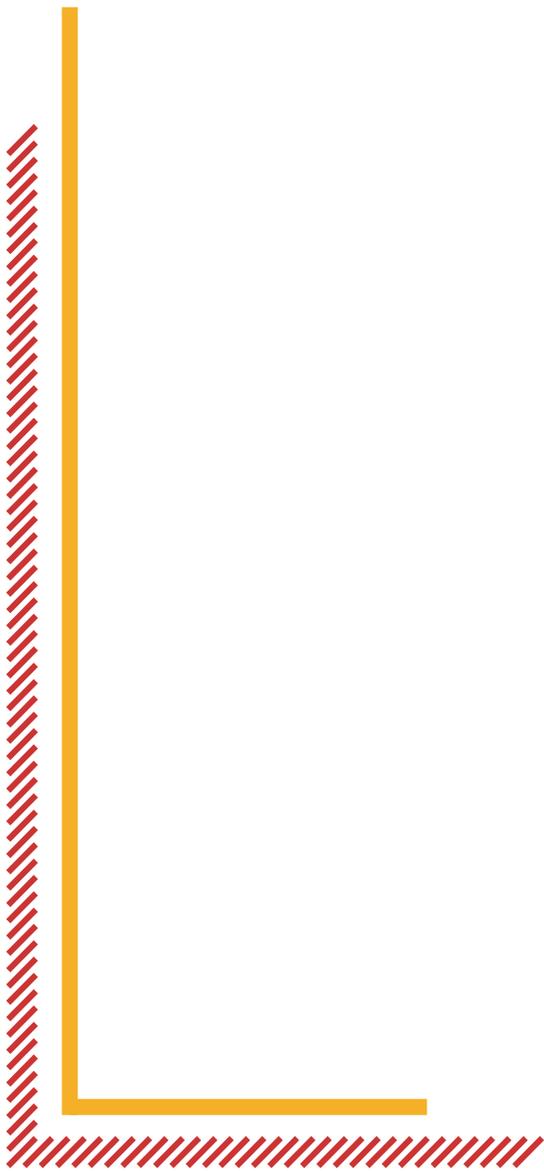
Fall of Atlantis



March 6-8, 2020

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Letter from the Crisis Manager

Delegates,

I am very excited to be your crisis director for the Fall of Atlantis at BUCS this year. My name is Erica Nathan and I am a second year graduate student at Brown studying planetary science. I've been involved in MUN since high school, so I'm looking forward to running a crisis committee that combines a lot of my favorite topics and crisis dynamics.

Now, to give you a bit more of an idea of who I am and how I like to approach crisis: my favorite crisis committees to participate in were committees where the delegates drove the plot. Your crisis staff has a few ideas of where this committee might go, but there is no set crisis arc; you'll determine where the committee takes us. Another thing to know is that I love game theory and board games. I'd advise you to think strategically and consider the consequences of the actions you take.

Atlantis has captured imaginations for centuries, causing philosophers, historians, political theorists, et al. to ask: How is a nation built? Are all great civilizations destined to fall or could they be rescued from the brink of collapse? If you're a veteran of MUN, you've no doubt been to war several times over (or started some wars), politicked and committed espionage, solved world hunger and climate change, developed questionably realistic technology that changed the world, and more. But one common theme in crisis committees I've been a part of is that most end in the absolute destruction of the world of the committee or end with every character being killed. Well, some say Atlantis is destined to fall. Can you stop it? Or will you fall with it?

Let's have fun with this.

Best of luck,
Erica Nathan
atlantis@browncrisis.org



About Atlantis

The history of Atlantis is both long and short. Atlantis has existed in its present state for five centuries, with only a few carved records and the central city's buildings remaining from before this time. For the past five centuries, Atlantis has prospered, enjoying a bounty of natural mineral resources, rich farmlands, fair weather, and a growing population. Its ruling body is the Council of Monarchs, originally known as the Council of Kings. The Council has overseen numerous public works projects and managed the kingdom justly. Positions on the council have been handed down along family lines over the last five hundred years. The Monarchs are trained for their posts by their families and spend at least one year studying the history of Atlantis in the Archives. The Council of Monarchs manages the state's finances, oversees public projects, passes legislation, settles disputes, and enacts justice. On each full moon, the Council holds court for an entire night during which any person may voice their issues before the full Council. Usually, the complaints of the people are few and court finishes well before dawn; in this case, a celebration ensues. The Council supplies wines and food in the main courtyard of Atlantis and its members make merry amongst their people, celebrating the peace of another moon.

