

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.

## JASON

*Hera at the River* - Hera once devised a plan to determine whether Jason was the hero she hoped him to be. As arranged, when Jason came upon a raging river, an old woman pleaded with him to carry her across. He did, and while some say that she then revealed herself to be the goddess in disguise, others claim that Jason never learned of the divine service he had performed. In this scene, you will encounter a young woman and an old woman on the river bank. Both will beg you to carry them across. You can bring either one or both of the women across the river (or you can ignore their pleas). If you decide to carry the old woman, she will turn into Hera and thank you for your assistance. If you carry the young woman, she will give you her necklace. After carrying the younger woman across the river, you will soon come upon a soldier and an angry husband. They will throw you in jail for “stealing” the necklace. (Before or after escaping from jail, simply quit the game and use the *Hero Launcher* to return to the river for the “right” choice. Or, just before making the “wrong” choice here or in any of these *Hero Launcher* situations, press the “Save” button on the second tier of the icon bar to save your game. Then, when appropriate, press the “Load” button to restore the saved game.)

*Dragon-Seed Men* - One of the many challenges Jason faced en route to the Golden Fleece was harvesting a crop of armed men which he himself had planted. Fortunately for Jason, a love-struck Medea revealed the secret to vanquishing the men. When you enter this scene, you will be standing in front of a field. In order to reap the harvest, you need to take the bag of seeds and scatter them on the field. (Once you’re picked up the bag, select it in your inventory and click it on the field.) Like Jason, you will discover that the seeds are really dragon’s teeth. Several warriors will sprout and prepare to take you on in single combat. Talk to the seed men, then attack them with your **sword**. More men will spring up to replace the ones you defeat. When your fighting energy flags, drink the **elixir** which prolongs your life in battle and click the sword on the men again. When your energy runs out again, you’d better try Medea’s approach. Her advice to Jason was to throw a **stone** at the seed men, which made them fight each other until all were killed. If you select the **stone** in your inventory and click it on the men, you will see the value of Medea’s advice.

*Argo and the Siren* - Jason set sail on the ship Argo to capture the Golden Fleece. One of the dangers he encountered was the Clashing Rocks. When you enter this scene, you will be standing in front of the Argo. Like Jason, you need to ensure that the boat passes through the Clashing Rocks. The boat’s magical talking Prow (provided by the gods in the myth) will give you a hint if you are persistent. If the Rocks destroy your ship, you will be conveyed to Mount Olympus. (Once there, Zeus will encourage you to go back and try again.) Jason was able to prevent disaster by first enticing a bird to go between the Rocks. He followed safely in his ship. You will notice as you survey the scene that there is a bird sitting on top of the Argo. Take the hardtack (biscuit) from the barrel on the pier and throw it at the bird (just for fun). Then throw it between the rocks. The bird will chase the bait and you can follow. After you have safely maneuvered between the Clashing Rocks, you will encounter a Siren. The Sirens used their

music to lure sailors to their doom. To avoid this fate, you will imitate the hero Odysseus, who saved his ships by plugging up the ears of his crew. (But first you might want to use the “Save” button on the second row of the icon bar to save your game and then go ahead and crash into the rocks just for the experience. Then use the “Load” button to restore your saved game and proceed.) Take the **beeswax** from your inventory and put it in your ears. When you are passing the Siren, click the eye cursor on her and make sure you note the order of the notes she plays: 2, 1, 3, 4. You will need to replay these same notes to get past the dragon who guards the Golden Fleece. Don’t forget to take the **beeswax** out of your ears. Upon completion of this adventure, you will find yourself on a beach. If time permits, walk to the right of this screen and the next to continue Jason’s adventures in proper sequence and arrive at the grove of the Golden Fleece (see just below for details). Including the Golden Fleece with the Clashing Rocks and Siren might take thirty minutes or more overall, so don’t forget you can save your game at any point and resume it with your class another day.

*Golden Fleece* - If your time is limited, you may elect to go straight to the Golden Fleece via this option in the *Hero Launcher*. When you enter the scene you will meet King Aeëtes, who will “invite” you to take the Fleece. As you may be aware, Aeëtes only assented to giving Jason the Fleece because he was sure Jason would not be able to complete the tasks demanded of him in exchange. Little did the king know that his own daughter, Medea, would not only ensure that Jason survive the harvest of the dragon-seed men but would also enchant the dragon guarding the Golden Fleece. If you choose to use your **sword**, you will be transported to Hades where you will meet Tantalus. With the benefit of his advice, start the dragon encounter again from the *Hero Launcher*. (Or you can walk back to the fray. A stalagmite will be blocking your exit. When your sword has no effect on it, break it with the sledgehammer. When you leave the cave, follow the “Golden Fleece” sign to the right and continue clicking the right exit for two more scenes to return to the grove.) Take a tip from Medea and employ the enchantment of a musical strain. Take out your **lyre** and play the notes you learned from the Siren: 2, 1, 3, 4. Once the dragon is asleep, you can take the Fleece.

