

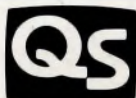
THE RETURN OF HERACLES



BY STUART SMITH

COMMODORE 64 VERSION

A
product
of



QUALITY SOFTWARE

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LOADING THE DISKETTE

The Return of Heracles will run on any Commodore 64 computer. A Commodore VIC-1541 disk drive or the equivalent is also required.

1. Power on the disk drive, the video, and the Commodore 64.
2. Insert the *Return of Heracles* diskette into the disk drive.
3. Type: LOAD "HERACLES",8,1
4. If the program loads successfully, a map of Greece will appear on the screen. Follow the displayed instructions, or refer to the following section, "OPTIONS."

CAUTION: Your *Return of Heracles* diskette cannot be copied, and writing to the diskette may destroy the *Heracles* program. If your diskette should ever fail, it will be replaced promptly by Quality Software. Please read the replacement policy below.

REPLACEMENT POLICY

The Return of Heracles is provided on a high quality diskette that should give you trouble free usage for many years. If the diskette should fail, simply return it for replacement with a copy of the sales receipt to Quality Software. If you have owned the diskette for less than 90 days, there will be no charge. Otherwise there is a charge of \$5.00. Add \$5.00 for shipping and handling outside the continental U.S.

To play *Return of Heracles*, follow the directions that appear on the video screen. The game is self explanatory. **YOU DO NOT NEED TO READ THE REST OF THIS BOOKLET TO PLAY RETURN OF HERACLES!**

(but it might help!)

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INTRODUCTION

The Return of Heracles is an exploration of Greek mythology translated into modern electronics. Each human player takes on the role of an ancient Greek hero, a heroine, or even a winged horse. (These heroic characters are referred to generically as heroes, which is not meant to imply that they are necessarily male nor played by human men.) These heroes move about in the world of mythic Greece (see the map on the back cover), earning fame and fortune, sharpening their abilities, fighting strange beasts, and trying to satisfy the demands of Zeus, powerful father of heaven. Many heroes may work together, taking turns, and a single player may control several heroes. Additional heroes may join your party when you find them and you may add more heroes to your party any time during the game. However, be forewarned that a dead hero may not be reincarnated, that there are a limited number of heroic individuals available to do your bidding, and that Zeus is not an easy taskmaster.

May the gods favor you!

ORACLES

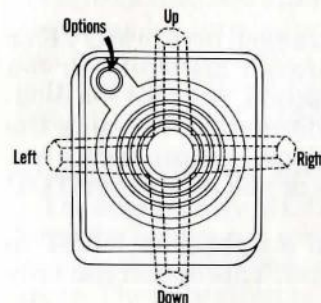
The **ORACLE OF ZEUS** is the only place to discover the goals of *Return of Heracles*. Heroes must travel to the oracle and approach the sacred oak tree of Zeus. He then reveals one of the twelve tasks to your hero. Zeus gives little information on how to accomplish the tasks but the **ORACLE OF DELPHI** can be helpful. The Delphic oracle may be visited anytime to seek advice but be warned that her clues are more useful and less obscure when your hero contributes generously to her priests. The oracle gives advice on the currently assigned task of Zeus whenever possible. Otherwise, she may give advice on unrevealed and undone missions. If your heroes find a task assigned by Zeus too challenging, they may return to the **ORACLE OF ZEUS** for a different mission, risking the wrath of Zeus but not death for such cowardice. Once the assigned task is performed, Zeus bestows another.

OPTIONS

When *Return of Heracles* is first begun, you are given the choice of starting a standard game or changing options. The standard game assumes you want to view the map of Greece and instructions, using one or two joysticks to play the game from the beginning. Changing the options permits you to continue a game that you have saved, to skip the instructions, or to use the keyboard to play the game.

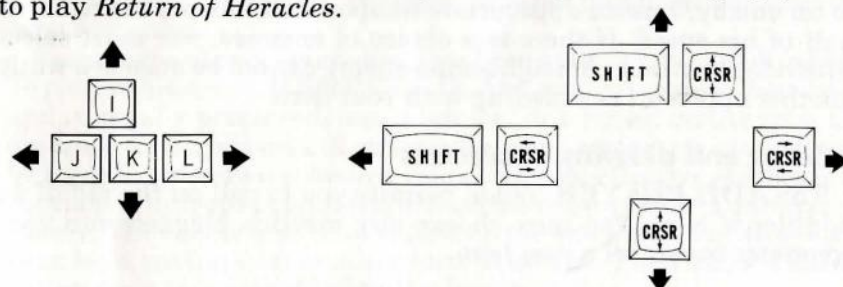
Joystick or keyboard?

