

Welcome to the Teacher’s Guide for *Wrath of the Gods*. This program, an interactive adventure game based on the Greek myths, can be used to reinforce students’ knowledge of Greek mythology in an absorbing and entertaining way. *Wrath of the Gods* is suitable for use in sixth grade and up. But even younger students who can learn or already know basic computer skills (using the mouse to point and click) will enjoy *Wrath of the Gods*. They can explore the numerous scenes, interact with various characters and solve many of the puzzles in the game. This guide provides suggestions on using *Wrath of the Gods* with your students.

The Teacher’s Edition of *Wrath of the Gods* is actually a combination of products and resources. Included, in addition to the game itself, are:

“The Heroic Myths”, an illustrated text of the Greek myths on which the program is based

The “Hero Launcher”, an application which takes your students directly to many of the adventures and equips them for a complete experience within limited classroom time

Lesson plans and blackline masters

Please consult the table of contents on the next page for an overview.

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TABLE OF CONTENTS

I. Introduction

- Why Teachers Choose to Use *Wrath of the Gods* in Their Classrooms
- Implementation in Your Classroom
- What is an Interactive Adventure Game?
- Who is “Our Hero”?
- How Do You “Win”?
- Basic Storyline of *Wrath of the Gods*

II. *Wrath of the Gods*

- Getting Started
- Interface (First Tier Buttons)
- Interface (Second Tier Buttons)
 - Oracle
 - Info Space
 - Map
- Using the Walk-Through
- About the Solution Guide
- About the Character List

III. About *The Heroic Myths*



IV. About the *Hero Launcher*

Using the *Hero Launcher*

Description of Adventures

V. Lesson Plans and Activities

Appendix A. *The Heroic Myths & Index/Glossary*

Appendix B. Map

Appendix C. Walk-Through

Appendix D. Complete Solution Guide to *Wrath of the Gods*

Appendix E. Character List

Appendix F. Select Bibliography

Appendix G. Blackline Masters

Wrath of the Gods Follow-Up Session

Wrath of the Gods Word Search

Wrath of the Gods Crossword Puzzle I

Wrath of the Gods Crossword Puzzle II

Greek Alphabet

INTRODUCTION

WHY TEACHERS CHOOSE TO USE WRATH OF THE GODS IN THEIR CLASSROOMS

- Brings Greek myths to life; an ideal supplement for the conventional study of myths and mythology.
- Promotes higher-level thinking skills: logic, intuition, sequencing and cause and effect.
- Provides a visual concept of the ancient world. Background photographs of hills, temples and coastlines support the students' use of mental imagery when reading the myths, while the program provides a sense of Greek architecture and painting.
- Furthers reading comprehension and association; students read mythological information in the printed text or multimedia resource and apply this knowledge to puzzles in the program.
- Supports the development of group interaction skills.
- A useful adjunct to studies of ancient civilizations (social studies, history), literary studies (episodic literature, traits of heroes, etc.), and English (creative writing).

As you and your students delve into *Wrath of the Gods*, you will develop your own uses, activities and additional materials to further the program's educational possibilities.

IMPLEMENTATION IN YOUR CLASSROOM

Suggestions for using the game with your students:

- *Introduce the game to your students using the Walk-Through (Appendix C) and then let students continue the game at their own pace or continue as a class.*
- *Read the stories in "The Heroic Myths" (multimedia or hard copy version) and retell the myths to your class in your own words before they play the game.*
- *Read the myths directly from "The Heroic Myths" to your class or have your students take turns reading sections out loud. Follow with a game-playing session.*
- *Spend part of the day playing the game and follow with a few of the lessons and activities from Section Five or conversely, begin with activities from Section Five and follow these exercises with a game-playing session.*
- *Have students use the "Hero Launcher" to experience the adventures of the various heroes. They can either read the myths in "The Heroic Myths" first or go directly to the "Hero Launcher" to face the challenges.*

Your use of *Wrath of the Gods* may vary according to computer availability and learning objectives. The program, by illuminating the characters and stories from the Greek myths, pro-

vides an ideal introduction to mythology. Exploring the game can provide your students with the inspiration to become actively involved in your accompanying unit on mythology. Game-playing sessions can be joined with other activities (see Section Five) to be used before, during or after playing *Wrath of the Gods*. For example, one of the activities involves composing original myths. Inviting your students to spend time with the game will provide an ideal take-off for the creative writing of their own myths.