## PERSEUS

*Athena’s Temple* - Perseus was aided by the goddess Athena in his quest to bring back the head of Medusa. Athena directed Perseus to the location of the special equipment needed to counteract the Gorgon’s terrible gaze, and she provided one essential item herself. When you enter this scene, you will be standing outside of Athena’s temple. Before you are allowed to enter, you must make an offering. Try various items in your inventory, then the (historically correct) **fat-covered bone**. Next you must purify yourself by jumping into the pool two scenes over to the right. Once you are in the temple, walk toward the frieze. Put your hand on the picture of the leftmost goddess. Athena will appear and give you the shield that can be used to defeat Medusa.

*Graecae* - Athena told Perseus that he would also need to procure the helmet of invisibility to

ensure his escape after slaying Medusa. She referred him to Atlas, who in turn directed him to the cave of the Gray Sisters, or Graeae, three hags with but one eye between them. The Graeae were not eager to divulge the location of the helmet, but when Perseus grabbed their eye they could no longer refuse. Reluctantly, they directed him to the water nymphs who had the helmet. When you enter this scene, you will meet the Graeae who will try to torment you as they did Perseus. After you listen to their banter, grab the eyeball and you will find that they become quite willing to assist you. Instead of directing you to the helmet of invisibility, however, the Graeae in *Wrath of the Gods* will offer you your choice of a bow or a club. Choosing the bow can be used to explain how you arrive so conveniently equipped at the Atlas adventure (under Hercules, below).

*Medusa* - When Perseus finally arrived at Medusa's lair, he had already collected the materials he would need to defeat her. Like Perseus, you will enter this scene with these essentials in your inventory pouch: a pair of **winged sandals**, a **sword**, Athena's **shield** and the **helmet of invisibility**. First walk straight ahead from your arrival point, then walk right to experience Medusa's petrifying effect. Now take the **shield** out of your inventory and click it with the eye cursor to "reflect upon it". Before you approach Medusa (by clicking to the right), deploy the **shield** and the **sword**. You'll avoid Medusa's direct gaze by walking backwards, navigating by means of the mirrored **shield**. Your success will cause Medusa to faint, but she'll rise up again and grab you unless you use your **helmet of invisibility** and the **winged sandals** to secure your getaway. It's fun to make "mistakes" in this fairly elaborate procedure; the worst that can happen is that Hermes will aid and/or chastise you.

## BELLEROPHON

*Chimaera* - To fulfill a favor to another king, Iobates of Lycia challenged Bellerophon to slay the Chimaera. Bellerophon accepted, although the king was certain he would fail in his task. As a young lad, Bellerophon had learned how to tame the winged horse Pegasus. Using this knowledge, Bellerophon rode Pegasus in his attack on the Chimaera. Fortunately for Bellerophon, the gods suggested a weapon that assured victory: a lance tipped with lead, which would be melted by the beast's fiery breath and trickle fatally down its gullet. When you enter this scene you will be standing in a clearing with Pegasus and you will want to prepare for the battle ahead. Select the **staff** in your inventory and click it on yourself. Repeat the procedure with the **sword**. You will see Our Hero use the **sword** to sharpen the **staff** into a **lance**. Now select the **lance** and **lead** from your inventory. You will see Our Hero put the lump of **lead** on the tip of the **lance**. Now click the foot cursor on Pegasus to climb aboard, and he will bring you to the Chimaera's lair. Once there, arm yourself with the **lead-lance** for a victorious encounter. (Alternatively, click the **sword** on the Chimaera in order to experience the monster's fire-breathing power as well as an encounter with Sisyphus in Tartarus. After attempting a truly Sisyphean labor firsthand, quit and return to Pegasus's meadow via the *Hero Launcher* or the Oracle, who in this instance will provide you a quick trip back in exchange for points off your score.)