Each time the *Return of Heracles* diskette is LOADED in, you must select whether you wish to play using joysticks or the keyboard. The standard game uses joysticks. To use the keyboard, you must ask for **OPTIONS** and then select the keyboard option by using the function keys as indicated.



If the joystick option is selected, all input to the game is controlled by the joysticks. Push the handle in the direction you want your character to move, or to make a selection of the choices displayed on the screen. Pressing the joystick button will display your options.

If the keyboard option is selected, you may use the keys I, J, K, and L or the arrow keys on the keyboard (with the SHIFT key for "up" and "left") to move or make selections. Pressing the space bar is the same as pressing a joystick button. The remainder of the documentation is written under the assumption that you are using a joystick to play *Return of Heracles*.



Saving and resuming games

Each time a hero gets his turn, you may **SAVE GAME** before the hero moves. (You may continue to play *Return of Heracles* after the game is saved.) You must provide a diskette, but not necessarily one that is formatted. **DO NOT USE YOUR RETURN OF HERACLES DISKETTE**. If the diskette is not formatted, the program will do so before saving the game. Up to nine different games in progress may be saved on a single diskette and existing games on the diskette cannot be written over. Non-*Heracles* files will not be affected.

When saving a game, follow the instructions on the screen. If an error should occur, an appropriate error message will be displayed at the bottom of the screen.

To resume a previously saved game, **LOAD** the *Return of Heracles* diskette and follow the directions on the screen.

Moving your character

A display at the bottom of the screen invites each hero to **MOVE** or select another option. The hero moves through his world as you move the joystick in the corresponding direction. See also the separate section on **MOVEMENT** for more information. Pressing the joystick button displays the hero's other options. His turn ends when the hero moves as far as his speed permits or you select the **STOP** option.

A wounded hero who is not involved in a fight may **REST** to restore from zero to several points of his vigor. This option can only be selected before the hero moves.

Attacking and defending

Your hero can make himself a harder target for enemies to hit by choosing to **DEFEND** himself. This option is only available to a hero before he has moved more than half of his speed.

The **ATTACK** option may only be selected when the hero is close to an enemy, has an appropriate weapon and has not moved over half of his speed. If there is a choice of enemies, you must select which foe to attack. A neighboring enemy cannot be attacked while another opponent is wrestling with your hero.

Adding and deleting characters

The **ADD PLAYER** option permits you to call on the aid of an additional hero. You may choose any joystick plugged into your computer to control a new hero.

If you wish to give up controlling one of your heroes, you may choose to have him **DESERT!**? You must confirm this drastic choice. A deserting hero remains in play, acting on his own with no human control, until he escapes from his area.

Checking your status

You may **KNOW THYSELF** at any time during your hero's turn. A full verbal and numeric description of your hero is displayed. *Strength* affects the hero's ability to push open closed doors, tackle enemies, resist being tackled, fight in close combat with a dagger and carry heavy loads of drachmae. *Vigor* is the hero's ability to survive damage and rarely exceeds his strength. A hero with a vigor less than three falls unconscious and can only rest. A hero dies when his vigor falls to zero. Vigor is restored primarily by resting. *Dexterity* affects the hero's likelihood of hitting an enemy and his chances of getting his turn before others. *Speed* determines how far the hero can move in one turn. The hero's *weapons* may be poisoned and he may be especially skilled in using one or both of his weapons. Weapons vary in power and quality of workmanship.

Changing display speeds

The opportunity to **CHANGE MONSTER SPEED** allows you to force the beings not controlled by human players to move more (or less) quickly. This does not change their strategy nor the play of the game. The only effect is that you can play a faster game of *Return of Heracles*. Similarly, **CHANGE MESSAGE SPEED** does not affect the strategic play of the game, but enables you to play more rapidly.

Dropping armor or gold

Wearing armor usually reduces your hero's dexterity. **DROP ARMOR** if you want your hero to give up his armor to increase his dexterity before he moves. Your hero may not pick up armor that has been discarded.

Large sums of drachmae slow your hero and may immobilize him. To restore his speed, **DROP GOLD**. Any amount may be discarded and is usually preserved (less a few lost drachmae) on the spot. By dropping gold and permitting someone else to pick it up, money may be transferred between heroes. Sometimes an effective strategy for survival is to drop some gold and then move away from a dangerous enemy. The enemy may stop to pick up the loot instead of attacking your hero, giving him another turn to escape. The **DROP GOLD** option must be selected before the hero moves.

