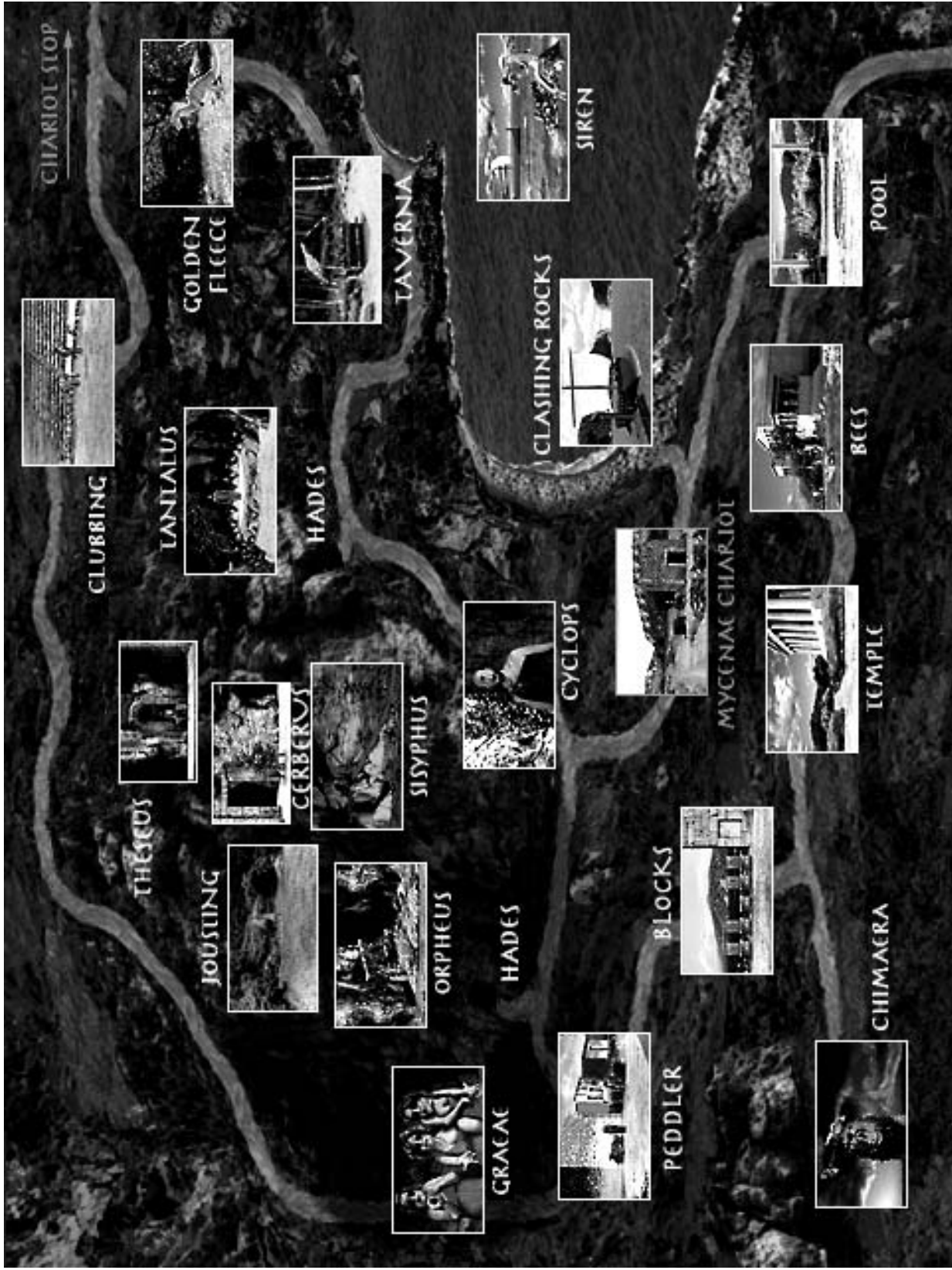


FIRST QUADRANT



SECOND QUADRANT



THIRD QUADRANT



FOURTH QUADRANT

WRATH OF THE GODS WALK-THRU

1. Double-click the appropriate “Wrath of the Gods” icon to launch the game. Then click the “Introduction” button on the opening screen. (To skip the introduction in the future, press “New Game”.)

2. The Introduction ends on the scene marked “Chiron” on the map.

Your character (Our Hero) will be standing on the path with the centaur. Press the “walk” button on the left of the icon bar at the bottom of the screen. The cursor will change to a pair of feet. Click the cursor on the path leading to the left, and Our Hero will exit the scene.

3. You are now in the scene marked “Ruins” on the map.

Investigate the background by selecting the “look” button (second from the left on the icon bar). The cursor will change to an eye. The look cursor serves to identify potential interactivities, as well as the directions in which you can walk.

Click on the path leading away from you and you will see the text: “That way leads north” below the scene. If you click in the background where you can’t walk, you will get the message “Looks like Greece”. This or a similar statement (e.g. “Looks like Hades”) is what you will get unless you click on a “hot” spot: a person, something you can pick up, a direction you can walk, etc.

Leave this scene by walking to the south. Press the walk button and click the cursor on the path leading toward you.