In addition to the supplemental activities found in Section Five and Appendix G, an information resource called *The Heroic Myths* has been provided to facilitate your students' understanding and knowledge of the Greek myths. It is available in both a printed version (located in the Appendix to this guide) and a multimedia computer resource (opened by double-clicking the *Heroic Myths* icon). Both versions feature the stories behind *Wrath of the Gods*. The printed version can be distributed to your students or read as a class before playing the game. The multimedia version has the advantage of being fully illustrated in color, with many works of art from antiquity. Reading the myths before game-playing sessions will not only reinforce the stories, but provide your students with a background on the myths and characters before they use the program.

We have also included a feature called the *Hero Launcher*, which enables your students to read a myth in *The Heroic Myths* (either version) and then go directly to the point in the game that is based on that particular myth. (Specific details on how this works can be found in Section Four.) Your students will immediately see the Greek myths come to life!

WRATH OF THE GODS CAN BE PLAYED BY AN INDIVIDUAL, A SMALL GROUP OR THE ENTIRE CLASS:

- **INDIVIDUALLY** - Students can play the game independently (class time, computer lab time, free time). This allows your students to move through the game at their own pace. To play the game from beginning to end will take 40-50 hours. Students can recount their experiences by filling out a follow-up session sheet after they play (see Appendix G).
- **SMALL GROUPS** - Students can work in cooperative groups; this program is well-suited for group discussion and decision making. If students only have access to one computer, you can assign each group a different time or day with the computer.
- **ENTIRE CLASS** - Even if you have a computer for each student, initially you might want to introduce the program to the entire class. This will help your students become familiar with the play and the various features of the program and will also provide them with a chance to ask you questions about anything they don't understand. You can ask students individually, in pairs or in small groups to take turns running the program.

WHAT IS AN INTERACTIVE ADVENTURE GAME?

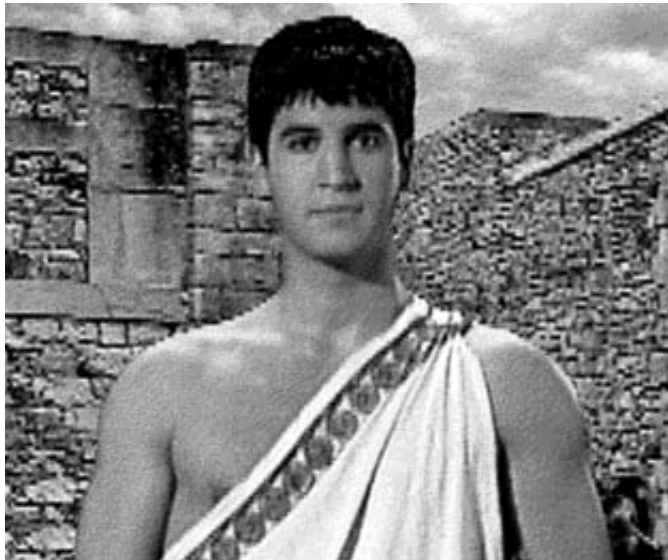
Adventure games have a few things in common. There is usually a quest or ultimate mystery to unravel, and the person on the quest is often the character controlled by the player. Generally there are obstacles, challenges and puzzles that the player must contend with in order to fulfill his or her quest. In *Wrath of the Gods* we have combined many of the features of an adventure game

with the heroic stories from Greek mythology. Your students take the role of a prince who is on a quest to regain his birthright. In the course of playing *Wrath of the Gods* your students will: steal the Golden Fleece from a fire-breathing dragon, fly like Icarus with wings of wax and feathers, charm Cerberus, outsmart the Cyclops and encounter many other challenges and puzzles from the Greek myths.

As is typical with interactive games, in *Wrath of the Gods* the player will be collecting objects and gathering clues along the way — nothing should be ignored. Each screen is a different cinematic scene. *Wrath of the Gods* is non-linear, meaning your students are free to go through rooms and solve puzzles in any order they want (within reason; some puzzles require that they solve others first). As your students acquire appropriate inventory, they will roam the ancient terrain, interact with mythical characters, and try to solve a multitude of puzzles and dilemmas.

