

Paizomen

Update Notes #2 (Nov 29, 2020)

1. New games:

- *Blood and Steel**
- *Champion of the Gods*
- *Computer Circus Maximus*
- *Courageous Perseus*
- *Curse of Issyos, The*
- *Elysian Fields and Other Greek Myths, The**^{TT}
- *Exile of the Gods*
- *Demigods*
- *Gladiator** (1977)
- *Gladiator* (1985)
- *Godfire: Rise of Prometheus*
- *God Mode*
- *Gods of Rome**
- *Gods Rush*^D
- *Labyrinth of Crete*
- *Let's Play: Ancient Greek Punishment*
- *Little Medusa* (TBR)
- *Madness and the Minotaur*
- *Mausoleum of the Medusa*
- *Maximus*
- *Medusa's Labyrinth*
- *Midas*
- *Minos*
- *Minotaur* (1981, Apple II)
- *Minotaur* (1981, Atari 8-bit)
- *Minotaur* (1982)
- *Minotaur* (1987)
- *Next Penelope, The*
- *Odyssey: Echoes of War, An*
- *Olympia Rising*
- *Phelios*
- *RAM!*
- *Rome and the Barbarians*
- *Theseus and the Minotaur*
- *Tommy's Chariots*

2. New information:

- ***Assassin's Creed Odyssey***
 - notable characters
 - Kallipateira, Peisirrhodos, Ariston/Plato, Demokritos, Polykleitos, Kalydonian Boar, Hind of Kerynia, Nemean Lion, Kretan Bull, Lykaon Wolf, Kallisto the Bear, Erymanthian Boar, Krokottas Hyena
- ***NyxQuest: Kindred Spirits***
 - setting
 - added Aeolia, Thessaly, Argos[?], Delphi and Mount Parnassos to 'includes settings like...'
 - notable characters
 - Hestia, Aeolus, Argos[?]
- ***Sid Meier's Civilization VI***
 - DLC
 - *Maya & Gran Colombia Pack* (2020), *Ethiopia Pack* (2020), *Babylon Pack* (2020)

3. New references:

- **0 A.D.**
 - Schmidt, S.; Rassalle, T. (2020). '[The roles we play in history: Narratives about women in historical strategy games](#)'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
- ***Age of Empires***
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 1. 'Introduction'; Ch. 4. 'Time and Space')
 - Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. (Ch. 4. 'Material Culture of the Immaterial')
 - Schmidt, S.; Rassalle, T. (2020). '[The roles we play in history: Narratives about women in historical strategy games](#)'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
- ***Age of Mythology***
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- ***Apotheon***
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- ***Assassin's Creed Odyssey***
 - Champion, E. (2020). 'Swords, Sandals and Selfies in *Assassin's Creed Odyssey*, A Tour You'd Kill For'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.

- Rassalle, T. (2020). '[Using the Assassin's Creed Discovery Tours in the Classroom: a tutorial](#)'. Presented at the American Schools of Oriental Research (ASOR) 2020 Conference.
- **Assassin's Creed Origins**
 - Aritopoulos, A.; Mol, A. A. A.; Boom, K. H. J.; Ariese, C. E. (2019). '"[History is Our Playground](#)": Action and Authenticity in Assassin's Creed Odyssey' in *Advances in Archaeological Practice* 7 (3), 317-323.
 - Champion, E. (2020). 'Swords, Sandals and Selfies in *Assassin's Creed Odyssey*, A Tour You'd Kill For'. Presented at the Interactive Past Conference Online 2, 5-6 November 2020.
 - Casey, C. (2020). '*Assassin's Creed Origins* as Time Machine'. Presented at the NYU's ISAW Re-Rolling the Past: Representations and Reinterpretations of Antiquity in Analog and Digital Games Conference, 11-13 November 2020.
 - Low, M. (2018). '[Fiction Dressed in Facts – The Reception of Assassin's Creed: Origins Narrative](#)'. Paper presented at the Interactive Past Conference 2 (Hilversum, The Netherlands). Available as a Prezi presentation online.
 - Rassalle, T. (2020). '[Using the Assassin's Creed Discovery Tours in the Classroom: a tutorial](#)'. Presented at the American Schools of Oriental Research (ASOR) 2020 Conference.
- **Black and White**
 - Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. (Ch. 1. 'Real-World Archaeogaming')
- **Blood and Glory: Immortals**
 - Tian, Y.; Chen, E.; Ma, X.; Chen, S.; Wang, X.; Tague, P. (2016). '[Swords and shields: a study of mobile game hacks and existing defenses](#)' in *ACSAC '16: Proceedings of the 32nd Annual Conference on Computer Security Applications*, 386-397.
- **Caesar**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 3. 'Matching Genres to Curricular Content')
 - Ryan, M.-L. (2001). '[Beyond Myth and Metaphor. The Case of Narrative in Digital Media](#)' in *Game Studies* 1 (1).
- **Caesar IV**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 4. 'Time and Space')
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Appendix A: Profiles of Historical Video Games)
- **CivCity: Rome**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 1. 'Why Play Historical Simulation Games; Ch. 3. 'Matching Genres to Curricular Content'; Ch. 5. 'Putting It All Together'; Appendix A: Profiles of Historical Video Games)
- **Clash of the Titans**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.