4. “River”

Press the “talk” button (third from the left on the icon bar). Your cursor will change to a speech balloon. Click it on either woman.

The women present you with the first of many dilemmas and puzzles. Here you can choose to help one of the women across the river. It is possible to take them both, but only one at a time.

Before making this decision, refer to the informational background on the myths by clicking the down arrow on the right side of the icon bar and pressing the Info button.

This will reveal the Info Space, which provides information on each location and character encountered in the game. Knowledge of the myths can help you solve the dilemmas in the program, as in the present case. The Info Space narrative describes Jason's encounter with a crone whom he helps across a river. She turns out to be the goddess Hera and rewards his kindness.

Pick up the young woman by selecting the "do" button, represented by a hand icon. Your cursor will change to a hand. Click the cursor on the young woman. (Do this in spite of the knowledge just obtained from the Info Space. In *Wrath of the Gods* there are no "wrong" choices.)

Take the young woman across the river. (Select the do button or the walk button and click the cursor on the far side of the river.)

Our Hero will carry the young woman across the river, where she will offer you her necklace.

Take the necklace. (Select the do button and click the hand cursor on the necklace.)

The necklace will go into your inventory. You can look at your inventory by pressing the inventory button (the pouch icon). A window will pop up in the bottom left of the screen depicting the items in your inventory. At this point, you have the gems and the ring given to you by the centaur and the necklace you just took from the young woman. The pouch will hold as many items as you pick up during the course of the game.

Walk out to the right. (Select the walk button and click the cursor on the path to the right.)

5. "Arrest"

Our Hero arrives at a road blocked by two men.

Consult the Oracle by clicking on the down arrow on the icon bar, then pressing the Oracle button.

The Oracle is an animated hint line. When you first use the Oracle she explains that she will

deduct 5 points from your score for each hint and that you might get the hints for free if you use the Info Space. The next time you consult her she delivers a shorter speech. When she has finished explaining her terms, you can click the hint button and a text hint will appear on the screen. Many times the hints will be vague and you might want to ask for more than one. In this case, the hint is free. She tells you to talk to the men on the road and pick up the branch on your left.

Pick up the branch. (Select the do button and click the hand cursor on the branch.) Our Hero picks up the branch and it disappears into his pouch. A “ping” sound confirms that it has gone into the inventory.

Talk to the men on the road. (Press the talk button and click the cursor on either man.)

The men will arrest you for stealing the necklace and you will end up in jail. You should have helped the old woman.

6. “Jail”

Now you must figure out how to escape.

Display the map by clicking on the down arrow on the icon bar and pressing the Map button.

This will bring up a map of the game. The map is divided into four quadrants which you can move between by clicking in the respective quadrants of the compass.

Click the down arrow on the icon bar and press the Set-Up button. This will bring up the set-up screen. Here you can exit, save your game, resume a previously saved game or adjust the volume.

To save a game, press “Save Game”. This brings up a dialogue in which you determine where you want to locate the saved game file on your hard drive or floppy disk. (You can’t save to the CD-ROM itself.) To open a saved game, press “Load Game”. Then double-click the name of the saved game file you wish to open.

Display the help screens by clicking on the down arrow on the icon bar and pressing the help button. This will bring up the help screens. Navigate between them using the arrows.

SOLUTION GUIDE FOR WRATH OF THE GODS

FIRST QUADRANT

You begin the game in the lower righthand corner of the first quadrant; "Chiron" on the map.

BOULDER (Shepherd and the sword)

The object is to lift the boulder and pick up the sword that is underneath. Use the rock from the avalanche as a fulcrum and place it next to the boulder. Use the branch from just beyond the river as a lever and lift the boulder (if you use the one next to the boulder it will break). Underneath the boulder, you will find some old sandals and a sword bearing an insignia. (This insignia appears on a banner in the castle that you will need to identify in the Banquet scene.)

RIVER (Two Women on the riverbank)

The option is to carry either one or both of the women across the river. Talk to the two women. If you carry the older woman across the river first, you will meet Hera. You can then return to the other side of the river and carry the younger woman across. She will give you her necklace.

ARREST

Just beyond the river, you will come across a branch lying on the left side of the path. Pick up the branch; you will need it to get the sword that is under the boulder. If you carried the younger of the two women across the river you will come across a guard and an angry husband. You can exit by returning from where you came (down or south) or you can talk to the guard and wind up in jail.

JAIL

The object is to break out of jail. Pick up the wooden stool and use it on the small hole in the wall until you have made a hole big enough to escape through. Walk outside.

AVALANCHE (rock pile)

You need to get the gem glistening at the top of the pile of stones just to the left (west) of the pond and rams. Pick up the gray rock from the path. This will cause an avalanche. Pick up the gem and pick up the rock again. Gems are always good to have, and you will need the rock to get the sword, as well as to defeat the seedmen.

HYDRA (+50 points)

You will meet a torchbearer just beyond the Boulder scene. If you pay him a gem he will guide you to the swamp. Cross the swamp to the Hydra. Take out your sword and challenge the Hydra (you will not be able to defeat the Hydra without help). Return to the swamp and talk to the torchbearer again from the right bank. When you return to the Hydra, the torchbearer will follow you. Attack the Hydra with your sword again. Each time you cut off a head, the torchbearer will cauterize the neck wound so the Hydra cannot re-grow its heads. Once the Hydra is well and truly dead, leave to the right. You will meet Hera again. Remember the password ("Io") she gives you; you will need it to gain entrance to the bull-leaping school. Exit to the right.

