

Hot Seat

For centuries, people have been trying to comprehend the mystery of the afterlife. Throughout the ages various concepts, ideas and visions of what the world after death looks like emerged, from the mythological Hades to the biblical Hell. In the 14th century Dante Alighieri created *The Divine Comedy*, in which he included one of the most popular visions of hell. The nine infernal circles were to represent a hierarchy of sinners grouped according to their sins. The entrance to each circle is guarded by demons, and Charon himself is responsible for the flow of souls. Dante's vision is one of the most popular conceptions of hell, but so what if it is only an unsurpassed model?

Hell seems to have been out of its former shape for several decades now. The cause of this state is Satan's diminishing influence and involvement in the affairs of his kingdom and the social movements which have led to a questioning of the reality of hell. Aristotle and Socrates residing in 1st Circle disagreed with the existing shape of hell from its earliest moments. For years the Greek philosophers tried to create a "philosophy of hell" which would form the basis of a new system of hell's governance. Their unorthodox views gradually penetrated into other regions of hell, causing growing discontent and a desire for mutiny among its inhabitants. The collapse of the Dantean structure was deepened by the lack of oversight of Satan, who has never left his seat, the 9th Circle.

In the 1st Circle, some of the inhabitants did not want to remain in hell - after all, it was not their fault that they lived before Christ. That's why they tried to escape but unfortunately they stumbled upon a huge crowd of souls in the vestibule blocking the exit. The 2nd Circle became completely abandoned, and its inhabitants crawled all over hell, disrupting the existing division. As they travelled along the Styx River, Charon was unable to manage the dispatch of new souls. Now, thousands of souls wait in vain in the vestibules of Hell for transport to their destination... In 3rd Circle the gluttonous have opened a local food chain, in 4th Circle the misers have set up a thriving banking system. In The 5th Circle, the great swamp in which the sinners were trapped has dried up and now they no longer have to fight each other. They are actually trying to find a new meaning of life in literature and art.

Concerned by this situation, God decides to give the demons one last chance. He has seven days to fix hell and restore order. Lucifer realizes that he cannot undo the damage himself. His initial thought was to bring Dante back to the underground, just as he did 700 years ago. After all, Dante had already created a functioning structure once, maybe he could succeed this time too. However, some alternative was needed in case of eventual failures. There are many intellectuals in the first circle, like Aristotle or Socrates. They are familiar with politics and the workings of the state and apparently already have some idea of how to fix hell.

The Greek Questioners

Socrates, Plato & Aristotle

Negotiation time: 75 minutes

"The ignorant man speaks out the knowledge he has acquired, the wise man asks questions and considers"

Such is your nature. Questioning reality is an inherent part of your functioning, even in hell. For years you have been trying to find an answer to the question why hell looks like this? Could it not look different? Is it possible to change it? And if so, how?

There are rumors that you are the one who spread these rebellious sentiments among the dwellers of hell. It's true that you didn't hide your views, but after all, you can't take responsibility for the fact that someone misunderstood your thoughts.

In any case, the changes in hell have begun, and at last there are good conditions for implementing the "philosophy of hell." Maybe it's not exactly about restoring hell to its previous state, but about introducing a much better system of functioning. However, the main problem is that bunch of Italians. Who are they? Some sort of architects and artists. They don't seem too interested in pursuing your vision. They would definitely have their own concept of the place and probably wouldn't even let you share their great ideas. Besides, you've heard of the "Divine Comedy," so Dante already had a chance to realize his vision 700 years ago. Everyone can see how that turned out.

Implementing a philosophy is one thing, keeping it in check is another. You're not sure if Lucifer will be convinced by your ideas, but you can try to convince him to stay in his improved kingdom. After your enhancements, it will definitely be a more pleasant place to manage. But he might not agree. Who then could take his place? Maybe you can find another volunteer. Hell must be full of rulers...

Wait a minute, wasn't Cleopatra just passing by?

However, remember that the moment you entered the devil's stronghold, it also became your problem. Whatever happens to hell will have consequences for you as well.

Score

The one and only resource provided in this negotiation is money measured in **Drachmas**. The basis for calculating your score is the number of **Drachmas** that will remain at the end of the negotiation. Money is accountable for 60% of the feasible outcome, with the rest depending on other decisions. However, the score is not based on the amount raised individually, but on a comparison of the remaining money by teams on the same side. Same goes with the points gathered through decisions. Teams receive score based on the distribution in accordance to their place in each category (meaning best team gets 100% and worst 25% of points in category).