MOVEMENT

The hero's speed determines how many spaces he may run in a single turn on unobstructed terrain. Movement may be reduced (for that turn only) by neighboring enemies or enemies on his spot, particularly strong ones, or by moving through doors, or running into objects. Movement is slowed by carrying heavy loads of drachmae. A hero moving half or less of his adjusted speed may choose to attack (if appropriate) or defend. A defending hero is harder to hit (see **BATTLE**). Leaping onto a neighboring enemy depends mainly on strength. Persistence pays off. Many objects are activated by moving onto them, particularly doors and stores. The nature of unknown objects is usually revealed by attempting to move onto them.

BATTLE

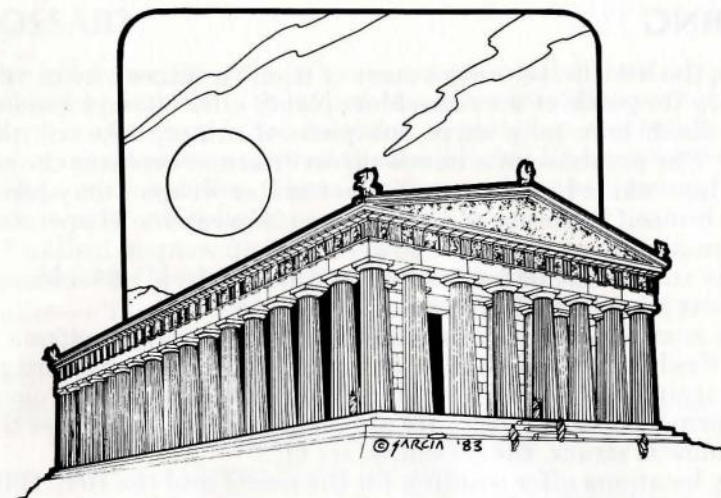
Strike Probability

Whenever a hero attacks, the game computes his chance of success. A hero's base chance of striking his victim is 3.125% times his dexterity. Thus, a hero with a dexterity of 16 has a 50% basic chance of hitting the victim he attacks. This basic strike probability is adjusted by several factors:

Hero is skilled in his weapon	Add 18.75%
Victim is unconscious	Add 31.25%
Victim is huge or very clumsy	Add 25%
Victim is large or clumsy	Add 12.5%
Victim is small or dodges	Subtract 12.5%
Victim is wrestling or prone	Add 18.75%
Victim is resting	Add 9.38%
Victim is running	Subtract 3.23%
Victim is defending	Subtract 9.38%
If hero and victim are wrestling,	
for each point of hero's strength	Add 1.56%
for each point of victim's strength	Subtract 1.56%

The chance of striking the victim is then adjusted to be never less than 3.125% nor greater than 96.875%.

If the attacker misses, the turn ends with no damage to the victim.



Strike Effects

A hero always uses his sword to attack a neighboring enemy, and his dagger or bare hands to wrestle with a enemy on the same spot. When the hero hits his foe, his strike force equals, on the average, his weapon power (as given in the **KNOW THYSELF** option). However, the force varies from one to one less than double the weapon power.

Some hits are critical, slipping past the armor of a protected foe or doing up to ten additional points of damage to an unarmored enemy.

The force of the blow is reduced by the armor rating of the foe's armor.

If an attack succeeds in piercing the foe's armor and the weapon is poisoned, it inflicts up to eight additional points of damage.

Wrestling

To fight in hand-to-hand combat, your hero must move onto the opponent. This is easy to do when the foe(s) are already wrestling, resting or unconscious. Your hero has a basic 50% chance of tackling one or more standing foes whose combined strength equals his own. For each point by which his strength exceeds (or falls short of) the opponent's, your hero's chances are adjusted by 3.125%. A hero always has at least a 10% chance of success or failure.

To retreat from a wrestling match requires either that your hero be twice as strong as all of his foes put together or that his dexterity exceeds a random number from one to 24.

TRADING

When the hero moves onto a store or trading outpost, he can cash in money for goods or services. Most places offer either weapons or armor. Each hero may carry one piece of armor, a sword and a dagger. The purchase of a new weapon or armor replaces the older one. A hero skilled in the use of a particular weapon may have to retrain himself in the use of a more powerful weapon. Weapons vary in workmanship as well as in power. A cheap weapon breaks 7% of the time in combat but a fine weapon has only a 1.6% chance of shattering when it strikes a foe.

Some stores specialize in enchanting or poisoning weapons and armor. Enchanting a weapon or armor never decreases dexterity nor special training of the hero, but it is often quite expensive. Poison is less expensive but its effects are not lasting. (One out of three times that a blow is struck, the poison wears off.)

A few locations offer training for the needy and the rich. Elis on the Peloponnesus has a training center where your hero can increase dexterity, strength, and weapon skills. Cheiron the centaur, on Mount Pelion, offers valuable defense tactics in addition to standard strength and dexterity development courses. Heroes may also brush up on their weapons skills in the Port of Piraeus near Athens.