SEEDMEN (+25)

A peddler is selling her wares just beyond the torchbearer. If you pay the peddler she will give you some elixir. Just beyond her is a field. The object is to "grow" the seedmen and then defeat them. Pick up the bag of seeds and sow the seeds on the field. Several seedmen will grow and prepare to take you on in single combat. Drink the elixir from the elixir vat and attack the seedmen with your sword. Armed men will spring up to replace the ones you defeat. To defeat them all, throw the rock at the seedmen. They will fight each other to their deaths.

HADES

You can enter Hades either by dying or by entering from the Cave entrance. Go into Hades, then walk left into the cave. Pick up the second sledgehammer from the left and leave the cave. You will need the sledgehammer to enter the warehouse.

Charon the Boatman

If you end up in Hades by some unfortunate accident then you will need to cross the river Styx. From Charon, head down (straight ahead), then continue to the right (east). You will come upon a second shade (the first will be near Charon). Talk to the shade and pick up the coin that falls from her mouth. Return to Charon. Place the coin under your tongue (select the coin out of your inventory and click on your head). You have now paid Charon the toll to take you across the river. After you get off the boat, go to the left. See the sledgehammer puzzle in the Hades paragraph above.

WAREHOUSE

The warehouse is off the path between the avalanche and the chasm. Use the sledgehammer that you obtained in Hades to break down the door. Once inside, take the gem, oars and vat of powerful elixir.

SCIRON (+25)

The object is to kick Sciron off the cliff before he pushes you off. After talking to Sciron, put the hand icon on your foot. You will then kick him off. If you try to push him off he will kick you off first and you will end up in Hades.

CASTLE (Banquet)

You must enter the castle through the servant's entrance at the right of the castle. Knock on the door and go in. Talk to the king, your grandfather, and take a seat at the banquet. When prompted, pick out the insignia on the left (the same insignia that is on your sword). When the king recognizes you as the long-awaited hero, show him your sword and your ring. Go into 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). The jewel box will open, take the tiara. Later, on the island of Crete, you will present the tiara to Dione.

THE SECOND QUADRANT

The passage to the second quadrant is to the right of the castle vista. A path leads to the right of the large wall just before the castle.

POOL (Naiad)

You enter the second quadrant at a pool. The Naiad will appear. Talk to the Naiad and jump into the water. Talk to her until she gives you the helmet of invisibility (keep clicking the talk icon on her). The helmet is necessary to defeat Medusa.

BEES

Take some beeswax out of the beehive in the tree. Go back to the pool and jump in to escape the bees. Get out of the pool. You will use the beeswax to get past the Siren.

BLOCKS

Arrange the alphabet blocks in the proper order. The blocks are moved by clicking the hand cursor on the block you wish to move to an empty position. Click the hand cursor on the empty position to place the block there. Rearrange the blocks in the correct order: alpha (a), beta (b), gamma (g) and delta (Δ). A gem will be revealed. Take it. You can return here as many times as you want to rearrange the blocks; each time you will be rewarded with another gem.

PEDDLER (woman and her horse)

Just before the Graeae sisters, you will meet a peddler with a horse. Talk to her, then take her carrot (she will not offer the carrot to you, just take it). The carrot will improve your vision in Hades in the second quadrant.

CHIMAERA (+50)

You need to have put the bridle on Pegasus in the Third Quadrant in order to take on the Chimaera. Take the staff out of your inventory. Sharpen the staff with your sword. Put the lump of lead on the tip of the lance. Ride Pegasus to the Chimaera. Use the lead-tipped lance on the Chimaera. After defeating the Chimaera you will return to Pegasus' field.

SISYPHUS

If you fail in your attempt to kill the Chimaera, you will be transported to Hades to meet Sisyphus. Push the boulder up the slope and keep pushing. Leave to the left. Push the rock slab aside and exit to the outside.

HADES

There is another entrance to Hades in the second quadrant.

HERCULES (exact location not shown on the map; located in Hades)

Talk to Hercules in the Elysian Fields. You will need to talk to him again (see Theseus).

JOUSTING (Jason and Perseus)

Jason and Perseus are jousting at the far right of the Elysian Fields. Take a staff from either of them. You will need the staff to defeat the Chimaera.

IN THE DARK (exact location not shown on the map; located in Hades)

Follow the path behind Hercules. Eat the carrot you took from the peddler woman. This will enable you to see in the dark (alternatively, you can use the candle you acquired from Daedalus on the Island of Crete).

ORPHEUS

After navigating the caverns, you will encounter Orpheus. Take his lyre. You will use the lyre to get past the dragon who guards the Golden Fleece and past Cerberus in Hades. Exit by clicking above Orpheus at the cavern entrance.

THESEUS

There is a cavern entrance above Orpheus. You will find Theseus seated on a bench. You can try to pull him free, but you're going to need help. Walk back and talk to Hercules, and he will return with you to pull Theseus free. Talk to Theseus again and he will give you a hint on how to get past Cerberus.