In addition to this teams can gather bonus which works as a multiplier to the score. Every team starts at 1.00 multiplier, and addition are noted E.g. **[+0.05]** or **[-0.02]**.

Example:

SIDE X	Money left	Decisions Points	SIDE X	Money Score	Decision Score	Multiplier Bonus	Final Score
Team 1	1400	20	Team 1	15	5	1.21	24,2
Team 2	2000	40	Team 2	45	40	1.02	86,7
Team 3	2003	10	Team 3	60	10	1.35	94,5
Team 4	1600	20	Team 4	30	25	1.61	88,55

On the lefthand side you can see table with money left at the end of the negotiation process and points gathered through decisions from teams on the same side. Team 3 had the highest amount of money left, so they received 60 points for this part, but in the matter of decision points they had the lowest score of across the teams, so in this category they received only 10 points, a total of 70. Nevertheless, for their decisions they received a multiplier of 1.35, which translates into $70 \cdot 1.35 = 94,5$ final points. This puts them in first place, above Team 2, which despite scoring the most in each category separately, had a very low multiplier.

As some decisions cost money, in the Protocol of Agreement each decision must be described with each negotiation's side contribution.

Your financial resources: 1666 Drachmas

Negotiation Aspects

1. Charon's Toll

You were glad with how the movement you started was developing, but matters took a far more complicated course the moment Charon himself declared rebellion. Without a smooth flow of souls between hell and the world of the living, everything could go wrong at any moment. You have held initial talks with Charon trying to figure out the situation, but you know one thing: you can't afford to pay his demands alone.

Amount to pay: 3666 Drachmas

For this ancient carrier, it doesn't matter who pays. The request must be fulfilled.

If all three parties together fail to pay the outstanding amount together, then all parties earn 0 score points throughout the negotiations because the natural order of life cannot be disrupted.

2. The king is dead, long live the king!

You have seen great rulers come and go. You have seen terrible kings reign far longer than they deserve. You've had the opportunity to talk to a diverse array of leaders, because eventually almost all of them ended up here in hell. And of all of them, Lucifer is by far the worst. He has to go.

Nevertheless, someone must take the seat as sovereign of hell, as the Divine law does not indicate any other possibility. However, there are only few people who could face such a burden, and your opportunities are as follows:

- A. Lucifer – the devil remains in his position [-3 decision points]
- B. Dante Alighieri – one of these Romans, sorry... Italians. [+2 decision points]
- C. Julius Caesar – a capable opportunist [+0.08 bonus]
- D. Cleopatra – intelligent and cunning ruler [+0.05 bonus]

3. Inferno 2.0

With the majority of the Inferno consumed by the rebellion that has begun knocking on the gates of Lucifers domain, you begin to wonder if launching this operation was really the best approach. There are 5 rings of hell that require immediate reaction. For each of these, you can make one of the following decisions:

- 1) Completely destroy the entire circle
- 2) Use only temporary solutions
- 3) Leave the circle as it is now
- 4) Create something new
- 5) Repair to the initial condition

Nevertheless, each of these activities will require some financial input... Below you can find all the characteristics for each circle and each decision:

Circle:	Destroy	Temporal Fix	Do nothing	New Idea	Fully Repair
I	Points: -8	Points: -1	Points: 2	Points: 7	Points: 6
	Bonus: -0.01	Bonus: -0.01	Bonus: 0.00	Bonus: 0.03	Bonus: 0.02
	Cost: 300 D	Cost: 150 D	Cost: 200 D	Cost: 200 D	Cost: 600 D
II	Points: -3	Points: 0	Points: 5	Points: 10	Points: -6
	Bonus: -0.03	Bonus: 0.00	Bonus: 0.01	Bonus: 0.03	Bonus: -0.06
	Cost: 100 D	Cost: 150 D	Cost: 0 D	Cost: 450 D	Cost: 300 D
III	Points: 5	Points: 0	Points: -6	Points: 1	Points: 4
	Bonus: 0.02	Bonus: 0.00	Bonus: -0.04	Bonus: 0.00	Bonus: 0.01
	Cost: 50 D	Cost: 150 D	Cost: 100 D	Cost: 300 D	Cost: 200 D
IV	Points: -7	Points: 3	Points: 5	Points: 0	Points: -3
	Bonus: -0.01	Bonus: 0.01	Bonus: 0.03	Bonus: -0.03	Bonus: -0.04
	Cost: 500 D	Cost: 200 D	Cost: 100 D	Cost: 300 D	Cost: 500 D
V	Points: 3	Points: 1	Points: -8	Points: -1	Points: 8
	Bonus: 0.01	Bonus: 0.01	Bonus: -0.05	Bonus: 0.01	Bonus: 0.03
	Cost: 100 D	Cost: 200 D	Cost: 50 D	Cost: 300 D	Cost: 400 D