WHO IS “OUR HERO”?

In addition to reading about the heroic exploits of Hercules, Jason, Perseus and others, students can relive these adventures in *Wrath of the Gods*. Instead of playing a specific Greek hero, your students play the role of an aspiring hero-to-be. “Our Hero” is a composite of many of the heroes of Greek mythology, and your students will face a combination of the various challenges they faced.



HOW DO YOU “WIN”?

The player begins *Wrath of the Gods* with 100 points, and additional points are awarded when puzzles and challenges are solved. Players who solve every puzzle and successfully meet each challenge (without consulting the Oracle for hints) will finish the game with 500 points. Although there is a point system, *Wrath of the Gods* was designed to encourage experimentation and risk. Trial and error will solve a lot of puzzles and ultimately provide a context for the stories themselves. In contrast to many other graphic adventure games, death is not the end of the road in *Wrath of the Gods*. Instead, your students will end up in Hades or on Mount Olympus

when they make a “mistake”. Their adventure will continue in the Underworld or atop Olympus as they interact with mythological characters who offer them clues to solve the particular puzzles that resulted in their demise.

BASIC STORYLINE OF WRATH OF THE GODS

The introduction (accessed from the start-up screen) depicts Our Hero’s early childhood and sets up the narrative framework for the program. Like many of the Greek heroes, Our Hero was abandoned at birth as a result of an oracle’s prophecy, but he was taken in and cared for by a centaur who raised him to manhood. Later in the game, Our Hero will meet up with his grandfather and eventually rescue his mother from evil King Minos. She then sends him on to find his true father. The narrative does not get in the way of the player’s freedom to decide what action to take at any moment in the game, and many adventures are unrelated to the quest. The narrative serves primarily to draw the player through the game.

At the start of the adventure, Our Hero is about to embark on a quest to discover his identity and reclaim his birthright. From this point, your students will guide Our Hero through ancient Greece.

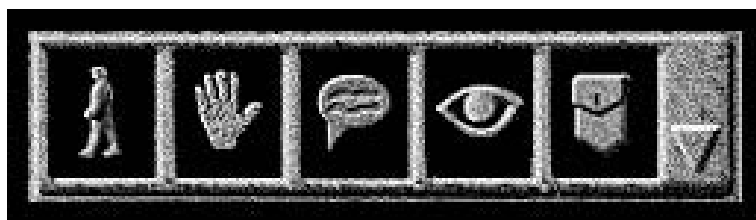
WRATH OF THE GODS

GETTING STARTED

Please refer to the enclosed set-up card for system requirements and installation. Additional technical information is provided in the Read Me file on the disk.

INTERFACE (FIRST TIER BUTTONS)

The icon bar at the bottom of the screen contains the buttons for the five different modes of the game: walking, doing, talking, looking and using your inventory of acquired objects. Clicking the mouse on these buttons will change the mode and the cursor which represents the mode (for example: after clicking on the walk button, your cursor will change to a pair of feet). Clicking the cursor on an item or location will cause Our Hero to attempt an appropriate action.



- **WALK BUTTON** - You walk in a scene by clicking the mouse on this button. Your cursor will change to a pair of feet. Click the cursor on the path you wish to travel. Your character, Our Hero, will walk to a given point (if appropriate) or exit the scene if the point clicked is near the edge of the screen.
- **DO BUTTON** - If you see an object you'd like to pick up, grab, push or shove (rocks, golden apples, monsters, shields, etc.) activate this button. Your cursor will change to a small hand. Click the cursor on the object that you want to pick up.
- **TALK BUTTON** - Click on this button when you want to talk with any of the various characters in the game. Once your cursor changes to a talk balloon, you can click on the character you wish to speak to. They may offer to sell you something, provide a service or guide you through a dark passageway.
- **LOOK BUTTON** - Use this button to examine various things within a scene to see what they are. After you click on the look button, your cursor will change to an eye. Click the cursor on the part of the screen that you want to look at and a written description will be displayed in the left-hand corner of the screen.
- **INVENTORY BUTTON** - The inventory button brings up a window that contains icons representing the various items that have been collected on your adventures. If you want to use an object in the current scene, simply select the object in the inventory window. Your cursor will change to an icon of that object. Click the cursor where you want to use the inventory item in the screen. If you select an incorrect inventory item to solve the current puzzle, a sound cue like "try something else" directs you away from the item that doesn't apply in the scene.

