

Paizomen

Update Notes #1 (Oct 04, 2020)

1. New games:

- *Age of Myth Genesis*
- *Depths of Fear :: Knossos*
- *Grepolis*
- *Old World*
- *Rise of Kingdoms: Lost Crusade*
- *Sparta: War of Empires*
- *Total War Arena*
- *Trials of the Acropolis*

2. New information:

- *A Total War Saga Troy*
 - DLC
 - *Amazons* (2020)
- *Assassin's Creed Odyssey*
 - notable characters
 - Steropes, Brontes, Arges, Anaxagoras, Phidias, Empedokles, Lysander, Demosthenes, Pythagoras, Thrasymachos, Protagoras, Dorieus, Hephaistos[?], Pegasus
- *Civilization VI*
 - notable characters
 - Basil II^{DLC}, Ambiorix^{DLC}
 - DLC
 - *Byzantium and Gaul Pack* (2020)
- *Hades*
 - release
 - changed from the early access date to the release date (Sep 17th, 2020)
 - notable characters
 - Zagreus, Hades, Sisyphus, Eurydice, Patroclus, Achilles, Aphrodite, Zeus, Nyx, Charon, Chaos, Megaera, Alecto, Tisiphone, Thanatos, Hypnos, Poseidon, Athena, Artemis, Ares, Dionysus, Hermes, Demeter, Asterius, Cerberus, Minotaur

3. New references:

- *Age of Empires*. McCall, J. (2020). '[The Historical Problem Space Framework: Games as a Historical Medium](#)' in *Game Studies* 20 (3).

- *Age of Empires*. Van Nuenen, T. (2018). '[Touring the Animus: Assassin's Creed and Ludotopical Movement](#)' in *Loading... The Journal of the Canadian Game Studies Association* 10 (17), 22-39.
- *Assassin's Creed Odyssey*. Khan, A.-Y. (2019). '[The Roman Past through Video Games and Memes](#)'. *Academia.edu*.
- *Assassin's Creed Odyssey*. Vincent, R. (2020). '[Reflexions – Apprendre dans Assassin's Creed Odyssey](#)'. *Jeuvideohistoire.com*.
- *Assassin's Creed Origins*. Bosman, F.G. (2018). '[Requiescat in Pace](#)'. *Initiation and Assassination Rituals in the Assassin's Creed Game Series*' in *Religions* 9 (167).
- *Assassin's Creed Origins*. Casey, C. (2018). '[Assassin's Creed Origins as a Digital and Pedagogical Tool](#)'. ACRE Annual Meeting, Tucson.
- *Assassin's Creed Origins*. Casey, C.; Rasalle, T.; Tomkins, J. (2020). '[SASA Live Archaeogaming – Assassin's Creed: Origins](#)'. [Twitch, YouTube, Facebook Stream].
- *Assassin's Creed Origins*. Van Nuenen, T. (2018). '[Touring the Animus: Assassin's Creed and Ludotopical Movement](#)' in *Loading... The Journal of the Canadian Game Studies Association* 10 (17), 22-39.
- *CivCity: Rome*. McCall, J. (2010). '[The Happiness Metric in CivCity: Rome and the Critique of Simulation Games](#)'. *Playthepast.com*. Thanks to Jeremiah McCall.
- *CivCity: Rome*. McCall, J. (2014). '[Simulation Games and the Study of the Past: Classroom Guidelines](#)' in K. Kee (ed.), *PastPlay: Teaching and Learning History with Technology*. Ann Arbor: University of Michigan Press, 228-253. Thanks to Jeremiah McCall.
- *Civilization*. McCall, J. (2014). '[Simulation Games and the Study of the Past: Classroom Guidelines](#)' in K. Kee (ed.), *PastPlay: Teaching and Learning History with Technology*. Ann Arbor: University of Michigan Press, 228-253. Thanks to Jeremiah McCall.
- *Civilization*. McCall, J. (2020). '[The Historical Problem Space Framework: Games as a Historical Medium](#)' in *Game Studies* 20 (3).
- *Civilization*. Van Nuenen, T. (2018). '[Touring the Animus: Assassin's Creed and Ludotopical Movement](#)' in *Loading... The Journal of the Canadian Game Studies Association* 10 (17), 22-39.
- *Civilization IV*. McCall, J. (2012). '[Historical Simulations as Problem Spaced: Some Guidelines for Criticism](#)'. *Playthepast.com*. Thanks to Jeremiah McCall.
- *Civilization IV*. McCall, J. (2020). '[The Historical Problem Space Framework: Games as a Historical Medium](#)' in *Game Studies* 20 (3).
- *Civilization VI*. McCall, J. (2020). '[The Historical Problem Space Framework: Games as a Historical Medium](#)' in *Game Studies* 20 (3).
- *Hegemony: Philip of Macedon*. McCall, J. (2012). '[Hegemony: Philip of Macedon and the Inspiration of Simulation Games](#)'. *Playthepast.com*. Thanks to Jeremiah McCall.
- *Hegemony: Philip of Macedon*. McCall, J. (2012). '[Historical Simulations as Problem Spaced: Some Guidelines for Criticism](#)'. *Playthepast.com*. Thanks to Jeremiah McCall.
- *Rome: Total War*. Khan, A.-Y. (2019). '[The Roman Past through Video Games and Memes](#)'. *Academia.edu*.