- **1st Circle** is over-crowded and it's the one with the gates to the outside world. These poor souls could become the foundation for democratic republic.
- **2nd Circle** used to treat sinners with endless tornados but now it's empty. Perfect place for hell's residents to build their colonies.
- **3rd Circle** used to be a place where gluttonous people were tormented. Now it's a thriving McDonald's chain. Partying with wine is fine, but this has gone too far.
- **4th Circle** is where the greedy reside, now with a solid banking system. You are quite fond of this new thing called "economics".
- **5th Circle** was filled by sinners filled with anger but now what's left is a poetry club and kicked out your friend Sophocles which is outrageous!

4. Additional Rules & Info

- If Cleopatra becomes the **King of Hell**, 3rd circle can only be “Fully Repaired”.
- If you will implement “New Idea” for at least 3 circles you will gain +10 points.
- You no circle ends up “Destroyed” then you will receive **200 Drachmas** at the end of negotiation
- The current **king of the hell** knows about some additional way to earn money...

5. A deal with the devil

Throughout your existence, you have outwitted many – well maybe not during the Defense of Socrates... However, circumstances are dire as hell, and you doubt that you will be able to reach a really satisfactory agreement. Therefore, you need to have a backup plan because if you sign the document with your blood, it will take effect immediately and even the Divine power will not be able to break its terms.

Exactly... blood. What if it's not yours?

You can choose to sign the negotiation protocol with your own or fake blood. If the other parties sign the protocol in accordance with the rules, you will be able to continue your way of living peacefully without any disturbances. Ideally you would want others to sign the deal legitimately but what if they somehow abide from doing that? If no one signs the contract lawfully, then you will be back at the starting point....

The decision on this aspect is individual and takes place AFTER the negotiations are concluded. Any prior declaration is non-binding.

On the next page you will find a graph that will help you figure out a result of each possible situation.

In EACH branch:
Top decision is signing legitimately
Bottom decision is cheating



The order of the decisions is not important. In brackets you will find your payoff that will be deducted or added to your final score based on agreements in all other aspects. After signing the protocol of agreement, you will be asked about your decision by the room assistant privately.

Hot Seat

For centuries, people have been trying to comprehend the mystery of the afterlife. Throughout the ages various concepts, ideas and visions of what the world after death looks like emerged, from the mythological Hades to the biblical Hell. In the 14th century Dante Alighieri created *The Divine Comedy*, in which he included one of the most popular visions of hell. The nine infernal circles were to represent a hierarchy of sinners grouped according to their sins. The entrance to each circle is guarded by demons, and Charon himself is responsible for the flow of souls. Dante's vision is one of the most popular conceptions of hell, but so what if it is only an unsurpassed model?

Hell seems to have been out of its former shape for several decades now. The cause of this state is Satan's diminishing influence and involvement in the affairs of his kingdom and the social movements which have led to a questioning of the reality of hell. Aristotle and Socrates residing in 1st Circle disagreed with the existing shape of hell from its earliest moments. For years the Greek philosophers tried to create a "philosophy of hell" which would form the basis of a new system of hell's governance. Their unorthodox views gradually penetrated into other regions of hell, causing growing discontent and a desire for mutiny among its inhabitants. The collapse of the Dantean structure was deepened by the lack of oversight of Satan, who has never left his seat, the 9th Circle.

