

And The Weak Suffer What They Must

Siege of Melos

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The siege of Melos occurred in 416 BC, during the Peloponnesian War between Athens and Sparta, when the Athenians attacked Melos, an island in the Aegean Sea roughly 110 kilometres (68 miles) east of mainland Greece. Though the Melians had ancestral ties to Sparta, they were neutral in the war. Athens invaded Melos in the summer of 416 BC and demanded that the Melians surrender and pay tribute to Athens or face annihilation. The Melians refused, so the Athenians laid siege to their city. Melos surrendered in the winter, and the Athenians executed the men of Melos and enslaved the women and children.

This siege is best remembered for the Melian Dialogue, a dramatization of the negotiations between the Athenians and the Melians before the siege, written by the classical Athenian historian Thucydides. In the negotiations, the Athenians offer no moral justification for their invasion, but instead bluntly tell the Melians that Athens need Melos for its own ends and that the only thing Melians stand to gain in submitting without a fight was self-preservation.

The Melian Dialogue is taught as a classic case study in political realism to illustrate that the world is anarchic, that states are motivated by selfish and pragmatic concerns, and that the only rational approach is based on power and advantage. In particular, the quotation "the strong do what they can and the weak suffer what they must" is taken as founding statement of political realism.

Yanis Varoufakis

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Varoufakis was first elected as a Member of the Hellenic Parliament with Syriza, representing the Athens B constituency from January to September 2015. He was appointed Minister of Finance by Prime Minister Alexis Tsipras two days after the election, serving in this role between January and July 2015. Varoufakis then represented Thessaloniki A from July 2019 to May 2023 as a MeRA25 Member of Parliament.

Might makes right

question between equals in power, while the strong do what they can and the weak suffer what they must." In the first chapter of Plato's Republic, authored

"Might makes right" or "might is right" is an aphorism that asserts that those who hold power are the origin of morality, and they control a society's view of right and wrong. Montague defined kratocracy or kraterocracy (from the Ancient Greek: ??????, romanized: krátos, lit. 'might; strength') as a government by those strong enough to seize control through violence or deceit.

"Might makes right" has been described as the credo of totalitarian regimes. The sociologist Max Weber analyzed the relations between a state's power and its moral authority in *Wirtschaft und Gesellschaft*. Realist scholars of international politics use the phrase to describe the "state of nature" in which power determines the relations among sovereign states.

Bandwagoning

dictum that "the strong do what they can and the weak suffer what they must" captures the essence of bandwagoning. Bandwagoning occurs when weaker states decide

Bandwagoning in international relations occurs when a state aligns with a stronger, adversarial power and concedes that the stronger adversary-turned-partner disproportionately gains in the spoils they conquer together. Bandwagoning, therefore, is a strategy employed by states that find themselves in a weak position. The logic stipulates that an outgunned, weaker state should align itself with a stronger adversary because the latter can take what it wants by force anyway. Thucydides' famous dictum that "the strong do what they can and the weak suffer what they must" captures the essence of bandwagoning.

Bandwagoning occurs when weaker states decide that the cost of opposing a stronger power exceeds the benefits. The stronger power may offer incentives, such as the possibility of territorial gain, trade agreements, or protection, to induce weaker states to join with it.

Realism predicts that states will bandwagon only when there is no possibility of building a balancing coalition or their geography makes balancing difficult (i.e. surrounded by enemies). Bandwagoning is considered to be dangerous because it allows a rival state to gain power.

Bandwagoning is opposed to balancing, which calls for a state to prevent an aggressor from upsetting the balance of power.

Exorbitant privilege

and Exchange Rate Adjustments" . Brookings Papers on Economic Activity. 36 (1): 67–146. Varoufakis, Yanis (2016). And the weak suffer what they must? :

The term exorbitant privilege (*privilège exorbitant* in French) refers to the benefits the United States has due to its own currency (the US dollar) being the international reserve currency. For example, the US would not face a balance of payments crisis, because their imports are purchased in their own currency. Exorbitant privilege as a concept cannot refer to currencies that have a regional reserve currency role, only to global reserve currencies.

Academically, the exorbitant privilege literature analyzes two empirical puzzles, the position puzzle and the income puzzle. The position puzzle refers to the difference between the (negative) U.S. net international investment position (NIIP) and the accumulated U.S. current account deficits, the former being much smaller than the latter. The income puzzle is that despite a deeply negative NIIP, the U.S. income balance is positive, i.e. despite having much more liabilities than assets, earned income is higher than interest expenses.

Power transition theory

the alarm which this inspired in Sparta" and "the strong do what they can and the weak suffer what they must." 21 Power transition theory uses European

Power transition theory is a theory about the nature of war, in relation to the power in international relations. The theory was first published in 1958 by its creator, A.F.K. Organski, in his textbook, *World Politics* (1958).