SCORING

Zeus tells you how well you are doing each time you complete one of his tasks, whether or not he has assigned the task. Each task is worth a certain number of points. Completing all twelve tasks earns you 5200 points. You earn a bonus by completing a mission with the loss of fewer than two heroes. Suffering no losses, your bonus is two hundred points. If you lose only one hero, your bonus is one hundred points. In addition to the bonus for keeping your heroes alive and in action, you are awarded one extra point for each turn less than two hundred it takes you to accomplish the task (counting from the beginning of the game or the completion of the last task, whichever occurred last). You can approach but never attain a score of ten thousand points. Zeus also gives a verbal rating of your progress, described under **GARLANDS** in the **GLOSSARY**. The author has achieved a score of about 9500 points, and imagines that a score of 9650 might be possible with phenomenal luck. The Wild Olive Leaf Garland is awarded to scores of nine thousand or more.

GLOSSARY

The following glossary is by no means a full discussion of all of Greek mythology. Only those persons, places and things that appear in *Return of Heracles* are included in this documentation. When pronouncing names, note that the final E and ES are sounded, as in Penelope and Achilles. There are few exceptions such as Thebes which is only one syllable.

Abas, Mount—Mountain in northwestern Africa.

Achilles—("Lipless") Son of Peleus and Thetis, was well trained by Cheiron the centaur.

Acmon—Brother of Passalus.

Actaeon—("Shore Dweller") Son of Aristaeus and Autonoe, took after his father in his skill at hunting.

Aeaea—Island of Dawn. Home of Circe.

Aeneas—Son of Anchises and Aphrodite. Cousin of Paris. Destiny requires that his royal line must eventually rule Troy.

Aellopus—A harpy.

Agelaus of Same—A suitor of Penelope.

Agrius—A centaur.

Ajax, Great—("Of the Earth") Son of Telamon and Periboea, has skin toughened by the lion hide of Heracles.

Amphitryon—King of Troezen.

Amycus—King of Bebrycos. He fancied himself a great boxer.

Amymone—She was rewarded for her favors by Poseidon with a perpetual spring, now named Amymone, which waters the Lernaean Swamp.

Anchises—King of the Dardanians and friend of Troy. He fathered Aeneas with Aphrodite.

Ancius—A centaur.

Antaeus—Giant son of Poseidon and Mother Earth. King of Libya. He ate lions, enjoyed wrestling and took strength directly from the earth.

Antenor—Brother-in-law of Priam. He betrayed Troy for half of Priam's treasure.

Antinous—Most shameless suitor of Penelope.

Apollo—Son of Zeus and Leto. God of music. He often said "Know thyself!" and "Nothing in excess!"

Arcton—Town on south coast of the Sea of Marmara.

Ares—Son of Zeus and Hera. God of war.
 Argus—"Bright" Odysseus' faithful dog.
 Artemis—Daughter of Zeus and Leto. Goddess of the hunt and patroness of childbirth.
 Asclepius—"Unceasingly Gentle" Son of Apollo and Coronis, learned the arts of healing from Apollo and Cheiron. He is revered as the founder of medicine.
 Asterius—Better known as the Minotaur.
 Athene—Patron goddess of Athens. She sprang fully armed from Zeus' skull after he swallowed the titaness Metis.
 Athens—Major Greek city-state. "Cradle of Democracy."
 Autolycus—"Very Wolf" Son of Hermes and Chione. He was a master thief.
 Aventine Forest—A woods in Italy.
 Bebrycos—Island in the Sea of Marmara.
 Bellerophon—Son of Glaucus and grandson of Sisyphus. He was handsome, modest, and got along well with winged horses.
 Briareus—Hundred-handed giant son of Mother Earth and Uranus.
 Brontes—One of the Cyclopes.
 Cacus—Vast, hideous, three-headed son of Hephaestus and Medusa. He was a shepherd in the Aventine Forest.
 Cadmus—"From the East" Son of Agenor and Telephassa, left Canaan in search of his sister Europe, who had been stolen away by Zeus disguised as a white bull. In Greece, Cadmus was counseled by the Delphic Oracle to give up his search.
 Calydonian Boar—Ferocious, man-eating boar, terror of the countryside.
 Carya—The beloved of Dionysus, she died suddenly at Caryae whereupon he metamorphosed her into a walnut tree. A temple built to Artemis and Carya features columns sculpted as female statues of Caryatids.
 Caryatid—A nut nymph serving the goddess Car.
 Cassandra—As a child, she fell asleep at a temple to Apollo and a sacred serpent licked her ear, giving her the gift of prophecy. See also Hector.
 Castor—"Beaver" Son of Tyndareus and Leda, brother of Clytemnestra. See Dioscuri.
 Cecrops—One time king of Athens.