In the 1st Circle, some of the inhabitants did not want to remain in hell - after all, it was not their fault that they lived before Christ. That's why they tried to escape but unfortunately they stumbled upon a huge crowd of souls in the vestibule blocking the exit. The 2nd Circle became completely abandoned, and its inhabitants crawled all over hell, disrupting the existing division. As they travelled along the Styx River, Charon was unable to manage the dispatch of new souls. Now, thousands of souls wait in vain in the vestibules of Hell for transport to their destination... In 3rd Circle the gluttonous have opened a local food chain, in 4th Circle the misers have set up a thriving banking system. In The 5th Circle, the great swamp in which the sinners were trapped has dried up and now they no longer have to fight each other. They are actually trying to find a new meaning of life in literature and art.

Concerned by this situation, God decides to give the demons one last chance. He has seven days to fix hell and restore order. Lucifer realizes that he cannot undo the damage himself. His initial thought was to bring Dante back to the underground, just as he did 700 years ago. After all, Dante had already created a functioning structure once, maybe he could succeed this time too. However, some alternative was needed in case of eventual failures. There are many intellectuals in the first circle, like Aristotle or Socrates. They are familiar with politics and the workings of the state and apparently already have some idea of how to fix hell.

The Italian Artificers

Dante Alighieri, Michelangelo & Leonardo Da Vinci

Negotiation time: 75 minutes

You are the architects of the reality that surrounds you. At Dante's suggestion, you have decided to take up another artistic challenge - the reconstruction of Hell.

Dante, as the creator of the original vision of Hell's circles, has taken it upon himself to restore them to their original version, or perhaps to a better one.... In any case, you cannot leave hell as you found it. It would be contrary to your artistic soul. After all, with a project like this you can let your imagination run wild.

But there is also the other side of this project - the Greeks. Having spent many years here, they now have all the information about the changes that have taken place since your last visit. Besides, they are great speakers and will have no trouble convincing Lucifer of their vision.

Unfortunately, this won't be an easy task. The damage is piling up, deadlines are tight, and the client is demanding as hell. While he doesn't seem like a particularly dedicated ruler, it's a wonder this place didn't fall sooner. For many years he stayed with his hoard of demons in the abyss, oblivious to what was going on in the upper reaches of hell. You know he has no time to waste and he must undo as much damage as possible. No matter what, he will need your help.

Perhaps you should consider changing rulers when doing repair work? It would be a shame to have someone as unorganized as Lucifer destroy your work....

Maybe one of you could take this over? It would allow you to keep an eye on your work. While you don't have much experience in leadership, it would be possible if the occasion calls for it. Though perhaps there are some experienced leaders among the infernal circles? Apparently someone here once saw Julius Caesar...

However, remember that the moment you entered the devil's stronghold, it also became your problem. Whatever happens to hell will have consequences for you as well.

Score

The one and only resource provided in this negotiation is money measured in **Drachmas**. The basis for calculating your score is the number of **Drachmas** that will remain at the end of the negotiation. Money is accountable for 60% of the feasible outcome, with the rest depending on other decisions. However, the score is not based on the amount raised individually, but on a comparison of the remaining money by teams on the same side. Same goes with the points gathered through decisions. Teams receive score based on the distribution in accordance to their place in each category (meaning best team gets 100% and worst 25% of points in category).

In addition to this teams can gather bonus which works as a multiplier to the score. Every team starts at 1.00 multiplier, and addition are noted E.g. **[+0.05]** or **[-0.02]**.

Example:

SIDE X	Money left	Decisions Points	SIDE X	Money Score	Decision Score	Multiplier Bonus	Final Score
Team 1	1400	20	Team 1	15	5	1.21	24,2
Team 2	2000	40	Team 2	45	40	1.02	86,7
Team 3	2003	10	Team 3	60	10	1.35	94,5
Team 4	1600	20	Team 4	30	25	1.61	88,55

On the lefthand side you can see table with money left at the end of the negotiation process and points gathered through decisions from teams on the same side. Team 3 had the highest amount of money left, so they received 60 points for this part, but in the matter of decision points they had the lowest score of across the teams, so in this category they received only 10 points, a total of 70. Nevertheless, for their decisions they received a multiplier of 1.35, which translates into $70 \cdot 1.35 = 94,5$ final points. This puts them in first place, above Team 2, which despite scoring the most in each category separately, had a very low multiplier.

As some decisions cost money, in the Protocol of Agreement each decision must be described with each negotiation's side contribution.