Daniel Gros

from the original on 2010-05-08. Retrieved 2010-05-09. Critically on his advisor activities: Yanis Varoufakis, And the Weak Suffer What They Must? Europe's

Daniel Gros (born 1955) is a German economist who currently serves as the director of the Institute for European Policymaking (IEP) at Bocconi University.

From 2000 to 2020, Gros was the director of the Centre for European Policy Studies (CEPS), a European think tank. His current research primarily focuses on EU economic policy, specifically on the impact of the euro on capital and labour markets, as well as on the international role of the euro, especially in Central and Eastern Europe. He also monitors the transition towards market economies and the process of enlargement of the European Union towards the east.

Maastricht Treaty

the Politics and Economics of Integration. Oxford: Oxford University Press. p. 15. ISBN 978-0-19-877477-8. Varoufakis, Yanis (2017). The Weak Suffer What

The Treaty on European Union, commonly known as the Maastricht Treaty, is the foundation treaty of the European Union (EU). Concluded in 1992 between the then-twelve member states of the European Communities, it announced "a new stage in the process of European integration" chiefly in provisions for a shared European citizenship, for the eventual introduction of a single currency, and (with less precision) for common foreign and security policies, and a number of changes to the European institutions and their decision taking procedures, not least a strengthening of the powers of the European Parliament and more majority voting on the Council of Ministers. Although these were seen by many to presage a "federal Europe", key areas remained inter-governmental with national governments collectively taking key decisions. This constitutional debate continued through the negotiation of subsequent treaties (see below), culminating in the 2007 Treaty of Lisbon.

In the wake of the Eurozone debt crisis unfolding from 2009, the most enduring reference to the Maastricht Treaty has been to the rules of compliance – the "Maastricht criteria" – for the currency union.

Against the background of the end of the Cold War and the re-unification of Germany, and in anticipation of accelerated globalisation, the treaty negotiated tensions between member states seeking deeper integration and those wishing to retain greater national control. The resulting compromise faced what was to be the first in a series of EU treaty ratification crises.

Germanic weak verb

In the Germanic languages, weak verbs are by far the largest group of verbs, and are therefore often regarded as the norm (the regular verbs). They are

In the Germanic languages, weak verbs are by far the largest group of verbs, and are therefore often regarded as the norm (the regular verbs). They are distinguished from the Germanic strong verbs by the fact that their past tense form is marked by an inflection containing a /t/, /d/, or /ð/ sound (as in English I walk~I walked) rather than by changing the verb's root vowel (as in English I rise~I rose).

Whereas the strong verbs are the oldest group of verbs in Germanic, originating in Indo-European, the weak verbs arose as an innovation in proto-Germanic. Originally the weak verbs consisted of new verbs coined from pre-existing nouns (for example the noun name was turned into the verb to name), or coined from strong verbs to express the sense of causing the action denoted by that strong verb (for example the strong verb to rise was turned into the weak verb to raise).

However, over time, the weak verbs have become the normal form of verbs in all Germanic languages, with most strong verbs being reassigned to the weak class. For example, in Old English the verb to lock (l?can) was strong (present tense ic l?ce 'I lock', past tense ic l?ac 'I locked'), but has now become weak. This transition is ongoing. For example, the English verb to cleave currently exists in both a conservative strong form (past tense I clove) and an innovative weak form (past tense I cleaved).

I Have No Mouth, and I Must Scream (video game)

I Have No Mouth, and I Must Scream is a 1995 point-and-click adventure horror game developed by Cyberdreams and The Dreamers Guild, co-designed by Harlan

I Have No Mouth, and I Must Scream is a 1995 point-and-click adventure horror game developed by Cyberdreams and The Dreamers Guild, co-designed by Harlan Ellison, published by Cyberdreams and distributed by MGM Interactive. The game is based on Ellison's short story of the same title. It takes place in a dystopian world where a mastermind artificial intelligence named "AM" has destroyed all of humanity except for five people, whom it has been keeping alive and torturing for the past 109 years by constructing metaphorical adventures based on each character's fatal flaws. The player interacts with the game by making decisions through ethical dilemmas that deal with issues such as insanity, rape, paranoia, and genocide.

Ellison wrote the 130-page script treatment himself alongside David Sears, who decided to divide each character's story with their own narrative. Producer David Mullich supervised The Dreamers Guild's work on the game's programming, art, and sound effects; he commissioned film composer John Ottman to make the soundtrack.

The game was released in November 1995 and was a commercial failure, though it received critical acclaim and has developed a cult following. I Have No Mouth, and I Must Scream won an award for "Best Game Adapted from Linear Media" from the Computer Game Developers Conference. Computer Gaming World gave the game an award for "Adventure Game of the Year", listed it as No. 134 on their "150 Games of All Time" and named it one of the "Best 15 Sleepers of All Time". In 2011, Adventure Gamers named it the "69th-best adventure game ever released".

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