## ODYSSEUS

*Cyclops* - The Cyclops Polyphemus captured Odysseus and his men on their return from the Trojan War. He intended to eat them for dinner. Desperate, Odysseus conceived a plan. He offered Polyphemus some potent wine which promptly knocked him out. Then he rammed a hot pole into the Cyclops' eye. Polyphemus, now blinded, was unaware that Odysseus and his men were able to escape from the cave by clinging to the bellies of the Cyclops' flock of goats. In this scene you will try to get past the Cyclops who is blocking your path. Like Odysseus, you will find that a bottle of **wine** will render the giant helpless. (It's fun to try other inventory as well, particularly the **eyechart**.)

## HERCULES

*Hydra* - To atone for a crime, Hercules was ordered to seek out and destroy the many-headed Hydra that lived in the swamps of Lerna. (You will have noted by now that we refer to the Greek hero Heracles by his more familiar Roman name.) Unfortunately Hercules soon discovered that as soon as he chopped off one of the Hydra's heads, two more grew in its place. Fortunately, Hercules' nephew, Iolaus, was standing by eager to aid his uncle. As soon as Hercules cut off one of the heads, Iolaus was there to sear the wounded neck with flame, thus preventing additional heads from sprouting. Finally Hercules chopped off the one head that was immortal and buried it beneath a rock. When you enter this scene you will be standing near the swamps of Lerna. A man bearing a torch will guide you to the Hydra via the exit on the right. (First try crossing the swamp without paying the man to light the way.) Like Hercules, you will find that even with a **sword** you cannot defeat the Hydra unaided. After attempting to slay the Hydra on your own and visiting Zeus on Olympus, you will find yourself on the eastern edge of the swamp. *Rather than crossing the swamp*, use the talk cursor to shout to the torchbearer from here, and he will aid you as Iolaus aided Hercules. After you cut off the Hydra's heads, the torchbearer will cauterize the wounds.

*Atlas & Ladon* - When Hercules was questing after the golden apples of the Hesperides, he was advised to seek the aid of the Titan Atlas. Atlas told Hercules he would be happy to go into the Hesperides' garden to retrieve the fruit, but only if Hercules would do something about Ladon, the obnoxious dragon. Hercules took out his bow and promptly silenced the dragon. In this scene you will have the opportunity to obtain a golden apple from Atlas. Walk to the north when you enter this adventure. After you talk to Atlas, use the **bow** and shoot the dragon. Atlas will give you the apple when you succeed at this task.

*Charon* - As his final labor, Hercules was instructed to bring the hellhound Cerberus up from Hades. The first barrier to his journey was Charon the Boatman. Charon had no intention of ferrying Hercules across the River Styx since the hero was neither dead nor offering a bribe. Hercules, not about to be intimidated by the glowering Charon, glared right back at him.

Susceptible to being bullied, Charon proceeded to convey Hercules across the Styx. Hercules located Cerberus, slung him over his shoulder and returned to Mycenae. In this scene you will have a brief adventure in Hades. Unlike Hercules, you will not be able to intimidate Charon into ferrying you across the river. Instead you will need to get a coin from one of the shades (walking dead) and bring it back to Charon. This involves exploring the nearby caverns until you come upon, and talk to, a woman who has what you need. Once you click the coin on your head to place it under your tongue in the proper historical fashion, Charon will bring you across the river.

### “OTHERS”

***Orpheus & Eurydice*** - Orpheus fell in love with a nymph named Eurydice and was devastated when she was bitten by a poisonous snake and died. Determined to bring her back from the dead, Orpheus descended to Hades. Once in the Underworld, the minstrel enchanted the King of the Dead with his musical charms. Hades agreed to let Orpheus take Eurydice back with him on one condition: he must not look at her until they reached the upper world. Unfortunately, Orpheus turned and looked at his companion as she followed him on their journey. As he had been warned by Hades, he was forced to return to the world alone, in utter desolation. In this scene you will witness Orpheus’s attempt to lead Eurydice out of Hades. If, having done so, you continue up the path you will encounter Theseus. To rescue your fellow hero from the throne to which Hades has stuck him, walk back past Orpheus and through the dark caves to Hercules. (To get through the caves, click the walk cursor on the nearest cave mouth.) Talk to Hercules and he’ll volunteer his services. Then talk to Theseus again for a hint about the hound Cerberus, who is blocking the way up ahead to the left. Like Orpheus, you can charm the beast with the lyre—if you thought to take it from Orpheus in the previous scene.