CERBERUS (three-headed dog)

Just beyond Theseus you will find Cerberus blocking your way. Play the lyre you took from Orpheus, and Cerberus will fall asleep. Walk past him to the Treasury of Hades.

TREASURY OF HADES (ATM - exact location not shown on the map; located in Hades)

Click on the red button, then select Pluto. Take the gem.

LEAVING HADES

Just beyond the ATM is a rock slab which must be moved to the left. The entrance/exit to Hades is marked by a four-way intersection. To exit Hades, walk between the two rocks which mark the path at the bottom of the screen.

GRAEAE

The Gray Sisters are in a cave at the far left of the second quadrant. Talk to the Graeae. After their discourse, take the eyeball when they are passing it back and forth (you must do this in the close-up view). You will now be offered your choice of a bow or club. The club is used to win the clubbing match in the Corynetes Arena. You can use the bow to shoot the obnoxious dragon in the Atlas scene or to practice your archery with Chiron the Centaur. You can come back and take the other object after visiting the clubbing area, Atlas and the obnoxious dragon or Chiron the Centaur.

CLUBBING (Corynetes Arena)

Enter the Corynetes Arena and talk to the barker. You can accept the challenge from Periphetes by taking the barker's club or by using the club you acquired from the Graeae. Strike blows by clicking the hand cursor on Periphetes. You will need to use the club from the Graeae to win. You will be awarded a fabulous lump of lead. You will need the lead to conquer the Chimaera.

CLASHING ROCKS (+25)

You will find a rocky beach to the right of the Mycenae Chariot stop. If you walk to the right, you will see the Argo. To get past the Clashing Rocks, take the hardtack out of the barrel on the dock. Climb on the boat. Throw the hardtack (biscuit) at the Clashing Rocks (select the hardtack out of your inventory then click the hardtack between the rocks). Set the ship sailing after the bird makes the rocks crash together (use the hand icon on the sail or place the walk icon between the Clashing Rocks). You will pass safely between the rocks.

SIREN

When you encounter the Siren, put the beeswax you acquired from the beehive near the pool in your ears and take the tiller. Look at the Siren (click the eye icon on the Siren) as the ship goes by her. Note the order in which she plays the notes: 2, 1, 3, 4. You will need to remember the order of the notes to get past the dragon guarding the Golden Fleece. Take the beeswax out of your ears.

THE BEACHFRONT TAVERNA

Talk to the bartender and take the wine. You will need the wine to get past the Cyclops.

GOLDEN FLEECE (+50)

After talking to King Aeëtes, follow the path to the Golden Fleece. To get past the fire-breathing dragon you will need to play the lyre you took from Orpheus in Hades (second quadrant). Play the notes in this order: 2, 1, 3, 4 (you learned the order of the notes from the Siren). After the dragon is asleep, grab the Fleece. A new path is revealed behind the Fleece. This path leads to the third quadrant.

TANTALUS

If you take on the Golden Fleece dragon without the lyre or play the wrong notes you will meet Tantalus in Hades. Talk to him. There is a gem to your left, pick it up. Follow the path to your right to exit. Use the sledgehammer you acquired in Hades (first quadrant) on the stalagmite. Exit the cave to the right.

CYCLOPS

You will come across the Cyclops blocking your path. Give the Cyclops the wine you bought at the Beachfront Taverna. He will fall asleep. Use the shortcut past him whenever you want to.

TEMPLE

The temple is to the left of the Naiad's pool. You will need to offer the fat-covered bone that you get from Hermes at Medusa's lair. You will also need to purify yourself by jumping into the pool with the Naiad again. Once you are purified you can enter the temple. Walk toward the frieze. Pick the leftmost Goddess, Athena. Talk to Athena and she will give you a shield. You will need the shield to defeat Medusa. Leave the temple.

MYCENAE CHARIOT

For two gems you can buy a ticket for a chariot ride.

THE THIRD QUADRANT

Just beyond the Corynetes Arena or the Golden Fleece lies the passage to the third quadrant.

MT. PELION CHARIOT or HESPERIDES CHARIOT

For two gems you can buy a ticket for a chariot ride.

CHIRON THE CENTAUR

You will meet Chiron the Centaur adjacent to the Mt. Pelion Chariot stop. Give him the golden apple that you got from Dionysus. Take the bow out of your inventory (from the Graeae). Chiron will then train you to use the bow and arrow. You only have to hit one animal, then you can walk away. You need this training to defeat the obnoxious dragon (near Atlas).

MEDUSA (+25, +25)

The Gorgon Medusa resides to the right and straight ahead of the Mt. Pelion Chariot stop. Walk to the right. Ignore the spoken cautions. Medusa will turn you to stone when you look at her. You need to do this at least once to get the fat-covered bone from Hermes. The fat-covered bone is the offering you will need to get into Athena's temple. To conquer Medusa you will need: the pair of winged sandals from Hermes' room on Mt. Olympus, the sword from beneath the boulder, the shield from Athena's temple, and the helmet of invisibility from the Naiad. Take the shield out of your inventory and use the eye icon to reflect upon it. Before you approach Medusa (by clicking to the right), select the shield and the sword. Then approach the area to the right. You will walk backwards into the battle, using the reflective shield to navigate. To make your escape, select the helmet of invisibility and the winged sandals from your inventory. Now you have Medusa's head in your inventory. You will need her head to pass Caeneus.