Centaur—A strong warrior with the body of a horse and the head and arms of a man. Centaurs were easily and violently affected by wine.
 Cerberus—The three-headed hound of Hell born of Typhon and Echidne.
 Charybdis—Voracious daughter of Mother Earth and Poseidon, she sucked in huge amounts of water thrice daily.
 Cheiron—Immortal king of the centaurs, teacher of many Greek heroes at Mount Pelion.
 Chimaera—Born of Typhon and Echidne. Fire-breathing goat with lion's head and serpent's body.
 Chthonius—One of the Sparti.
 Circe—Daughter of Helios and Perse. She was skilled in enchantments but had little love for mankind.
 Cnossus—Capital of Crete. Minos had his palace here.
 Colchis—City on east coast of the Black Sea.
 Crete—Large island south of Greece.
 Cyclopes—Children of Mother Earth and Uranus. A tribe of fierce and barbarous people with one large round eye in the middle of their forehead.
 Cycnus—Son of Poseidon and Calyce. A swan comforted him after his birth.
 Cytisorus—An Aeolian shipwrecked on the islet of Ares.
 Daedalus—A wonderful smith. He built a wooden cow for Pasiphae, a labyrinth for Minos, wings for himself and his son Icarus, a magic sword for Peleus, a dancing floor for Ariadne, and many other finely crafted items.
 Dascylus—Son of King Lycus of Mariandyne.
 Deileon—Was lost and stranded while fighting Amazons with Heracles.
 Deinus—Flesh-eating mare.
 Deiphobus—Son of Priam and Hecabe. See Hector.
 Delphi—Site of crack in the ground from which vision giving vapors arose.
 Dercynus—Son of Poseidon. Liked to steal cattle.
 Diomedes—King of Thrace who kept wild mares tethered with iron chains to bronze mangers, and fed them the flesh of his unwary guests.

Dioscuri—The inseparable brothers Polydeuces and Castor. Castor was a famous soldier and horse tamer. Polydeuces was the best boxer of his day. Zeus created the constellation Gemini ("The Twins") to eulogize them.

Dorceus—A hunting dog.

Drachma—The usual unit of money in Greece.

Dryad—An oak nymph.

Dryope—A very lovely nymph.

Echidne—Half lovely woman, half speckled serpent. She ate men raw and raised a brood of frightful monsters, including Cerberus, the Hydra, the Chimaera, Orthrus, the Sphinx, and the Nemean Lion.

Echion—One of the Sparti.

Elis—Town where most training for the Olympics took place.

Elysium—Realm of peaceful after life far to the West.

Endymion—"Seduces Moon Man") Handsome and virile son of Zeus and the nymph Calyce.

Epidauros—Peloponnesian town.

Erymanthian Boar—A fierce enormous beast.

Erytheia—An island beyond the ocean stream.

Eumaeus—Faithful old swine-herding servant of Odysseus.

Euripides—Greek playwright. Described death as "Paying the debt which cancels all others."

Eurybatus—Brother or alias of Passalus.

Eurydice—A form of the moon goddess to whom males were sacrificed. A serpent ruler of the Underworld.

Eurymachus—One of Penelope's suitors.

Eurytion—Son of Ares and herdsman for Geryon.

Garland—A wreath or garland was presented to winners at the great Panhellenic games. No monetary award was given at these competitions although the winner's city often lavished prizes and honors on their champions. Rewards offered in *Return of Heracles* begin with a word of encouragement and progress to a poem of praise, a decorative shield, a fine cloak, and an amphora of olive oil. Next comes a parsley garland, the traditional honor at the Nemean Games. A laurel garland was presented at the Pythian Games. The pine needle garland was presented at the Isthmian Games. The highest honor in *Return of Heracles* is the coveted wild olive leaf garland presented at the Olympics themselves.

Geryon—Son of Chrysaor and Callirrhoe. King of Tartessus (in modern Spain and reputedly the strongest man alive. He was born with three heads, six hands and three bodies.

Hades—Ruler of the Underworld. Brother to Poseidon and Zeus.

Harpy—A loathsome, winged, female creature fond of stealing and fouling food.

Hector—Firstborn son of Priam and his second wife Hecabe. Brother to Paris, Deiphobus, Cassandra, and Polites. Half-brother to Polydorus and Troilus. Champion hero of Troy.

Helen—Beautiful sister of the Dioscuri, loved by all Greek men, married to King Menelaus and abducted by Paris.

Hephaestus—Lame smith-god, husband of Aphrodite. He is ugly and ill-tempered but works with matchless skill.

Hera—Daughter of Cronus and Rhea. Jealous wife of Zeus with whom she spent a three hundred year wedding night on Samos.