Your financial resources: 1666 Drachmas

Negotiation Aspects

1. Charon's Toll

You've heard rumours that things weren't going well down in hell, but matters took a far more complicated course the moment Charon himself declared rebellion. Without a smooth flow of souls between hell and the world of the living, everything could go wrong at any moment. You have held initial talks with Charon trying to figure this out, but you know one thing: you can't afford to pay his demands alone.

Amount to pay: 3666 Drachmas

For this ancient carrier, it doesn't matter who pays. The request must be fulfilled.

If all three parties together fail to pay the outstanding amount together, then all parties earn 0 score points throughout the negotiations because the natural order of life cannot be disrupted.

2. The king is dead, long live the king!

When you were first designing the hell you thought you had it figured out. But even you couldn't anticipate the current developments. Perhaps the managements cadres weren't the right choices. Maybe only a man of many virtues can face such a challenge?

Nevertheless, someone must take the seat as sovereign of hell, as the Divine law does not indicate any other possibility. However, there are only few people who could face such a burden, and your opportunities are as follows:

- A. Lucifer – the devil remains in his position [-0.10 bonus]
- B. Dante Alighieri – the right person in the right place [+20 decision points]
- C. Julius Caesar – a capable opportunist [+0.08 bonus]
- D. Cleopatra – intelligent and cunning ruler [-10 decision points]

3. Inferno 2.0

With the majority of the Inferno consumed by the rebellion that has begun knocking on the gates of Lucifers domain, you are forced to act and restore order. There are 5 rings of hell that require immediate reaction. For each of these, you can make one of the following decisions:

- 1) Completely destroy the entire circle
- 2) Use only temporary solutions
- 3) Leave the circle as it is now
- 4) Create something new
- 5) Repair to the initial condition

Nevertheless, each of these activities will require some financial input... Below you can find all the characteristics for each circle and each decision:

Circle:	Destroy	Temporal Fix	Do nothing	New Idea	Fully Repair
I	Points: -2 Bonus: -0.03 Cost: 300 D	Points: 5 Bonus: 0.05 Cost: 150 D	Points: 10 Bonus: 0.07 Cost: 200 D	Points: -4 Bonus: -0.03 Cost: 200 D	Points: -6 Bonus: -0.04 Cost: 600 D
II	Points: 9 Bonus: 0.03 Cost: 100 D	Points: 1 Bonus: 0.01 Cost: 150 D	Points: -5 Bonus: -0.03 Cost: 0 D	Points: 2 Bonus: 0.02 Cost: 450 D	Points: 10 Bonus: 0.04 Cost: 300 D
III	Points: -7 Bonus: -0.04 Cost: 50 D	Points: 3 Bonus: 0.03 Cost: 150 D	Points: -3 Bonus: -0.04 Cost: 100 D	Points: 5 Bonus: 0.05 Cost: 300 D	Points: -4 Bonus: -0.03 Cost: 200 D
IV	Points: -7 Bonus: -0.03 Cost: 500 D	Points: 8 Bonus: 0.04 Cost: 200 D	Points: -10 Bonus: 0.03 Cost: 100 D	Points: 6 Bonus: 0.00 Cost: 300 D	Points: 10 Bonus: 0.05 Cost: 500 D
V	Points: 4 Bonus: 0.02 Cost: 100 D	Points: 3 Bonus: 0.01 Cost: 200 D	Points: 5 Bonus: 0.05 Cost: 50 D	Points: 7 Bonus: 0.06 Cost: 300 D	Points: 0 Bonus: 0.00 Cost: 400 D

- **1st Circle** is over-crowded and it's the one with the gates to the outside world. But this place was meant for non-believers so it has to stay.
- **2nd Circle** used to treat sinners with endless tornados but now it's empty. It's should be either fully repaired or destroyed completely.
- **3rd Circle** used to be a place where gluttonous people were tormented. Now it's a thriving McDonald's chain. Maybe only a little change needed here...
- **4th Circle** is where the greedy reside, now with a solid banking system. You despise these greedy sinners, they should be punished.
- **5th Circle** was filled by sinners filled with anger but now what's left is a poetry. Maybe they weren't bad after all? In the end you are also an artist...