THE GLOW

A mountain pass is nestled between the Market and the Mt. Pelion Chariot stop. If you look to the left, you will see something glowing. Use the winged sandals from Hermes to fly up onto the ridge. Take the golden bridle. You will use this to tame Pegasus. Fly back to the path.

ORCHARD (and Dionysus)

When you reach the tree, pick the red apple. Dionysus will bestow the Midas Touch on you and your apple will be turned to gold. You need to present the golden apple to Chiron the Centaur for archery lessons. Midas will blast a path through the hillside for you to pass through.

OLYMPUS (and Hermes)

Climb Mount Olympus. Walk through the doorway into Hermes' bedroom. You must use the walk icon carefully to avoid bumping into the bed. Once you have walked around the periphery of the bed you can take the flying sandals from the pillar on the right. You will need the sandals to obtain the golden bridle and to flee from Medusa. Walk carefully around the bed when you leave. From the terrace, climb over the balcony and down the mountain.

ATLAS (and the obnoxious dragon) (+50)

Atlas is to the right of the clearing where you will find Pegasus. Use the bow from the Graeae and shoot at the obnoxious dragon. You must have practiced your archery skills with Chiron the Centaur to complete this task. You cannot get maximum points without defeating this dragon.

PEGASUS

Once you have defeated Medusa, Pegasus will appear in the clearing near Pan and Dionysus. Put the bridle you acquired at the glow on Pegasus. You will ride Pegasus to defeat the Chimaera.

ISLAND

When you come across the boat on the beach, use the oars from the warehouse to row the boat to the island. Pick up the reeds and string. You will use the reeds and strings to make pipes for Pan in a later scene. Return to the beach.

PAN

Pan will be standing at the side of the road. Make sure you have already spoken to the peddler woman at the fallen pillar and gathered the reeds and string from Circe's Island. Place the reeds on the ground, then use your sword to cut them. Tie them together with the string. Give the pipes to Pan. Pan will clear away the fallen pillar. Take the pipes from Pan.

ARGUS

Talk to Argus. Play the pipes from Pan and Argus will fall asleep. Walk past him.

CAENEUS

Talk to Caeneus. Use Medusa's head to get past Caeneus.

HERA

If you have not gone to the bull-leaping school then Hera will send you to the island of Crete. If you have completed the bull-leaping school, Hera will give you a key. This allows you to exit through the door immediately behind her (to the left). The arch to your right leads to King Minos. To return to Knossos, walk straight ahead toward the view (to Hera's left) and talk to King Minos.

AT SEA

After meeting King Minos through the arch near Hera, he will take you aboard his ship. Jump in the water to recover the ring he throws. Swim in the following directions: north, north, east, north, east, east, south, south, east. Amphrite, the mermaid, will give you the key and a crown.

LABYRINTH (and the Minotaur) (+50)

King Minos will force 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. You will now use your bull-leaping skills. 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: walk to the left, walk up, then take a right towards the bull-horn statue. Continue left to the exit; or you can use the ball of thread (clew) that Ariadne gave you.

THE FOURTH QUADRANT

Swimming out to the King Minos' ship will bring you to the island of Crete, palace of Knossos, the fourth quadrant of the map.

ARRIVAL

Talk to King Minos when you arrive on the island. Leave the arrival hall and walk left. Take the wooden shafts of the ceremonial axe in the room immediately following the arrival hall. The shafts will become the frame for your wings. Go through the doorway on your left. Pet the bird and pick up the feathers. The feathers will be used on the sticks you acquired to make wings. Proceed to Daedalus' workshop on your right.

DAEDALUS

Daedalus will be working on his wings. Take the candle on the shelf at the back of the workshop. You will need the candle to put together your wings or to guide you through the dark in Hades.

BULL-LEAPING (+25)

Across from Daedalus' room is the bull-leaping arena. To the right is the entryway. When you are prompted to enter a password, type "IO". The doorway will open. Watch the bull-leaping, then try it for yourself. You will need to practice. First click the hand cursor on the bull, then click again on the bull when it charges. When you successfully leap over the bull, you will win the bonus points. Practice some more, then leave by walking to your left. You will need this experience to jump over the Minotaur at the end of the game.

EXPLORING KNOSSOS (THRONE ROOM, GARDEN, DIONE, TERRACE)

THE THRONE ROOM

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 the fire.

GARDEN

Just to the right of the throne is the garden. Talk to Princess Ariadne. Tell her "I NEED HELP." When she asks for the magic word, tell her "PLEASE". Take the ball of thread. You will use it as a clew in the Labyrinth.

DOOR (Fire)

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 one of the vases. If the first vase leaks, use the other vase. When the fire is out, pick up the ember. Exiting to the left leads to Dione. You will use the ember to heat up the wax to assemble your wings.

DIONE

Give her the tiara you acquired in her room in the castle.

TERRACE (Escaping Knossos)

There is a terrace just outside of Dione's room. You need to assemble wings to escape Knossos. Put the sticks, feathers, candle and ember on the ground. Make the wings by clicking the hand icon on the objects on the ground. Select the wings from your inventory and you will fly back to the beach in the second quadrant.