***Bull-Leaping*** - From abundant archaeological evidence it is clear that some ceremony involving acrobats and bulls was practiced in ancient Crete. While it may seem unlikely that someone actually vaulted over a charging bull (and survived!), perhaps the bulls were drugged or specially bred to be sluggish for this sport. When you arrive in this adventure, attempt to walk through the door in the scene. A snake priestess will demand a password. Enter the letters “I” and “O”, then press the little talk balloon to gain entrance to the bull-leaping arena. Watch the woman acrobat, then try for yourself. First click the hand cursor on the bull, then click on the bull again when it charges. Keep trying until you successfully leap over the bull. (You will need this practice to jump over the Minotaur at the end of the game.)

***Knossos*** - The island of Crete was the site of the earliest high civilization in Europe. The culture known as Minoan was characterized by unique artwork and architecture, notably the imposing complex of buildings at Knossos. Crete was also the domain of Minos, the mythological king who demanded periodic tributes to the Minotaur. In this scene you will arrive on Crete and meet Minos. After you talk to the king, you will have an opportunity to explore the area. Feel free to

go into the various rooms and talk to the characters. You might find yourself doing some back-tracking since the layout of Knossos is considerably complicated (which helped contribute to the myth of the Labyrinth). If you decide to try bull-leaping (see preceding section), you will need to use the password “Io” to get into the arena. The throne room is to the left of the bull-leaping plaza. When you are inside this room, pick up both vases. You will use the vases to carry water to put out a fire in one of the other rooms. Just to the right of the throne is the garden. When you meet Princess Ariadne, tell her “Help me”. Then when she asks for the magic word, say “Please” and she will give you a ball of thread. (It was Ariadne who gave Theseus such a clew, which enabled him to survive the Labyrinth.) By entering the door to the right of the garden, you will inadvertently start a fire. Go back into the garden and fetch water using a leaky vase and then a non-leaky one. When the fire is out, pick up the ember. Exiting to the left will bring you to Dione’s room. (This princess, abducted by wicked King Minos, is Our Hero’s mother.) Give her the **tiara** from your inventory. One of the rooms you will find during your exploration is Daedalus’s workshop. (Daedalus, the inventor of the Labyrinth who was held captive by King Minos, assembled wings to escape the island.) One of your tasks will be to make wings so you too can escape. You will need to gather the following items: wooden shafts from the ceremonial axes (in the room immediately following the arrival scene), bird feathers (from the bird in the courtyard), an ember (from the fire) and a candle (from Daedalus’s workshop). After you have finished looking around the island, go to the terrace outside Dione’s room and assemble your wings. Put the sticks, feathers and candle on the ground. Click the objects with the hand cursor to try to make the wings. You’ll find that the wax from the candle isn’t soft enough to make the feathers stick. Put the sticks, feathers and candle on the ground, then add the ember to heat the wax. Click with the hand cursor. After you have made the wings, select them in your inventory and click them on yourself. You will fly back to the beach in the second quadrant.

## THESEUS

**Sciron** - Theseus encountered a number of villains on his way to Athens to meet his father. One of these was Sciron. Sciron demanded that each passing stranger wash his feet. While they went about this task, Sciron kicked them over a cliff into the sea below. Theseus foiled Sciron by doing to Sciron what Sciron had done to others. Like Theseus, you will need to kick Sciron off the cliffs before he pushes you. After talking to Sciron, click the hand cursor on your foot. You will then kick him off. If you click the hand cursor on Sciron instead, he will kick you off first and you will end up in Hades. (Rather than trying to find your way back after pursuing this amusing and instructive “wrong” choice, simply quit and restart the Sciron episode via the *Hero Launcher*. Or save your game just after talking to Sciron, then load the saved game to try another approach.)

**Banquet** - When Theseus finally arrived in Athens to meet his father King Aegeus, he was hailed as a hero and invited to a celebratory banquet. Medea, who feared Jason would thwart her own son’s chance of ruling Athens, persuaded the king to serve Theseus poisoned wine. At this point

Theseus took out his sword (perhaps he had decided to reveal his identity or maybe he simply wanted to carve his dinner), but in any case, Aegeus recognized the pattern on the sword and pushed the poisoned wine aside. When you enter this scene, you will be greeted by the King and Medea. Like Theseus, you may sense that Medea is not too happy to see you. Instead of waiting for you to take out your sword, Medea will insist that you pick out the royal insignia from the three banners on the wall. The correct banner is the one on the left. If you guess wrong, you'll end up in Tartarus for an episode of purgatorial rock-breaking. (Talk to the shade, then try your sword on the boulders. When that proves futile, walk into the nearby cavern and procure a sledge hammer to break the boulders properly.) To return to the banquet, quit and restart via the *Hero Launcher*. Or save your game at the banners, then restore it to make another choice. When the king recognizes you as the long-awaited hero, show him your **sword** and **ring**. He will give you a message from your mother. You can enter Princess Dione's room via the door on the right. Step on the panels in this order: Light Green (Spring), Bright Green (Summer), Yellow (Autumn), and White (Winter). Take the tiara when the jewel box opens. In the course of the complete game (or in the Knossos episode of the *Hero Launcher* under "Others" above), you eventually present the tiara to Princess Dione on the Island of Crete.