4. Additional Rules & Info

- If Cleopatra becomes the King of Hell, 3rd circle can only be “Fully Repaired”.
- The current king of the hell knows about some additional way to earn money...
- For each 10 Drachmas spent by you on “Fully repaired” you will gain 0.10 decision points.
- If more than 1 circle will end with “Do nothing”

5. A deal with the devil

You are well aware of how the devil operates. He will never agree to sign a chirograph properly if he is not sure of winning. However, circumstances are dire as hell, and you doubt that you will be able to reach a really satisfactory agreement. Therefore, you need to have a backup plan because if you sign the document with your blood, it will take effect immediately and even the Divine power will not be able to break its terms.

Exactly... blood. What if it's not yours?

You can choose to sign the negotiation protocol with your own or fake blood. If the other parties sign the protocol in accordance with the rules, you will be able to leave peacefully and go on your long-awaited rest. Ideally you would want others to sign the deal legitimately but what if they somehow abide from doing that? If no one signs the contract lawfully, then you will be back at the starting point....

The decision on this aspect is individual and takes place AFTER the negotiations are concluded. Any prior declaration is non-binding.

On the next page you will find a graph that will help you figure out a result of each possible situation.

In EACH branch:
Top decision is signing legitimately
Bottom decision is cheating



The order of the decisions is not important. In brackets you will find your payoff that will be deducted or added to your final score based on agreements in all other aspects. After signing the protocol of agreement, you will be asked about your decision by the room assistant privately.

Hot Seat

For centuries, people have been trying to comprehend the mystery of the afterlife. Throughout the ages various concepts, ideas and visions of what the world after death looks like emerged, from the mythological Hades to the biblical Hell. In the 14th century Dante Alighieri created *The Divine Comedy*, in which he included one of the most popular visions of hell. The nine infernal circles were to represent a hierarchy of sinners grouped according to their sins. The entrance to each circle is guarded by demons, and Charon himself is responsible for the flow of souls. Dante's vision is one of the most popular conceptions of hell, but so what if it is only an unsurpassed model?

Hell seems to have been out of its former shape for several decades now. The cause of this state is Satan's diminishing influence and involvement in the affairs of his kingdom and the social movements which have led to a questioning of the reality of hell. Aristotle and Socrates residing in 1st Circle disagreed with the existing shape of hell from its earliest moments. For years the Greek philosophers tried to create a "philosophy of hell" which would form the basis of a new system of hell's governance. Their unorthodox views gradually penetrated into other regions of hell, causing growing discontent and a desire for mutiny among its inhabitants. The collapse of the Dantean structure was deepened by the lack of oversight of Satan, who has never left his seat, the 9th Circle.

In the 1st Circle, some of the inhabitants did not want to remain in hell - after all, it was not their fault that they lived before Christ. That's why they tried to escape but unfortunately they stumbled upon a huge crowd of souls in the vestibule blocking the exit. The 2nd Circle became completely abandoned, and its inhabitants crawled all over hell, disrupting the existing division. As they travelled along the Styx River, Charon was unable to manage the dispatch of new souls. Now, thousands of souls wait in vain in the vestibules of Hell for transport to their destination... In 3rd Circle the gluttonous have opened a local food chain, in 4th Circle the misers have set up a thriving banking system. In The 5th Circle, the great swamp in which the sinners were trapped has dried up and now they no longer have to fight each other. They are actually trying to find a new meaning of life in literature and art.

Concerned by this situation, God decides to give the demons one last chance. He has seven days to fix hell and restore order. Lucifer realizes that he cannot undo the damage himself. His initial thought was to bring Dante back to the underground, just as he did 700 years ago. After all, Dante had already created a functioning structure once, maybe he could succeed this time too. However, some alternative was needed in case of eventual failures. There are many intellectuals in the first circle, like Aristotle or Socrates. They are familiar with politics and the workings of the state and apparently already have some idea of how to fix hell.

The Primal Inferno

Lucifer, Abaddon & Belial

Negotiation time: 75 minutes

Since your argument with God, you have been the rulers of hell. You don't desire for another unnecessary disagreement. Who knows where you would be cast this time. This disorder needs to be cleansed up. However, it would be a great idea to do it with someone else's hands. What is there to say, after such a time spent in the deepest depths of hell you have become lethargic. Many years have passed, who after such a period of time would still have the energy and enthusiasm for such revolutions?