INTERFACE (SECOND TIER BUTTONS)

From the icon bar, you can scroll down to another row of buttons which enable you to: consult the Oracle, read background on the myths in the Info Space, call up the map for the entire game, access the set-up menu or utilize the help screen.



- **ORACLE** - For quicker navigation and hints to the puzzles, an animated Oracle offers clues in exchange for points from the player's score. The Oracle can provide assistance at any point in the game. Often she will start out with a vague hint, but her clues will become increasingly specific (each time you pay her another 5 points) until she provides the complete solution to your

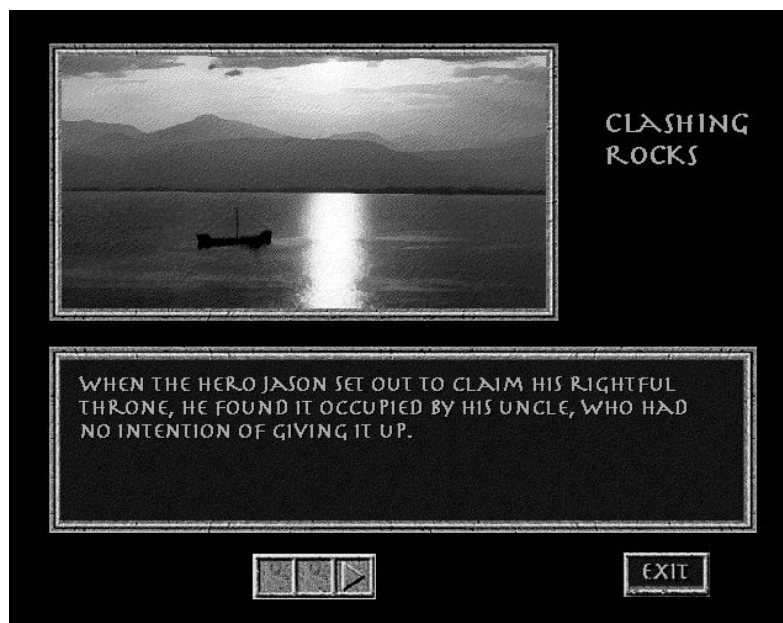
particular dilemma. Sometimes one hint from the Oracle will provide your students with enough information to go back into the game and solve the puzzle without any additional assistance.



- **THE INFO SPACE** - Provides the player with background information on the Greek myths as he or she moves through the game. At any point in the program, your students can access the Info Space to read the mythological analogue of the current scene. A careful reading and a good memory will help them get past the obstacles without giving up hard-won points to the Oracle.

One puzzle has the player facing the deadly Hydra. When the Info Space button is selected, text is displayed relating the story of how Hercules defeated the Hydra as his second labor. With the knowledge of Hercules' experiences, the player is able to return to the game, mirror Hercules' actions and slay the Hydra.

Even if your students do not wish to use the Info Space during the game, it is recommended that they review the information in *The Heroic Myths* after the game is over since it has additional features and provides a more thorough chronicle of the myths in the program. (*The Heroic Myths* is available in Appendix A or the multimedia version on the CD.)



- **MAP** - An overview map of the entire game is always at hand for consultation should your students need it. The individual scenes in the game appear as small picture windows on the map to mark their place. The map is divided into four quadrants and the round marker shows the player's current location. We have also provided a hard copy of each quadrant of the map in Appendix B. Please note that because of the multitude of scenes and puzzles depicted, the map provides only *relative* locations.

Students who would rather make use of their own mapping skills and memory can simply ignore the map button.



- **SET-UP BUTTON** - This button brings up a screen that includes buttons to save, restore or quit games, as well as a control for setting the sound level.

- **HELP BUTTON** - With the help button you can access a condensed on-line version of the information contained in the player's manual. Use the arrows at the bottom of the screen to move a page forward or back.

