

Chronology Chariot Race



Group Divide: You will need one judge for this game; split the rest of your group into two teams.

Game Play:

1. The judge will shuffle the cards and place them face down on each of the desks.
2. At the judge's count, each team will flip over the cards and attempt to put them in order.
3. When one team believes they have all fifteen events in the correct order, they will indicate this by shouting "Patroclus!" At this time, team members are not allowed to touch the cards until the judge has checked their work.
4. The judge will check the team's work (the other team may continue working in case the first team does not have the cards ordered correctly). If the judge finds all the cards in the correct order, he/she will announce them the winners. If the judge finds the cards are not 100% in order, he/she will tell the team to try again.
5. The first team to get all fifteen events in order wins fifteen points!

a) Achilles refuses to fight.

b) Patroclus takes Achilles' armor and returns to fight under Achilles' orders.

c) Eris crashes the wedding of Peleus and Thetis.

d) Diomedes fights Aphrodite and Ares.

e) Hector visits his family members in Troy.

f) Thetis asks Hephaestus to make armor for her son.

g) Priam goes to visit Achilles.

h) Achilles accuses Agamemnon of being cowardly and not sharing the glory and treasure with the Greek fighters.

i) Agamemnon offers many gifts to Achilles.

j) Hector gloats over Patroclus's dead body.

k) Paris steals Helen from Menelaus.

l) Athena tricks Hector by pretending to be his brother.

m) Agamemnon takes Briseis from Achilles.

n) Apollo beats Patroclus back from Troy and knocks off his armor.

o) Achilles returns to war.

Chronology Chariot Race Judge's Card

If all the cards are placed in correct chronological order, the symbols in the upper right hand corners should read as follows:

1. C
2. K
3. H
4. M
5. A

6. D
7. E
8. I
9. B
10. N

11. J
12. F
13. O
14. L
15. G

Character First Blood Duel



Group Divide: You will need one judge for this game; all remaining group members will play individually.

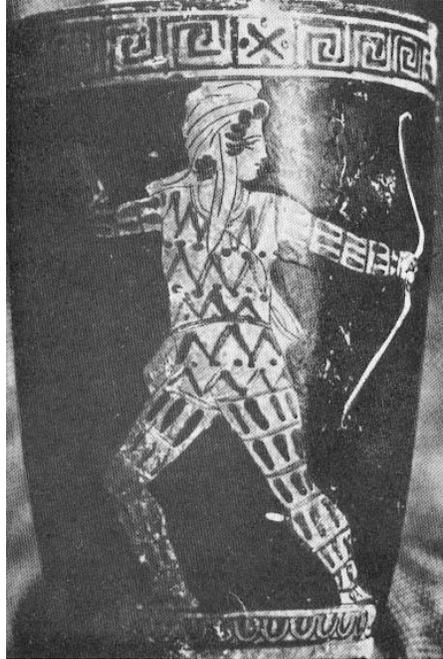
Game Play:

1. The judge will shuffle the cards and determine the order in which group members will play.
2. Starting with the first player, the judge will flash a character card. The player has three seconds to identify the character as "Trojan," "Greek," or "Neutral." If the player correctly identifies the nationality or allegiance, they continue to the next card. If the player's guess is incorrect, play moves to the next player.
3. Players and judge keep track of each player's longest streak. This is the player's score at the end of the round.
 - a. Therefore, if Johnny's best run is correctly identifying eighteen characters in a row, his/her final score is an 18/25 (regardless of other shorter runs).

ACHILLES	G
HECTOR	T
ANDROMACHE	T
PATROCLUS	G
NESTOR	G
AGAMEMNON	G
MENELAUS	G
PRIAM	T
PARIS	T
HELEN	BOTH
ZEUS	NEUTRAL
HEPHAESTUS	N/G
ARES	T
APOLLO	T
ATHENA	G

HERA	G
APRHODITE	T
CHRYSES	T
BRISEIS	T
EUPHORBUS	T
DEIPHOBUS	T
THETIS	G
HELENUS	G
ASTYANAX	T
HECUBA	T
PELEUS	G
ODYSSEUS	G
AJAX	G
NESTOR	G

Motif Archery Contest



Group Divide: You will need one judge for this game; split the rest of your group into two teams.

Game Play:

1. The judge will name a motif from *The Iliad* and put 20 seconds on the clock.
2. The first team must identify at least two examples of the motif. If the team produces two correct examples, they send someone to the line to throw. If the team does provide two correct examples, they do not throw and play moves to the next team.
3. The judge should track points earned on the board.
4. The game ends when the judge runs out of motifs or time runs out.