It is necessary to find someone as soon as possible to fix these hell circles. It has to be someone who is well versed in the requirements and structure in place to date. After all, God will be observing how it all functions. It's better that it be fixed once and for all, no more calls from above are needed. That's exactly the reason you choose these two teams: the Italians (Dante Alighieri, Michelangelo & Leonardo Da Vinci) and the Greek (Socrates, Plato & Aristotle). You feel that Dante will be more loyal and has more experience in the field. Of course it has been 500 years since his last visit, but he still remembers the major concepts. Besides, he is an artist, and the description of the nine circles was his masterpiece, how could he possibly condone its destruction? Moreover, he was so devastated after seeing the mess that he invited his artist friends to fix it.

You could also consider the Greeks, but they always ask so many questions.... That was one of the reasons you didn't visit the upper circles for so long. If you choose them, it will be more problematic, sure they will shatter the existing order, but maybe that's what this place needs? A whole new vision for your kingdom. Maybe this way you can fix more circles and make them more effective. You only have 7 days, if you can't do it, it will be your end.

Besides, you're bored with all this management. The constant whining and complaining. Some are hungry, others are tired, this huge crowd of visitors, as if that wasn't enough even Charon, your subordinate, turned away from you. This is not for your nerves, perhaps it is time to give up the throne?

Score

The one and only resource provided in this negotiation is money measured in **Drachmas**. The basis for calculating your score is the number of **Drachmas** that will remain at the end of the negotiation. Money is accountable for 60% of the feasible outcome, with the rest depending on other decisions. However, the score is not based on the amount raised individually, but on a comparison of the remaining money by teams on the same side. Same goes with the points gathered through decisions. Teams receive score based on the distribution in accordance to their place in each category (meaning best team gets 100% and worst 25% of points in category).

In addition to this teams can gather bonus which works as a multiplier to the score. Every team starts at 1.00 multiplier, and addition are noted E.g. **[+0.05]** or **[-0.02]**.

Example:

SIDE X	Money left	Decisions Points	SIDE X	Money Score	Decision Score	Multiplier Bonus	Final Score
Team 1	1400	20	Team 1	15	5	1.21	24,2
Team 2	2000	40	Team 2	45	40	1.02	86,7
Team 3	2003	10	Team 3	60	10	1.35	94,5
Team 4	1600	20	Team 4	30	25	1.61	88,55

On the lefthand side you can see table with money left at the end of the negotiation process and points gathered through decisions from teams on the same side. Team 3 had the highest amount of money left, so they received 60 points for this part, but in the matter of decision points they had the lowest score of across the teams, so in this category they received only 10 points, a total of 70. Nevertheless, for their decisions they received a multiplier of 1.35, which translates into $70 \cdot 1.35 = 94,5$ final points. This puts them in first place, above Team 2, which despite scoring the most in each category separately, had a very low multiplier.

As some decisions cost money, in the Protocol of Agreement each decision must be described with each negotiation's side contribution.

Your financial resources: 1666 Drachmas

Negotiation Aspects

1. Charon's Toll

You cared little for the fate of the lower circles, but matters took a far more complicated course the moment Charon himself declared rebellion. Without a smooth flow of souls between hell and the world of the living, everything could go wrong at any moment. You have held initial talks with Charon trying to keep your cool, but you know one thing: you can't afford to pay his demands alone.

Amount to pay: 3666 Drachmas

For this ancient carrier, it doesn't matter who pays. The request must be fulfilled.

If all three parties together fail to pay the outstanding amount together, then all parties earn 0 score points throughout the negotiations because the natural order of life cannot be disrupted.

2. The king is dead, long live the king!

No longer do you recall the time when you were cast out of the heavenly gates to rule over the house of sinners. Age after age you have tried to keep your kingdom in order but maybe it's time to finally go on vacation for an indefinite period? You've heard that it's sunny and pleasant in Barbados at this time of year...