- *Rome: Total War*. McCall, J. (2014). '[Simulation Games and the Study of the Past: Classroom Guidelines](#)' in K. Kee (ed.), *PastPlay: Teaching and Learning History with Technology*. Ann Arbor: University of Michigan Press, 228-253. Thanks to Jeremiah McCall.
- *Rome: Total War*. McCall, J. (2020). '[The Historical Problem Space Framework: Games as a Historical Medium](#)' in *Game Studies* 20 (3).
- *Ryse: Son of Rome*. Khan, A.-Y. (2019). '[The Roman Past through Video Games and Memes](#)'. *Academia.edu*.
- *Total War: Rome II*. Khan, A.-Y. (2019). '[The Roman Past through Video Games and Memes](#)'. *Academia.edu*.

4. Other:

- Following an official statement from Ubisoft on September 2nd which announced that the upcoming game *Gods and Monsters* would be renamed ***Immortals Fenyx Rising***, the database and the introduction of *Paizomen: A Database of Classical Antiquity Games* now feature the new official name. In the meantime, multiple trailers and gameplay videos about the upcoming game have also been released.
- On September 17th, ***Hades*** came out of early access and was officially released. Subsequently, I have removed *Hades* from 2019 and placed the game in the 2020s table. The introduction of the *Paizomen: A Database of Classical Antiquity Games* has also been slightly altered to accommodate for the release of the game.
- Since the *Amazons* DLC pack for ***A Total War Saga: Troy*** was released on September 24th, I slightly altered the first footnote in the *Paizomen: A Database of Classical Antiquity Games* document noting the addition of Hippolyta and Penthesilea to the game.
- Changed the reference 'Morley, N. (2019)' to 'Morley, N. (2020)' in the entry for *Assassin's Creed Odyssey*. The 2019 article was referenced by mistake.
- Changed the notable character 'Sphinx' to 'Sphinx (Greek)' in the entry for *Assassin's Creed Odyssey* for clarification.
- Added the symbol '?' for debatable entry information, e.g. the notable character Hephaistos in *Assassin's Creed Odyssey*: in the Myson Cave in the game's version of Malis, the player encounters a place called Hephaistos' Workshop as well as a blacksmith who offers special engravings for the player's weapons. It could be argued that this character is the god Hephaistos (the fact that this workshop is unique among the other smithies in the game and allows the player to upgrade his/her weapons further than is possible at other blacksmiths seems to set this location apart and might mean that this location has some in-game 'divine' power), but one might also counterargue that this character is just a mortal with the same name.
- Updated the amount of games currently listed on *Paizomen* in the *Paizomen: A Database of Classical Antiquity Games* document from 176 to 184.
- Deleted the abbreviation 'VR' for 'virtual reality', as typing 'VR' into the Search function too often led to entries of non-VR games. All actual VR games now have

‘virtual reality’ written in full in their genre sections. I have added this example to the Search page itself.

- Since *Paizomen*’s release on August 30th, I have been made aware of the French website *HistoriaGames* (www.histogames.com). I have therefore changed the ending of the introduction to the *Paizomen: A Database of Classical Antiquity Games* document.

With special thanks to

Jeremiah McCall