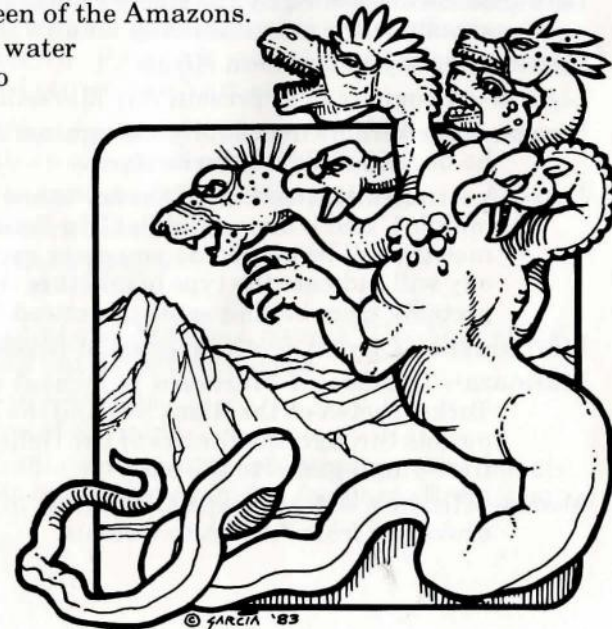
Heracles—"Glory of Hera") Very strong hero, known to the later Romans as Hercules.

Hermes—Messenger of Zeus. God of shepherds. He never lies, though he does not always tell all of the truth.

Hesperides—An orchard in the far west given to Hera by Mother Earth.

Hippolyte—"Of the Stamping Horses") Daughter of Ares and Harmonia. Queen of the Amazons.

Hydra—Many-headed water serpent, born to Typhon and Echidne.



Ialebion—Son of Poseidon. Lived in Liguria.

Iolcus—Seaport home of Jason.

Irus—A sturdy Ithacan beggar, hired by Penelope's suitors to chase strangers from her home.

Ithaca—Island off northwestern coast of Greece. Home of Odysseus and Penelope.

Janus—Two-faced god of gateways.

Jason—"Healer" Son of Aeson and Polymele, born as Diomedes, was called Jason by Cheiron the centaur who reared him.

Ladon—Hundred-headed serpent offspring of Phorcys and Ceto. Guarded the golden apples.

Lamia—Born a beautiful daughter to Belus, Ruler of Libya, Lamia lost all her children but Scylla to a fit of Hera's jealousy. In revenge, she began to destroy the children of others. Her face, reflecting her cruelty, turned into a nightmarish mask. Now she lives by sucking the blood of young men while they sleep.

Lampon—Savage mare of Thracian King Diomedes.

Lavreion—Site of rich silver mines.

Leda—Mother of Helen and Polydeuces by Zeus, who ravished her in the form of a swan. Mother of Castor and Clytaemnestra by her husband Tyndareus.

Lelaps—Hunting dog.

Lernaean Swamp—Fed by the rivers Pontinus and Amymone, this swamp is the grave of many an unwary traveler.

Libya—Country in northern Africa.

Liguria—A country near present day Marseilles.

Lycus—Exiled from Greece for plots against Aegeus, his kinsman, he became King of Mariandyne.

Lyre—A stringed instrument of Greece tuned to E, A, and B below middle C and D above middle C. In *Return of Heracles*, a brief melody will be played as you enter each new area. The melody will indicate the type of creature that may appear unexpectedly from behind some unnoticed bush or rock.

Mariandyne—City on southern coast of Black Sea.

Marmara—The Sea of Marmara is located north of present day Turkey, between the Black Sea and the Mediterranean. It has outlets through the Straits of the Hellespont to the west and the Symplagades to the east.

Medea—Hecate's witch-priestess. Daughter of King Aeetes. Theseus drove her from Athens to Colchis.

Medusa—She had snakes for hair, huge teeth, a protruding tongue and a face so ugly that anyone who saw it was petrified.

Melampus—Pack leader of hunting dogs.

Megalopolis—Large Spartan city.

Melanion—Shipwrecked grandson of Aeetes, King of Colchis.

Melanippe—"Black Stallion" Sister of Hippolyte and ruler of an Amazon city.

Melantheus—One of Penelope's suitors.

Memnon—Son of Priam's half-brother Tithonus of Assyria. Memnon led the Ethiopians in battles for Troy. He was black as ebony and the handsomest man alive.

Mestor—Illegitimate son of Priam.

Minos—Son of Zeus and Europe. King of Crete. Dishonored by his wife (see Pasiphae), he had Daedalus build him an inextricable maze, in the midst of which he concealed Pasiphae and the Minotaur. He threw other offenders into the maze also.