Nevertheless, someone must take the seat as sovereign of hell, as the Divine law does not indicate any other possibility. However, there are only few people who could face such a burden, and your opportunities are as follows:

- A. Lucifer – you remain in your position [-0.05 bonus]
- B. Dante Alighieri – celebrity artist with a vision for a change [+0.02 bonus]
- C. Julius Caesar – a capable opportunist [+4 decision points]
- D. Cleopatra – intelligent and cunning ruler [+10 decision points]

3. Inferno 2.0

With the majority of the Inferno consumed by the rebellion that has begun knocking on the gates of your domain, you are forced to act and restore order. There are 5 rings of hell that require immediate reaction. For each of these, you can make one of the following decisions:

- 1) Completely destroy the entire circle
- 2) Use only temporary solutions
- 3) Leave the circle as it is now
- 4) Create something new
- 5) Repair to the initial condition

Nevertheless, each of these activities will require some financial input... Below you can find all the characteristics for each circle and each decision:

Circle:	Destroy	Temporal Fix	Do nothing	New Idea	Fully Repair
I	Points: 5 Bonus: 0.05 Cost: 300 D	Points: 3 Bonus: 0.00 Cost: 150 D	Points: 0 Bonus: -0.10 Cost: 200 D	Points: 2 Bonus: 0.00 Cost: 200 D	Points: 5 Bonus: 0.02 Cost: 600 D
II	Points: 3 Bonus: 0.03 Cost: 100 D	Points: 0 Bonus: 0.00 Cost: 150 D	Points: 5 Bonus: 0.05 Cost: 0 D	Points: 0 Bonus: 0.00 Cost: 450 D	Points: -2 Bonus: -0.01 Cost: 300 D
III	Points: 0 Bonus: 0.00 Cost: 50 D	Points: 4 Bonus: 0.01 Cost: 150 D	Points: 10 Bonus: 0.05 Cost: 100 D	Points: -4 Bonus: 0.00 Cost: 300 D	Points: -10 Bonus: -0.02 Cost: 200 D
IV	Points: 10 Bonus: 0.05 Cost: 500 D	Points: -4 Bonus: -0.01 Cost: 200 D	Points: -8 Bonus: -0.03 Cost: 100 D	Points: 2 Bonus: 0.00 Cost: 300 D	Points: 5 Bonus: 0.02 Cost: 500 D
V	Points: -3 Bonus: -0.05 Cost: 100 D	Points: 0 Bonus: 0.01 Cost: 200 D	Points: 0 Bonus: 0.10 Cost: 50 D	Points: 1 Bonus: 0.03 Cost: 300 D	Points: -5 Bonus: -0.02 Cost: 400 D

- **1st Circle** is over-crowded and it's the one with the gates to the outside world. So if you would like to get out of hell you need to take care of this beforehand.
- **2nd Circle** used to treat sinners with endless tornados but now it's empty. You wouldn't really gain anything from this place.
- **3rd Circle** used to be a place where gluttonous people were tormented. Now it's a thriving McDonald's chain, with lots of tax money flowing in...
- **4th Circle** is where the greedy reside, now with a solid banking system. You took some loans from them you don't really want to pay back.
- **5th Circle** was filled by sinners filled with anger but now what's left is a poetry which minds its own business. You actually have a VIP membership there.

4. Additional Rules & Info

- If **Cleopatra** becomes the **King of Hell**, **3rd circle** can only be “Fully Repaired”.
- If you stop being the **King of Hell** you gain 2x the payoff from **1st Circle** decisions
- You gain bonus **300 Drachmas** after the negotiation process if **4th Circle** is destroyed and **125 Drachmas** if it is either fixed or fully repaired.
- One who is the **King of Hell** at the end of negotiation process gains **250 Drachmas** after the negotiation process ends if nothing is done to **3rd Circle**.

5. A deal with the devil

Throughout your existence, you have signed numerous chirographs and you have never been at a loss. However, circumstances are dire as hell, and you doubt that this time you will be able to reach a really satisfactory agreement. Therefore, you need to have a backup plan because if you sign the document with your blood, it will take effect immediately and even the Divine power will not be able to break its terms.

Exactly... blood. What if it's not yours?

You can choose to sign the negotiation protocol with your own or fake blood. If the other parties sign the protocol in accordance with the rules, you will be able to leave peacefully and go on your long-awaited rest. Ideally you would want others to sign the deal legitimately but what if they somehow abide from doing that? If no one signs the contract lawfully, then you will be back at the starting point...

The decision on this aspect is individual and takes place **AFTER** the negotiations are concluded. Any prior declaration is non-binding.

On the next page you will find a graph that will help you figure out a result of each possible situation.

In EACH branch:
Top decision is signing legitimately
Bottom decision is cheating



The order of the decisions is not important. In brackets you will find your payoff that will be deducted or added to your final score based on agreements in all other aspects. After signing the protocol of agreement, you will be asked about your decision by the room assistant privately.