AËTES



ARIADNE



BULL



AEGEUS



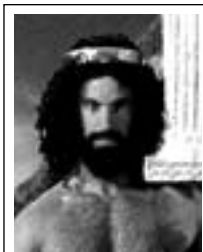
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BULL
LEAPER



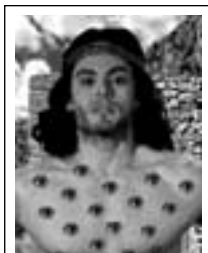
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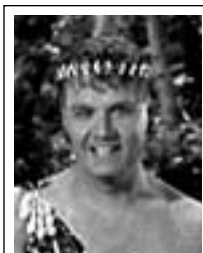
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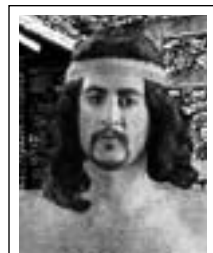
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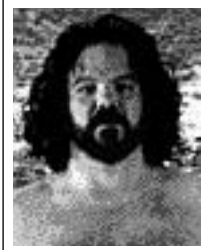
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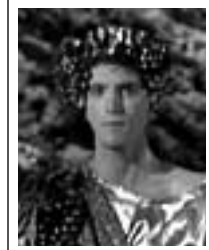
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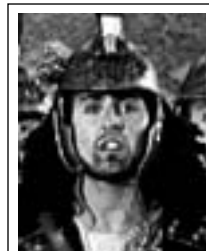
DIONYSUS



CHARIOT
DRAGON



CYCLOPS



DRAGON-
SEED MAN



CHARIOTEER



DAEDALUS



EURYDICE



CHARON



DIONE



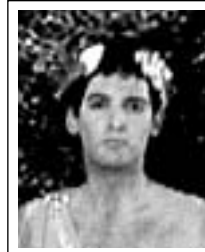
ONE OF THE
GRAEAE



GUARD



HERMES



JASON



HERA



HUSBAND



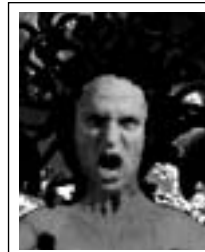
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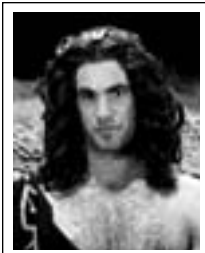
HERA
AS OLD WOMAN
AT THE RIVER



HYDRA



MEDUSA



HERCULES



IOLAUS



MERCHANT



MINOS



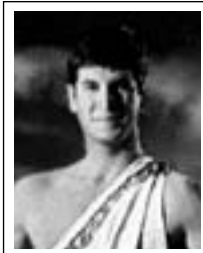
ORPHEUS



PEGASUS



MINOTAUR



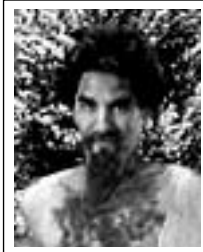
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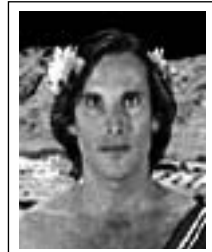
PERIPHETES



NAIAD



PAN



PERSEUS



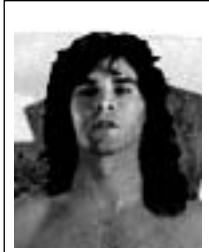
ORACLE



PEDDLER



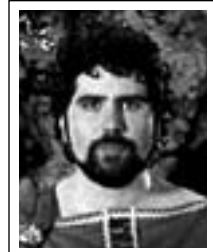
PROW



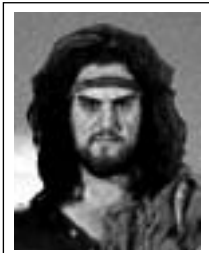
SAILOR



SHEPHERD



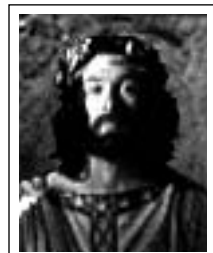
TANTALUS



SCIRON



SIREN



THESEUS



SHADE



SISYPHUS



YOUNG WOMAN
AT THE RIVER



SHADE



SNAKE
PRIESTESS



ZEUS

SELECT BIBLIOGRAPHY

- | | |
|-----------------|---|
| Apollodorus | <i>The Library</i> |
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| Robert Graves | <i>The Greek Myths</i> |
| Edith Hamilton | <i>Mythology</i> |
| Homer | <i>The Illiad (translated by Robert Fagles)</i> |
| Homer | <i>The Odyssey (translated by R. Fitzgerald)</i> |
| G. S. Kirk | <i>The Nature of Greek Myths</i> |
| Edward Tripp | <i>The Meridian Handbook of Classical Mythology</i> |
| A.G. Ward | <i>The Quest for Theseus</i> |

WRATH OF THE GODS FOLLOW-UP SESSION

Who did you meet?

Where did you go?

What puzzles and challenges did you encounter?

How did you meet the challenges? Where did you get the information to solve the puzzles?

What mythological stories did the puzzles come from?