Minotaur—A monster with a bull's head and a human body. See also Pasiphae.

Naiad—A water nymph who presides over brooks and fountains.

Nape—Hunting dog.

Narcissus—Son of river god Cephissus and the blue nymph Leirope. Because of his stubborn pride in his beauty, he rejected many lovers including Echo who pined away for love until only her voice remained. Unable to embrace his own reflection in a pool, he took his life. From his spilled blood grew a white flower with a red center (the Narcissus).

Nemean Lion—This offspring of Orthrus and Echidne is an enormous beast with an almost impregnable hide.

Nemean Woods—Wild untamed woods in Peloponnesus.

Nephele—A grandmother centaur.

Obol—A small unit of Greek money.

Ocypete—A Harpy.

Odysseus—Son of Sisyphus and Anticleia, named "The Angry One" by his maternal grandfather Autolycus.

Olus—Brother or alias of Passalus.

Olympus, Mount—Home of the gods.

Omphale—Queen of Lydia and mother of Tantalus. She bought Heracles as a slave and gave him his freedom after a year.

Oreus—A centaur.

Orion—Son of Poseidon and Euryale. A great hunter whose image was later placed in the stars by Artemis.

Orchomenus—Large forest.

Orthrus—Two-headed watchdog born of Typhon and Echidne.

Ostrakon—A piece of broken pottery used as a ballot in public Greek meetings. Used to vote for the exile of unpopular citizens, it is the source of our word "ostracize."

Palaemon—"Wrestler" Son of Alcmene and Zeus (who impersonated Alcmene's husband Amphitryon), was powerful enough as a baby to strangle two serpents sent by the jealous goddess Hera.

Pamphagus—Hunting dog.

Paris—Son of Priam and Hecabe. Judged Aphrodite to be the fairest goddess and was rewarded with the love of Helen, whom he abducted to Troy.

Pasiphae—Daughter of Helios and the nymph Crete. Minos, her husband, prayed to Poseidon for a sacrificial animal to come from the sea. When a beautiful white bull appeared, Minos kept it for himself instead. Poseidon punished Minos by making Pasiphae fall in love with the bull. She had Daedalus build a hollow wooden cow, in which she hid, to attract the bull. She later gave birth to the Minotaur.

Passalus—Ephesian son of Oceanus and Theia. He shared with his brother the reputation of being the most accomplished cheat and liar known to mankind.

Patroclus—"Glory of the Father" cousin and inseparable friend of Achilles.

Pegae—Beautiful pool on south coast of Sea of Marmara.

Pegasus—"Of the Wells" Winged horse who sprang up from Medusa's dead body. Fathered by Poseidon.

Pelion, Mount—Home of Cheiron the centaur.

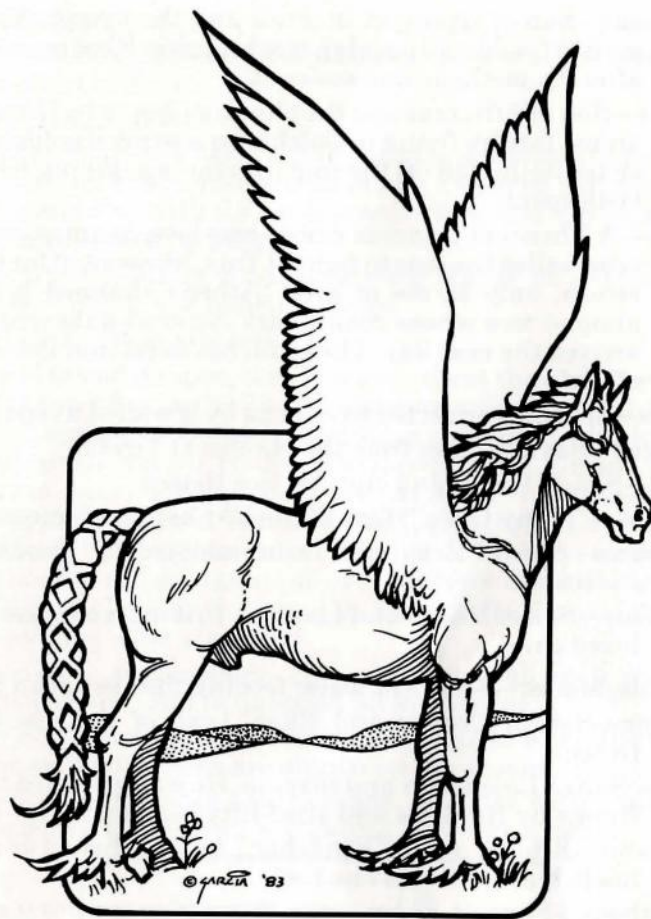
Peloponnesus—A large island-peninsula connected to mainland Greece by a narrow isthmus.