Motif Archery Judge's Card

1. Children Whining to Parents
 - a. Achilles complains to Thetis after Agamemnon steals his slave girl.
 - b. Aphrodite complains to Dionne after Diomedes stabs her.
 - c. Ares complains to Zeus after Athena/Diomedes stabs him.
2. Mothers Protecting their Children
 - a. Thetis asks Zeus to change the tide of the war because Achilles is mad at Agamemnon.
 - b. Aphrodite protects Aenaes during the battle in Book 5.
 - c. Hecuba asks Hector to sit down and drink wine when he returns to war.
3. Unsupportive Wives
 - a. Helen says that she hates Paris and claims he has no "steadiness of character."
 - b. Andromache tells Hector he will die; she mourns Hector's death before he dies.
4. Loyalty of Brothers
 - a. Agamemnon leads the Achaean armies to war when Menelaus' wife is stolen.
 - b. Hector fights for Paris despite blaming him for the war.
 - c. "Fake Deiphobus" leaves the safety of Troy to help Hector in battle.
5. Characters Regretting their Birth/the Birth of their Children
 - a. Thetis wishes she never gave birth to Achilles since his life is so rough.
 - b. Helen wishes she had never been born.
6. Unhappy Wives
 - a. Helen is unhappily married to Paris, who she believes to be a coward.
 - b. Hera is unhappily married to Zeus, who is controlling and abusive.
 - c. Aphrodite is unhappily married to Hephaestus, who is...well...ugly.
7. Fathers Attempting to Save their Children
 - a. Chryses begs Agamemnon to return Chryseis.
 - b. Zeus wants to save Sarpedon (although Hera ultimately convinces him not to).
 - c. Priam goes to Achilles to ask for Hector's body back.
8. Characters who Lose a Fight due to their Hubris
 - a. Achilles (vs. Agamemnon)
 - b. Hector (vs. Achilles)
 - c. Ares (vs. Diomedes)
 - d. Patroclus (vs. Hector)
9. Characters Holding Grudges
 - a. Achilles (against Agamemnon)
 - b. Agamemnon (against Achilles)
 - c. Helen (against Paris)
 - d. Zeus (against Hera)
 - e. Hera (against Zeus)
 - f. Athena (against Aphrodite)

Battle Stratagem



Group Divide: Split the team evenly into two parts.

Game Key:

- Blue = Achilles
- Orange = Patroclus
- Red = Hector
- Purple = Athena
- Green = Apollo
- Pink = Euphorbus

Game Play:

1. One at a time, each team will draw a card from the battle scenario from the pile. They must then place each character in the proper position and move characters as necessary.
2. The opposing team will check to make sure that all characters are properly stationed and moved.
3. The battle planning team will earn one point for each correctly staged scene; once a scene is completed, the other team will draw a card and take over.

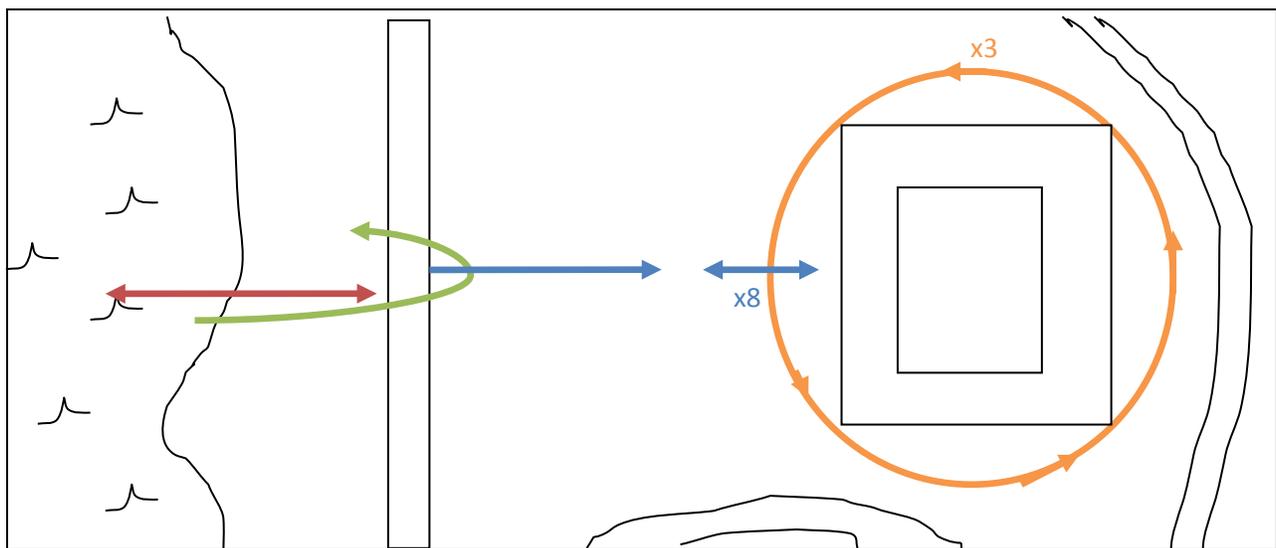
Battle Stratagem Key

The path Achilles instructs Patroclus to take in the beginning of Book 16 (when Achilles finally relents and agrees to let Patroclus lead the Myrmidons into battle).