Atlantis is a kingdom that consists of several islands. The largest island hosts the central city, built in concentric rings around the ancient city. Surrounding the city are vast tracts of farmland and small villages. The other islands are very rural; most of their residents commute for grazing, mining, or fishing each day using the efficient seaways that not only connect the islands, but also continue through to the heart of Atlantis in canals above and below ground. Indeed, there are many who earn their drachmas by ferrying others throughout the Atlantean kingdom.

The last century has seen some of the greatest technological achievements to date: with the invention and improvements of the water wheel, catapult, cistern, locks, and steam-powered automatic doors. But it is not just their technological advancements that Atlanteans take pride in; some of the greatest literary and dramatic works in the history of Atlantis have been written in recent decades, including *The Shepherd* and *Voyager*.

Religion has flourished in the golden age of Atlantis. Many believe in the Pantheon, which constitutes the state religion of Atlantis. The Pantheon is a group of deities that each oversee different aspects of the world, in the same fashion that the Council of Monarchs oversees Atlantis. Upon formation of the world, the gods of the Pantheon sent their demigod children to rule the people of the Atlantis. These children were the first Council of Kings. To promote the Pantheon's continued benevolence, ritual sacrifices of grain, meat, and fruit are regularly placed before altars dedicated to each of the gods. Pantheists in Atlantis observe regular feast days and holidays. Two centuries ago, a theological schism led to the establishment of the



About Atlantis

Temple of Poseidon, to which a small fraction of Atlanteans belong. Poseists believe that because the sea is so much larger than the land and so much thicker than the air, Poseidon believed it was his right to overtake the rest of the Pantheon. However, he spared Atlantis to serve as a microcosm of the world until the day he would draw back the sea and the Poseists would spread across the world. Beyond the Pantheists and Poseists, a few isolated communities (predominantly on the small islands) worship local nature spirits.

Atlantis is not alone in the world and maintains a strong military, navy, and city garrison. To the east, the Athenians have a mighty civilization, but the journey takes more than a day, so the two kingdoms interact infrequently. There have been only a few minor skirmishes over the last three centuries between Atlanteans, Athenian, and other peoples. Atlantis has some trade with the Athenians, primarily consisting of exchanges in lumber and masonry goods from their shores for Atlantean grains, fish, and wine. By and large, though, the gods have seen fit to bless Atlantis with the means to care for itself.

An excerpt from the recent work, *A Modern History of Atlantis* by Prosek Alithe
Atlantis Central City Archives
Status: Public



Current Situation

Archive Records from Two Weeks Ago:

Fellow Atlanteans, we are saddened to confirm that a tragic boating accident led to a loss of life not seen in recent decades. To honor the brave men and women who drowned on their way to the Athenian trading port, we will be holding a vigil at sunset. Extra grain and supplies will be available to households that have lost members to this grave accident.

Decree from the Council of Monarchs
Atlantis Central City Archives
Status: Public

Vigil well attended. One widow had to be led away when her wails grew too disruptive. She was given a sleeping draught and extra grain, then left in the care of her son. At the conclusion of the vigil, a few Poseists were distributing leaflets and telling people that this event can only mean that Poseidon has grown displeased with their attention to the lesser gods of the Pantheon. A very strange atmosphere in the crowd, even as they dispersed. Too quiet. The people are shocked by this tragedy.

Patrol Report from Garrison Officer
Atlantis Central City Archives
Status: Garrison, Council

As ordered, I have overseen the list of tasks you gave me. The boats which were salvaged are being refurbished in the shipyards and have been stripped of their identifying marks. The bodies have been set to sink deep at sea, tied with stones. I have collected the reports from the surviving non-military members of the expedition that were on the decoy trade ship. Their reports are summarized below and they have also been sent below with the soldiers who perished.