Z	H	A	D	E	S	S	H	K	N	O	S	S	O	S	U
S	A	V	M	O	E	C	E	V	E	X	O	M	L	E	L
B	N	X	I	M	A	L	R	W	O	W	R	I	U	U	I
U	O	A	H	O	R	A	C	L	E	S	T	Y	X	S	O
D	S	N	K	A	O	E	U	Z	N	I	E	H	A	S	G
C	A	P	I	E	E	T	L	U	M	S	R	D	M	T	J
H	J	V	C	L	P	H	E	T	C	I	I	D	O	G	S
A	F	Q	K	Z	K	R	S	F	O	M	Q	R	C	A	N
R	S	L	A	B	Y	R	I	N	T	H	H	E	H	N	A
O	E	J	H	M	M	U	S	E	H	E	E	G	I	N	N
N	L	W	T	Q	I	N	O	G	S	R	R	A	M	Y	E
X	P	H	J	A	K	N	S	O	F	T	O	R	A	B	H
Y	M	L	R	R	D	P	O	T	I	E	E	E	E	O	T
H	E	B	H	E	R	M	E	S	R	D	S	S	R	Y	A
I	T	V	D	H	E	U	L	B	E	I	W	A	A	Q	R
P	X	C	S	O	S	T	A	R	G	O	N	A	U	T	S
A	W	R	A	T	H	O	F	T	H	E	G	O	D	S	I
X	Z	L	K	N	O	S	S	L	O	O	C	Y	A	W	S