The path Patroclus actually takes to attack the Trojans on the beaches in the beginning of Book 16 (from the time he leaves the ship through Sarpedon's death).

The routes and placement of Hector, Apollo, Patroclus, and Euphorbus in the scene where Patroclus attempts to take Troy (from the time he first attacks the city through his death scene).

The routes and placement of Hector, Apollo, Achilles, and Athena in the final fight between Hector and Achilles.



Charades Spear Toss



Group Divide: You will need one judge for this game; the rest of the group should be split evenly into two teams.

Game Play:

1. Each turn, both teams will send one player to act. When the judge draws a character name at random, he/she will show the name to both actors.
2. On the judge's cue, both "actors" will begin miming to their team members in an attempt to get their team members to guess the appropriate character.
3. Actors can only use gestures! Actors cannot speak, make noises, write, or spell out names.
4. The first team to correctly guess the character name will get to send one team member (not the actor) to the board to "toss the spear."
5. To qualify as a legal spear toss, the player must stand with his/her heels against the book shelf. He/She will then "flick" the glue stick along the marker track.
6. The judge will determine scoring. To count as a 5-pointer, the ENTIRE glue stick must fall within the shaded area. If ANY part of the glue stick lands outside of this shaded area, the player earns the point value denoted in the un-shaded area. If the glue stick is stuck between two areas, the lesser point value is awarded. If the glue stick leaves the track, no points are awarded.

True/False Boxing



Group Divide: Each group member will need to find a partner. If necessary, there may be one group of three.

Game Play:

1. Each pair will play a series of rounds, with each round resulting in a point for one side or a draw (where neither side receives points). Individuals will need to keep track of their scores.
2. When both players are ready, they will draw a card. After reading the statement, each player must state whether they believe the statement to be true or false.
3. After both players have stated their guess, they will flip the card to reveal the answer.
 - a. Individual players will receive a point for every correct answer (regardless of their opponent's answer).
 - b. If a player "beats" his/her opponent (by answering correctly when his/her opponent answered incorrectly), he/she will earn two points.

Athena helped Patroclus spear Sarpedon.	F
Paris refused to fight during the entirety of <i>The Iliad</i> .	F
In "The Embassy to Achilles," Agamemnon visits Achilles on his boat to offer him gifts.	F
Achilles would have returned to war (prior to Patroclus's death) if only Agamemnon offered to give Briseis back.	F
After Achilles, Diomedes is the next best warrior.	T
Patroclus attempts to sack Troy six times prior to Apollo intervening.	F
The Trojan War started when Achilles refused to fight for Agamemnon.	F
Three different characters wear Achilles' armor throughout the story.	T
Thetis is a goddess.	F
Agamemnon is more merciful than his brother, Menelaus.	F
Aphrodite gave Diomedes the ability to see through the "mist" and tell god from mortal.	F
Ares is the only god to ever fight side-by-side with Hector.	F
Hephaestus is the blacksmith who creates Achilles' second set of armor.	T
Andromache is a very supportive wife of her husband, Hector.	F
It was considered dishonorable to die with wounds in your back.	T

Athena favored the Trojans only after Hecuba and the Trojan women made sacrifices in her name.	F
Apollo sent a plague on the Achaean armies because he didn't like that the Greeks were winning.	F
Prior to this war, Zeus had a track record of favoring the Greeks over the Trojans.	F
Hephaestus favors the Trojans because his wife, Aphrodite favors the Trojans.	F
Hera tries to convince Zeus to save her son, Sarpedon, but Zeus says they must rely on fate.	F
Achilles' Choice refers to his decision regarding whether he should forgive Agamemnon or not.	F
Athena tricks Hector by pretending to be his brother, Deiphobus.	T
Hector's initial reason for returning to Troy in Book 5 is to pass on Helenus's orders to Hecuba.	T
Helen and Paris believe their love will see them through the war.	F
Hector hopes his son, Astyanax, will become a greater warrior than he is one day.	T
The second person to land a blow on Patroclus is Euphorbus.	T
After he kills Hector, Achilles feeds his corpse to the dogs.	F
Achilles is immortal.	F