The trade ships arrived into the port of the new Athenian settlement and two men disembarked to tie the leading ship to the docks and survey the lumber they were due to exchange for the fish they brought with them. Unbeknownst to the merchants, their cargo hold held a battalion of our military's footsoldiers. This technique has worked on all of the new Athenian settlements, but this settlement must have communicated with others and been wary. When our men emerged, they were met by Athenian soldiers leaping out from the lumber piles and engaging in combat. Our reinforcements stowed in the belowdecks of the



Current Situation

other ships emerged on deck, startling the merchants on board, and took control of the ships. Before they could reach shore, flaming projectile lit the ships ablaze. A few managed to put out their fires, but by then the soldiers on land and those in the other ships had perished. With damaged sails, they made their way back to Atlantis.

If this persists and we are unable to garner resources from other lands, then the state's treasury may start to suffer.

Memo to Council from Special Operative
Atlantis Central City Archives
Status: Council

Archive Records from Today:

The people are still deeply saddened by the loss of life at sea. It is causing delays in work, especially amongst some of the shipbuilders, who have spent a few days of the last fortnight in a stupor. There are murmurs amongst some of the more superstitious folk in the outer islands that this is a sign of things to come, especially in light of the prophecy on the wall in the central city from times gone by. I have seen this before when tragedy strikes: some will always say it is the start of something worse. There are some in the merchant's guild who blame the shipbuilders and the Poseists for the loss of their friends. They've been talking about bringing those responsible for building the ships the merchants sailed on in front of the Council tonight for the full moon court. It may be prudent to have additional garrison members on hand in case things escalate.

Report from Intelligence Officer
Atlantis Central City Archives
Status: Council

Archive Records of Carvings from Ancient Atlantis:

The following is a transcription of the largest carving preserved on the old stone walls around the center portion of the city. Segments which are illegible have been marked with "□".



Current Situation

*Rising people, rising things
Green □□□□ the earth in a warm embrace
Monuments built, towards the sky they race
Sails on the sea make it appear white
And the Kiatch □□□□□□□□ Atlantis in light
Across the island the temple bell □□ngs*

*Rising fear, rising lies
The great beyond knows only what it desires
They see our light □□□□□□□□□□ new fires
Poison within □□□□□□□□□□ the tide
As we run to the mountains □□□□□□□
Across the island □□□□□□□□□□*

Atlantis Central City Archives
Status: Public

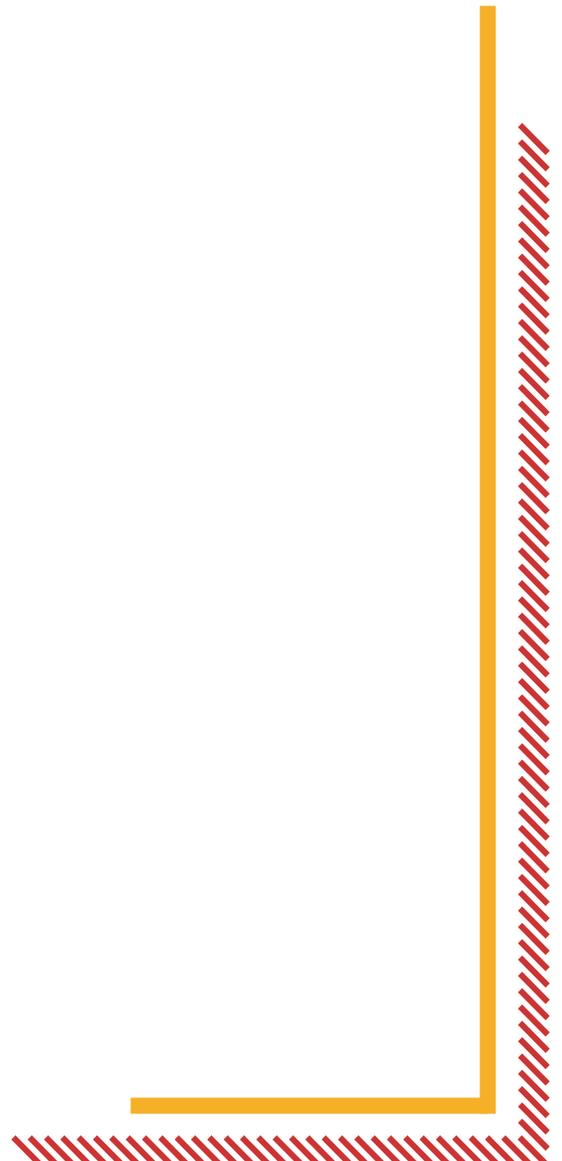
Questions to Consider

- ❖ How is a nation built? Are all great civilizations destined to fall or could they be rescued from the brink of collapse?
- ❖ When should the fundamental political foundations of a society be changed, if ever?
- ❖ How can the leadership of a state balance a diverse set of interrelated issues regarding politics, economics, social structure, etc.?
- ❖ How can a state find balance between personal agendas and what is best for the civilization as a whole?