- Teng, W.-H.; Lin, M.-T.; Guo, S.-W.; Chao, C.K. (2016). '[A Visual Study of Characters in Video Games – the Role of Half-Human in Greek as an Example](#)' in *2016 International Conference on Applied System Innovation (ICASI)*, 1-4.
- **Depths of Fear :: Knossos**
 - Teng, W.-H.; Lin, M.-T.; Guo, S.-W.; Chao, C.K. (2016). '[A Visual Study of Characters in Video Games – the Role of Half-Human in Greek as an Example](#)' in *2016 International Conference on Applied System Innovation (ICASI)*, 1-4.
- **Europa Universalis: Rome**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Appendix A: Profiles of Historical Video Games)
- **Glory of the Roman Empire**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 3. 'Matching Genres to Curricular Content'; Appendix A: Profiles of Historical Video Games)
- **God of War (2005)**
 - Ciccoricco, D. (2010). 'Games of Interpretation and a Graphophilic God of War' in M. Grishakova; M.-L. Ryan (eds.), *Intermediality and Storytelling*. Berlin, New York: De Gruyter, 232-257.
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
 - Lemos, A.F.; Herkenhoff, J. d'A. B.; Ferreira da Cruz, C. E. (2016). '[Violence and tragedy in God of war/A violencia e tragedia em God of war](#)' in *Soletas* 16 (32), 105+.
 - Teng, W.-H.; Lin, M.-T.; Guo, S.-W.; Chao, C.K. (2016). '[A Visual Study of Characters in Video Games – the Role of Half-Human in Greek as an Example](#)' in *2016 International Conference on Applied System Innovation (ICASI)*, 1-4.
- **God of War (2018)**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **God of War: Ascension**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **God of War: Ghost of Sparta**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **God of War II**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **God of War III**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.

- **Gods & Heroes: Rome Rising**
 - Teng, W.-H.; Lin, M.-T.; Guo, S.-W.; Chao, C.K. (2016). '[A Visual Study of Characters in Video Games – the Role of Half-Human in Greek as an Example](#)' in *2016 International Conference on Applied System Innovation (ICASI)*, 1-4.
- **Grand Ages: Rome**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Appendix A: Profiles of Historical Video Games)
- **Hades**
 - The Twitter hashtag [#ArtofHades](#) by dr. Kira Jones is very much worth the visit.
- **Hegemony Gold: Wars of Ancient Greece**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **The History Channel: Great Battles of Rome**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Appendix A: Profiles of Historical Video Games)
- **Imperator: Rome**
 - Gerritsen, C. (2020). 'Exploring Imperator: Rome' parts [1](#), [2](#), [3](#). Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
- **Imperium Romanum**
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Appendix A: Profiles of Historical Video Games)
- **Kid Icarus Uprising**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **Mytheon**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **Okhlos: Omega**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **Old World**
 - Schmidt, S.; Rassalle, T. (2020). '[The roles we play in history: Narratives about women in historical strategy games](#)'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
- **Praetorians**
 - Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. (Ch. 4. 'Material Culture of the Immaterial')
- **Rome: Total War**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 6. 'Historical Narrative in Digital Games'; Ch. 9. 'Digital Games as (Counterfactual) Narrative Historying')

- McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 1. 'Why Play Historical Simulation Games; Ch. 3. 'Matching Genres to Curricular Content'; Appendix A: Profiles of Historical Video Games; Ch. 4. 'Instructional Strategies'; Ch. 5. 'Putting It All Together')
- **Ryse: Son of Rome**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 4. 'Time and Space'; Ch. 6. 'Historical Narrative in Digital Games')
 - Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. (Ch. 4. 'Material Culture of the Immaterial')
- **Sid Meier's Civilization**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 2. 'Interacting with Digital Games as History'; Ch. 3. 'Simulation Styles and Epistemologies'; Ch. 4. 'Time and Space'; Ch. 5. 'Narrative in Games'; Ch. 6. 'Historical Narrative in Digital Games'; Ch. 7. 'Affording Heritage Experiences, Reenactment and Narrative Historying'; Ch. 9. 'Digital Games as (Counterfactual) Narrative Historying'; Ch. 10. 'Conclusions')
 - Eskelinen, M. (2001). '[The Gaming Situation](#)' in *Game Studies* 1 (1).
 - McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Introduction; Ch. 2. 'What Makes a Valid Simulation Game?'; Ch. 3. 'Matching Genres to Curricular Content'; Ch. 4. 'Instructional Strategies'; Ch. 5. 'Putting It All Together')
 - Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). '["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#)' in *Advances in Archaeological Practice* 5, 214-219.
 - Murray, J. H. (1997). *Hamlet on the Holodeck. The Future of Narrative in Cyberspace*. Cambridge, London: The MIT Press. (Ch. 3. 'From Additive to Expressive Form: Beyond "Multimedia"')
 - Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. (Ch. 4. 'Material Culture of the Immaterial')
 - Schmidt, S.; Rassalle, T. (2020). '[The roles we play in history: Narratives about women in historical strategy games](#)'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.
- **Sid Meier's Civilization II**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 8. 'Digital Games as Historical Reenactment')
 - Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). '["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#)' in *Advances in Archaeological Practice* 5, 214-219.
 - Schmidt, S.; Rassalle, T. (2020). '[The roles we play in history: Narratives about women in historical strategy games](#)'. Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.