*Undersea* - When Theseus was aboard the tribute ship en route to Crete and impending sacrifice to the Minotaur, he bragged to King Minos that his father was the sea god Poseidon. King Minos decided to challenge this boast by throwing his signet ring into the water and demanding that Theseus dive in and retrieve it. Theseus accepted this dare and retrieved the ring, aided by a goddess of the sea, either Thetis or Amphitrite, into whose palace the ring had fallen. The goddess, one of the daughters of the Old Man of the Sea, also gave Theseus a jeweled crown. When you enter this scene, you will be on the ship with King Minos. When you talk to him, he will throw his ring overboard and dare you to retrieve it. (Before you talk to him, click the hand cursor on the seagull.) Like Theseus, you will accept the challenge and dive into the sea. Once you are in the water, you must navigate a maze that will eventually bring you to the palace of the sea goddess (Amphitrite in *Wrath of the Gods*). If you swim in the wrong direction, you will meet a shark and have to start the maze from the beginning. Swim in the following directions: north, north, east, north, east, east, south, south, east and you will meet Amphitrite. She will give you the ring and a crown.

*Labyrinth* - King Minos of Crete made several journeys to Athens to collect his periodic tribute of young men and women to be sacrificed to the Minotaur. Theseus, either selected by Minos or by his own request, became one of the doomed passengers to be transported to Crete and thrown into the Labyrinth. When Theseus first entered the maze, he tied off one end of the ball of thread (or clew) which Ariadne had given him, and he played out the thread as he advanced deeper and deeper toward the center. One version of the myth is that Theseus came upon the Minotaur as it slept and beat it to death with his bare fists. Then he followed the thread back to the entrance. When you enter this scene and talk to King Minos, he will order his guard to throw you into the Labyrinth. Walk straight ahead until you reach the large stylized bull-horn statue and then turn left into the adjacent doorway. Walk through the door that is directly ahead of you and then

walk to your right when you enter the next chamber. You will find the Minotaur in this large room. (If you get lost, press the Oracle button and pay a few points for a quick trip to the center of the maze.) Like Theseus, you will rely on your own strength to defeat the Minotaur, rather than using a weapon. Click on the Minotaur to get him charging, then click on him again so you can leap over him. When you have succeeded, punch the Minotaur on his snout a few times, then on his body and then give him another punch on the nose. To exit the Labyrinth you can either use the **clew** (like Theseus) or you can retrace your steps. This is the culminating adventure of *Wrath of the Gods*, and it leads to the finale, where (as so often turned out to be the case with the heroes of Greek myth) Zeus reveals himself to be your true father.

## LESSON PLANS AND ACTIVITIES

The following lesson plans and activities are designed to expand the game experience and build such skills as creative writing, observing, vocabulary development and art appreciation. They can be used independently of each other and are not intended for use in any particular sequence. You can choose the activities that are most appropriate for your curriculum.

### A. COMPOSITION

- What could be easier than fighting the many-headed Hydra, stealing the Golden Fleece from a fire-breathing dragon, escaping from a labyrinth or flying with wings of wax and feathers? Students can demonstrate how easy it is by writing “How To” compositions based on these tasks.
- Students can use their knowledge of the myths as a foundation for writing character sketches. What were Hera, Pan, Athena and the other gods and goddesses really like? Students will be able to disclose to the world the truth about these characters in the sketches they write.
- Students can also use the myths as a basis for writing opinion essays. Should mortals be allowed on Mt. Olympus? This notable topic was never settled in Ancient Greece. It is up to your students to resolve the issue by developing persuasive argumentative essays. Other topics to consider: why (or why not) were the Labors of Hercules sufficient to absolve him of the crime of killing his children? If you were the judge, what punishment would you have administered to Tantalus for stealing the nectar of the gods? After reading the story of King Midas, what do you think is more important — wealth or wisdom?