Research and Participation

The world of this committee is drawn on inspiration from many sources, including literature, pop culture, and history. We expect you to discover and build more of the world through your crisis actions. Therefore, we encourage you to prioritize familiarizing yourself with the theory behind state-crafting and government and think about how those theoretical ideas would play out in Atlantis, a society very different from any modern society. Although there is no specific policy or world background to read for this committee beyond the background guide, we expect you to come prepared to work through a lot of typical MUN topics posed in interesting combinations and settings. Concerning the level of technology available at the start of the committee, you may assume that the innovations of ancient Greece are available to all in Atlantis.



Characters

King Nereus is the Commander of the Navy of Atlantis. As the leader of a clan that counts itself among the founding families of Atlantis, Nereus wields considerable influence and power over the city of Atlantis. He is the 12th consecutive member of his clan to hold the position of Naval Commander and takes great pride in his family's role in overseeing what is considered to be the greatest naval power in the known world. His power stems from the preservation of the current political system, and he is considered one of its fiercest defenders. Not only has he become famous for his fiery speeches defending the system during debates in the Council of Monarchs, but he is known to not tolerate any talk of change within the ranks of his sailors and soldiers.

King Aleksanter is the Commander of the Army of Atlantis. A career veteran of the officer core of the Atlantean Army, Alexansanter is the first member of his family's clan to rise to the rank of overall commander (the family that previously held the position lost it when its final leader died). Aleksanter is considered to be a politically savvy man, spending much of his time on maintaining his popular relationship with his men, while simultaneously using the existing political structure to increase his family's wealth and prestige. The current oligarchical system is what brought him to power, so he believes that fighting to defend it is necessary for him to continue to enjoy his place in society.

King Thoth is the Treasurer of the City of Atlantis. Thoth is renowned as a young, cunning, and ambitious leader of a powerful and wealthy clan that has led the financial arm of Atlantis for countless generations. He came into his position at a young age after his father died young. He leads a powerful group of bankers, loanmakers, and tax collectors who control the vast majority of the financial movement in and around Atlantis. Thoth has continued the traditions of his family, whose wealth and power has been gained from its masterful manipulation and use of the current system of government in the Atlantis.

Queen Sonia is the Chief Innovator of the City of Atlantis. The clan of innovators is one of the most secretive and least-understood aspects of the Council of Monarchs. Their work towards the development of the scientific arts and experimentation has, in the opinion of many, helped the city to survive many of the recent challenges it has faced. Sonia has argued against the more militaristic factions of the Council. Instead, she advocates for an inward focus to usher a return to the stability and prosperity of Atlantis's ancient times, while using the innovations of her clan to bring about a new future.

King Takis is the Chief Theologian of the City of Atlantis. As the leader of the Pantheists, Takis sets the religious policies of Atlantis, including requirements for citizens to participate in ritual sacrifices to the Pantheon of deities. Takis has served in this position for decades,



Characters

the latest in a long line of stoic and solemn priestly kings that are dedicated to the preservation of the city's traditions and customs. He seeks to maintain the governmental system that has enabled his power and the power of his gods to endure for so long.

Queen Hypatia is the Master of Intelligence of the City of Atlantis. One of the most feared members of the Council of Monarchs, she leads a secretive society of informants, spies, and intelligence-gatherers that constitute an enormous information network in Atlantis. Her ability to know the thoughts and secrets of the city have allowed her clan to gain huge influence through their ability to leverage their knowledge for personal purposes. She is a leading voice for reform and advocates for providing the people of Atlantis with a stronger voice in the governing affairs of the city.

King Philocrates is the Foreign Affairs Minister of the City of Atlantis. Philocrates is the young and ambitious leader of the ancient core of diplomats who tend to the foreign affairs of Atlantis. A highly intelligent man, Philocrates came into his position following the death of his father, who held the position before him. His clan has integrated both official and unofficial diplomats into all nearby societies, including Ancient Athens. He has advocated for a more peaceful approach to the rising conflict with Athens, and has sought to find a diplomatic solution to the situation.