- ***Sid Meier's Civilization III***

- McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 3. 'Matching Genres to Curricular Content'; Appendix A: Profiles of Historical Video Games)
- Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). ["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#) in *Advances in Archaeological Practice* 5, 214-219.
- Schmidt, S.; Rassalle, T. (2020). ['The roles we play in history: Narratives about women in historical strategy games'](#). Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.

- ***Sid Meier's Civilization IV***

- Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 3. 'Simulation Styles and Epistemologies'; Ch. 4. 'Time and Space'; Ch. 6. 'Historical Narrative in Digital Games')
- McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 3. 'Matching Genres to Curricular Content'; Appendix A: Profiles of Historical Video Games)
- Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). ["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#) in *Advances in Archaeological Practice* 5, 214-219.
- Schmidt, S.; Rassalle, T. (2020). ['The roles we play in history: Narratives about women in historical strategy games'](#). Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.

- ***Sid Meier's Civilization V***

- Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 3. 'Simulation Styles and Epistemologies'; Ch. 5. 'Narrative in Games')
- McCall, J. (2011). *Gaming the Past. Using Video Games to Teach Secondary History*. New York, London: Routledge. (Ch. 3. 'Matching Genres to Curricular Content')
- Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). ["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#) in *Advances in Archaeological Practice* 5, 214-219.
- Schmidt, S.; Rassalle, T. (2020). ['The roles we play in history: Narratives about women in historical strategy games'](#). Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.

- ***Sid Meier's Civilization VI***

- Mol, A. A. A.; Politopoulos, A.; Ariese-Vandemeulebroecke, C. E. (2017). ["From The Stone Age to the Information Age": History and Heritage in Sid Meier's Civilization VI](#) in *Advances in Archaeological Practice* 5, 214-219.
- Rassalle, T.; Martino, S.; Politopoulos, A. (2020). ['SASA Archaeogaming Live: "Civilizations VI" led by Tine Rassalle, Shannon Martino & Aris Politopoulos'](#) [Twitch, YouTube stream].
- Reinhard, A. (2018). *Archaeogaming. An Introduction to Archaeology in and of Video Games*. New York, Oxford: Berghahn Books. ('Introduction')
- Schmidt, S.; Rassalle, T. (2020). ['The roles we play in history: Narratives about women in historical strategy games'](#). Presented at the Interactive Pasts Conference Online 2, 5-6 November 2020.

- **Smite**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
 - Teng, W.-H.; Lin, M.-T.; Guo, S.-W.; Chao, C.K. (2016). '[A Visual Study of Characters in Video Games – the Role of Half-Human in Greek as an Example](#)' in *2016 International Conference on Applied System Innovation (ICASI)*, 1-4.
- **Theseus**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **Titan Quest**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.
- **Total War: Attila**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 9. 'Digital Games as (Counterfactual) Narrative Historiying')
- **Total War: Rome II**
 - Chapman, A. (2016). *Digital Games as History. How Videogames Represent the Past and Offer Access to Historical Practice*. New York, London: Routledge. (Ch. 2. 'Interacting with Digital Games as History'; Ch. 3. 'Simulation Styles and Epistemologies'; Ch. 9. 'Digital Games as (Counterfactual) Narrative Historiying')
- **Warriors: Legends of Troy**
 - Garfield, A.; Manders, A. (2019). '[Video Games, Homer to Hesiod: What Ancient Greek Content Do Video Game Players See?](#)' in *Proceedings of the 2019 11th International Conference on Education Technology and Computers*, 190-195.

4. Other:

- As the official website for *Gladiux* changed its upcoming release date from 2020 to 2021, I have added a 2021 column to the chronological database and moved *Gladiux* over there. There is no update (as far as I can find) on the release of *Persephone* (the Steam Store page for this game still indicates 'Late 2020' as its release date) or *Siege of Plataea* (although Antiquity Studio has been teasing some upcoming news since September). *Immortals Fenix Rising* is released on December 3rd!
- Added the link to Aritopoulos, A.; Mol, A. A. A.; Boom, K. H. J.; Ariese, C. E. (2019) in *Assassin's Creed Odyssey*.
- Added the link to Lowe (2009) wherever the article appeared.
- Changed the e-mail address on the Contact page to my new work address alexander.vandewalle@uantwerpen.be.
- Updated the About page to reflect my new job position.
- Slightly modified the document '*Paizomen: A Database of Classical Antiquity Games*'.
- Added a games count to the Database page.
- Corrected the chronology of *Serious Sam Double D XXL* and *God of War: Ascension* in the chronological database.

With special thanks to
David Serrano Lozano