USING THE WALK-THROUGH

Before you use *Wrath of the Gods* with your students, you should become familiar with the program and its various features. The short walk-through in Appendix C will bring you through a few scenes in *Wrath of the Gods* and provide you with an overview of the game. Once you have explored the program and experimented with the various features, you should be prepared to answer most student questions.

ABOUT THE SOLUTION GUIDE

This resource (located in Appendix D) has been designed to assist you in answering your students' questions as they play *Wrath of the Gods*. Arranged according to the four quadrants in the game, this guide will provide you with a detailed solution to every puzzle and challenge in *Wrath of the Gods*. In order to facilitate your use of the Solution Guide, each scene (with a few noted exceptions) corresponds to the locations on the map in Appendix B.

ABOUT THE CHARACTER LIST

The Character list (located in Appendix E) includes an alphabetical listing and portraits of all the characters from *Wrath of the Gods*. Your students can use this list as a reference tool as they play the game. The information in *The Heroic Myths* can be used to supplement this information.

ABOUT THE HEROIC MYTHS

The Heroic Myths is an expanded version of the Info Space (the background on the relevant myths accessed in every scene of *Wrath of the Gods* by pressing the "Info" button). This resource was designed to provide you and your students a detailed recounting of the myths behind *Wrath of the Gods*. It is available in two formats. The printed version in Appendix A of this guide is suitable for copying and distribution to your class. The multimedia version, accessed by double-clicking the icon for *The Heroic Myths* on your computer "desktop", presents the same text as the hard copy version and illustrates it with full-color images of Greek mythology obtained from museums and private collections around the world.

We have included the following features to assist you and your students in using this resource :

- HYPERTEXT. All references to heroes, gods, historical, geographic and mythological terms in the text are colored distinctively and "hot", meaning that simply mouse-clicking on them takes the student to the appropriate section of the Index/Glossary for a concise definition and a topical index connected to other relevant citations.
- BOOK MARK. The student's place in the text is marked automatically, so that returning from the index/glossary is effortless.
- INDEX/GLOSSARY. All multiple citations are accompanied by brief topical descriptions, and these as well as the terms themselves are "hot". A mouse-click takes the student directly to the relevant portion of the text.
- BROWSABLE. The Index/Glossary may be used separately from or in conjunction with the text. It is arranged so as to recapitulate the main heroic adventures, and the "hot" buttons make

it possible to pursue a non-linear train of thought and interest.

You will probably want to have a dictionary available for students who want to look up some of the more difficult words. Allowing time to discuss motivation for behavior, cause and effect, character analysis, plot and style will help to broaden your students' understanding of the Greek myths.

ABOUT THE HERO LAUNCHER

The *Hero Launcher* provides you and your students with an opportunity to experience the adventures of various Greek heroes simply by clicking a button. This is ideal for situations when you would like your students to experience one (or several) of the challenges of the heroes (Perseus, Theseus, Hercules, etc.) but you do not have time to play the entire game. Most adventures via the *Hero Launcher* are estimated to take from 5 to 15 minutes.

Note: The "Hero Launcher" provides access to various points in the game. When you enter the game this way, in order to have a brief and complete experience, you will be given inventory as though you had accomplished earlier adventures. If you continue to play beyond the particular adventure accessed via the Launcher, it can be disorienting as the game will assume you have been places that you haven't. We suggest you start the game from the beginning if you want to have an unrestricted adventure, or visit the other adventures directly and separately via the "Hero Launcher."

USING THE HERO LAUNCHER

To use the *Hero Launcher* on the Macintosh platform, double-click the Teacher's Resources folder on the desktop. Inside you will find four *Hero Launcher* icons. Double-click the one that is appropriate for the amount of free RAM on your system. (For an explanation of free RAM and other technical concepts, please double-click the Read Me icon on the main Macintosh desktop.)

To use the *Hero Launcher* for the Windows platform, double-click the Teacher's Resources icon in the *Wrath of the Gods* program group. (For a discussion of technical considerations, please double-click the Read Me icon in this program group.)

DESCRIPTION OF ADVENTURES

Listed below are the various mythological scenes (separated according to hero) that you and your students can access via the *Hero Launcher*. We have provided you with the mythological background of each scene and guidance for completing each adventure. Inventory items that you will have in your possession at the beginning of each scene are highlighted in bold.