Queen Chrysanthe is the High Priestess of the City of Atlantis. She is the earthly representative of the godly Pantheon that is followed by the majority of the population. Following a tradition as old as the city itself, the High Priestess is always a woman that adopts the name of the Chrysanthe clan upon taking leadership. The current Queen Chrysanthe, in addition to leading the priestly order of her faith, also oversees and protects the powerful and influential oracle of Atlantis. Her religion is a peaceful one, and she uses her position on the Council of Monarchs to advocate for more peace in government policy.

King Iason is the Head of Internal Projects. The powerful clan of masons that Iason leads holds influence and fame for its work in building Atlantis into the city it is today, a wonder of the world. A practical and down-to-earth leader, Iason has led the efforts to employ residents of Atlantis in projects to repair much of the damage that the city has suffered as a result of natural disasters in recent years. He remains responsible for all major internal projects related to infrastructure and the education of citizens in useful trades. Iason has used his time on the Council of Monarchs to argue that the people need a greater say in government and that more democratic reforms are necessary to preserve the glory of Atlantis.

Characters

King Gregorios is the City of Atlantis' Commander of the Guard. The Guard is the simple name given to the powerful and respected core of men who are responsible for protecting the city, maintaining public order, arresting criminals, and maintaining the city prisons. Gregorios has held this position for some thirty years, and in this time has continued to uphold the reputation of the Guard as a force dedicated to preserving the stability and status quo in Atlantis. When he is not personally attending to the many duties of his Guard, Gregorios uses his time in the Council of Monarchs to serve as a strong voice for the preservation of the current system of government and for holding strong in the face of Atlantis' many challenges.

King Agathon is the Master of Agriculture for the City of Atlantis. As the leader of the agricultural aspect of Atlantis' economy, perhaps no other member of the Council of Monarchs is as intimately familiar with just how devastating some of the recent natural disasters have been for some in Atlantis' population. Though the middle-aged Agathon has only served on the Council for a few years, his term has been marked by the trials of seemingly endless natural disasters. This has made Agathon an outspoken critic of the current system, arguing that the Council has lost touch with its citizens and that democracy is necessary to bring about a government that will truly tend to and protect the needs of its people.

King Phokas is the Master of Fishing for the City of Atlantis. His clan oversees one of the oldest and still most prosperous aspects of Atlantis' economy, its fishing industry. The leader of this influential and large clan is well-regarded and is known as a strict but fair leader who looks out for the interests of his workers and the members of his clan. He has become famous in his governmental role for giving laconic speeches of great practicality—mostly arguing to continue in the ancient ways that have made Atlantis and the fisherman into the influential forces that they are today.

King Chares is the Master of Ceremonies for the City of Atlantis. The Master of Ceremonies is unique on the Council, as it is the only position that is chosen by the people. Chares's role is to represent the interests of the citizens of Atlantis in the government, and to reward them by organizing and presiding over the numerous non-religious ceremonies and entertainment projects that the people of Atlantis enjoy. His time as Master of Ceremonies has been marked by a distinct increase in these entertainment projects, as he has sought to take the minds of the people away from many of the troubles they have recently faced. Perhaps unsurprisingly, considering the nature of his position, Chares has been a leading advocate for increasing the role of democracy in Atlantis.



Characters

King Pyrrhos is the City of Atlantis' Master of Blacksmithing. Pyrrhos leads a powerful and wealthy clan that deals in the highly specialized art of blacksmithing. His guild of skilled craftsmen deals in the creation of armor, weapons, tools, jewelry, and other metal projects. They also have full control of Atlantis' mines and mine workers. Pyrrhos is a young and imposing man, known for his passionate speeches and lavish parties. He uses his position in the Council of Kings to advocate for the continuation of the current oligarchical system.

King Simonides is the Master of Shipbuilding for the City of Atlantis. Working closely with the fishermen and the Navy, the clan of shipbuilders has always stood as one of the most important and therefore most influential in the City of Atlantis. Simonides is responsible for building and designing new ships for Atlantis for fishing, military activities, business, and personal use. Atlantis's position as a naval power has meant that Simonides's clan is a wealthy and powerful one, with a strong interest in preserving the status quo that has provided him and his family with its current elevated status.



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