SNAKE PRIESTESS

ARGONAUT

JASON

HADES

ATHENA

LABYRINTH

KNOSSOS

HERMES

HERA

ORACLE

HEROES

WRATH OF THE GODS

CHARON

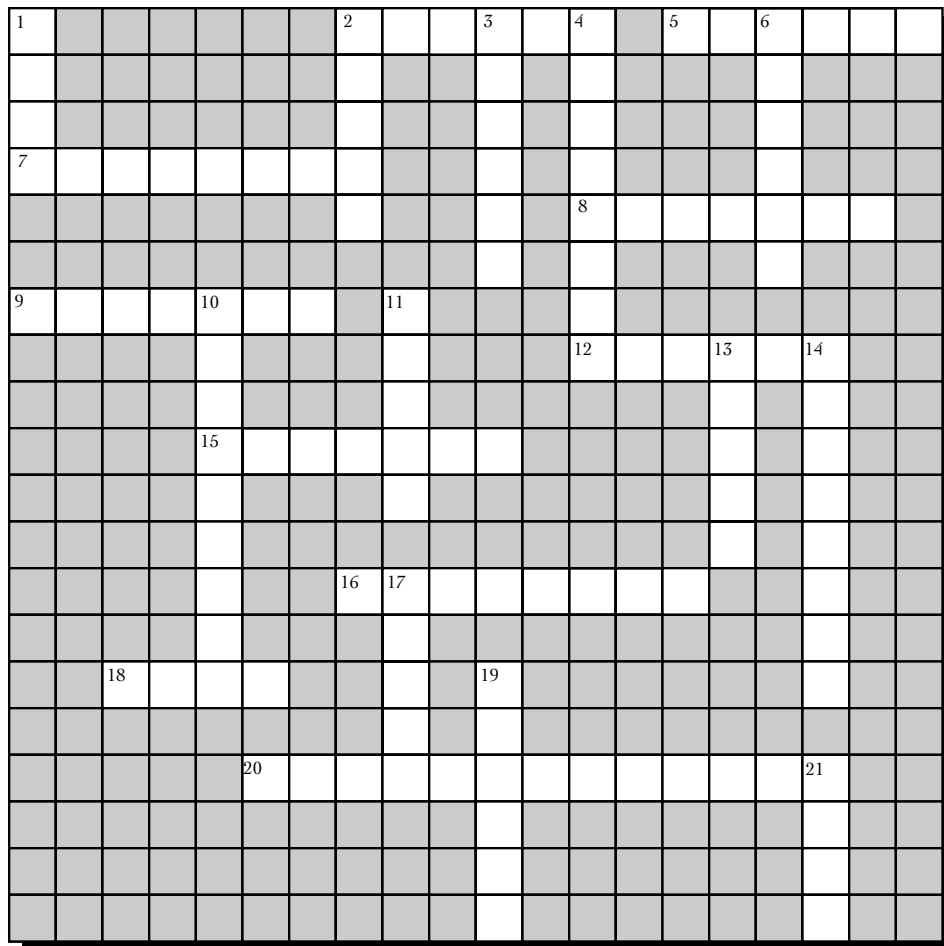
MIDAS

HERCULES

MINOS

STYX

CHIMAERA

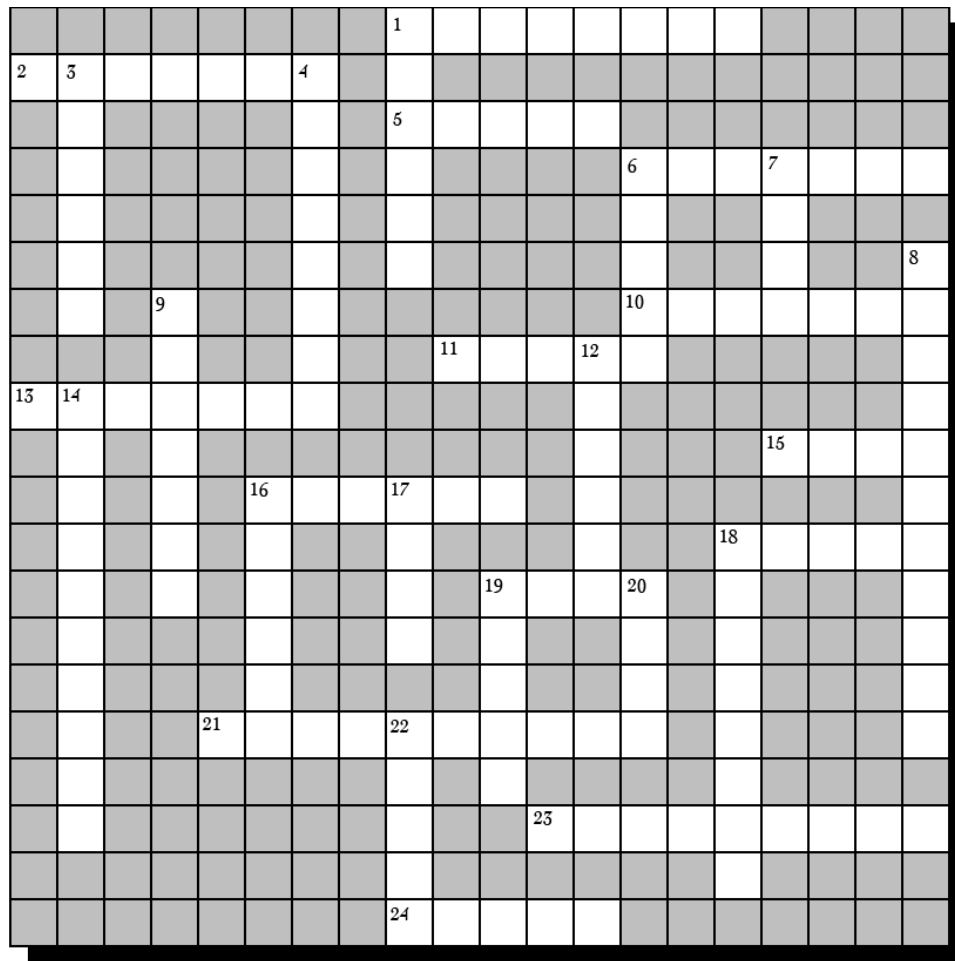


Down:

1. Kingdom in the land of the Phoenicians
2. Daughter of Leda and Zeus, most beautiful woman in the world
3. Culture characterized by unique artwork and architecture
4. Man condemned to roll a rock uphill for eternity
6. King of Colchis, father of Medea
10. Youth who fell in love with his own reflection
11. King of Crete who fed the Minotaur human sacrifices
13. Dragon, guardian of the garden of the Hesperides
14. Greatest warrior of Greece
17. Titan who carried the sky on his shoulders
19. Spokeperson for the divine
21. River in the underworld

Across:

2. Messenger of the gods
5. Son of Daedalus who flew too near the sun
7. Wife of Orpheus whose rescue from the underworld was thwarted
8. Son of Zeus and Danae, slayer of the Gorgon Medusa
9. Kingdom ruled by King Minos
12. Monster at the straits of Messina
15. One-eyed Giants
16. Man condemned to stand for eternity in a receding pool
18. God of thunder, mightiest of the Olympians.
19. Goddess of marriage, wife of Zeus
20. Land of the dead heroes.



Down:

1. Man condemned to stand for eternity in a receding pool
3. Princess courted by Zeus disguised as a Bull
4. Island where Perseus was raised
6. Mother of Perseus
7. Mother Earth
8. Youth who rode Pegasus and slew the Chimaera
9. Wife of Theseus
12. Twin brother of Pollux
14. King of Mycenae who sentenced Heracles to perform 12 labors
16. God of light music and reason
17. Nymph who fell in love with Narcissus
18. God of the Sea
19. Poet who wrote the Iliad and the Odyssey
20. God of War
22. Prince who stole Helen of Troy

Across:

1. Twelve children of Gaea and Uranus
2. King of Thebes who unknowingly killed his father and married his mother
5. Volcanic island known today as Santorini
6. Fire-breathing monsters in many myths
10. Princess of Crete who helped Theseus to escape the labyrinth
11. Sorceress who turned men into beasts
13. Winged horse that sprang from Medusa's neck
15. Kingdom in the land of the Phoenicians
16. King of Athens, father of Theseus
18. Roman name for Hades
19. Goddess of marriage, wife of Zeus
21. Cyclops who was tricked by Odysseus
23. Goddess of love and beauty
24. Goat-legged spirits of forests and hills.

The Greek Alphabet

Αα
alpha

Ββ
beta

Γγ
gamma

Δδ
delta

Εε
epsilon

Ζζ
zeta

Ηη
eta

Θθ
theta

Ιι
iota

Κκ
kappa

Λλ
lambda

Μμ
mu

Νν
nu

Ξξ
xi

Οο
omicron

Ππ
pi

Ρρ
rho

Σσ
sigma

Ττ
tau

Υυ
upsilon

Φφ
phi

Χχ
khi

Ψψ
psi

Ωω
omega