Penelope—Daughter of Icarius and the naiad Periboea. Wife of Odysseus, and faithful to him even through his twenty year absence.

Penthesileia—Amazon Queen, daughter of Otrere and Ares. She sought refuge in Troy from punishment for having accidentally shot her sister Hippolyte.

Pephnos—Birthplace of the Dioscuri.

Periphetes—"The Cudgel-Man" A crippled son of Poseidon, killed wayfarers with his club.



Perseus—"Destroyer" fathered on Danae by Zeus in a dungeon, he was cast on the seas in an ark but was rescued and raised by King Polydectes.

Phereclus—Trojan ship builder.

Philopoemen—One of the last heroes of ancient Greece.

Phineas—Brother of Cadmus. He was blinded by the gods for prophesying the future too accurately, and was plagued by harpies.

Pholus—A centaur.

Phoroneus—Son of river god Inachus and the nymph Melia. First man to found and people a market town. First man to use fire, after Prometheus had stolen it.

Phrixus—Son of Athamas and the phantom Nephele. He escaped an unjust fate by flying to Colchis on a winged golden ram. His sister Helles fell off the ram into the sea, giving her name to Hellespont.

Phyllis—A Thracian princess whose true love Acamas, son of Theseus, sailed the seas to fight at Troy. She waited for his ship to return, only to die of grief. Athene changed her into an almond tree whose rough bark Acamas embraced when he arrived the next day. The branches burst into flower instead of leaf.

Piraeus—Seaport connected to Athens by a walled avenue.

Podargus—Savage mare from the stables at Tirida.

Polites—Son of Priam and Hecabe. See Hector.

Polybius—("Many Oxen") One of the last heroes of ancient Greece.

Polydeuces—Son of Zeus and Leda, adopted by Tyndareus. See Dioscuri.

Polydorus—Son of Priam and Laothoe. Priam's youngest and best-loved child.

Pontinus, Mount—Source of water feeding the Lernaean Swamp.

Poseidon—Son of Cronus and Rhea. Lord of the sea. Carries a trident.

Priam—Son of Laomedon and Strymo. He was awarded the Trojan throne by Heracles and sired fifty sons to defend Troy.

Procrustes—Known as the "Stretchers," he lengthened or shortened his lodgers to fit his one bed.

Prometheus—Formed mortal men from clay and water. Athene breathed life into them. He also stole fire to give to man. Zeus punished him by having him chained to a pillar where a greedy vulture tore at his liver all day. Every night, in the cruel frost and cold, his liver would grow back again.

Pythagoras—Greek mathematician and philosopher. He is famous for his Pythagorean Theorem: "The square of the hypotenuse of a right triangle is equal to the sum of the squares of the other two sides."

Rhadamanthys—Son of Zeus and Europe. A just and upright law-giver. Brother of Minos.

Roc—Giant predatory bird.

Sarpedon—Son of Zeus and Laodameia. Leader of the Lycians in support of Troy.

Saurus—A cruel bandit.

Scylla—Daughter of Phorcys and Lamia. Amphitrite, jealous of Poseidon's infatuation with Scylla, changed her into a barking monster with six heads, twelve feet, and a voice like that of a whimpering puppy.

Scythian Guard—Many Scythians were slaves in Athens. They were often given policing duties.

Selene—Lovely moon goddess.

Sisyphus—He told Asopus, the river god, about the abduction of his daughter Aegina by Zeus. Asopus awarded him with a perennial spring in Corinth, and Zeus sentenced him to death. Sisyphus conned Hades into handcuffing himself and for some days, nobody could die. After Ares released Hades, Sisyphus escaped Tartarus once again by deceiving Persephone. For his deceptions and life of robbery, he was sentenced to roll a large stone over the brow of a hill. Each time he gets close to the top, the stone rolls down again and Sisyphus must start over.

Socrates—Greek philosopher. He encouraged all men to "know themselves" and to question all knowledge.

Sparti—"Sown Men" One of the men who arise when the teeth of the serpent of Ares are strewn on the ground.

Sphinx—Born of Orthrus and Echidne. Monster with lion's body, serpent's tail, eagle's wings and a woman's head.



Steropes—One of the Cyclopes.

Stymphalian Marsh—Site of man-eating ibis-like birds whose sharp beaks can pierce a metal breastplate at close range.

Symplagades—Narrow straits between the Sea of Marmara and the Black Sea.

Talos—A bull-headed bronze servant given by Zeus to Minos to guard Crete.

Teiresias—One day he accidentally surprised Athene in a bath. She laid her hands on his eyes and blinded him but gave him inward sight by way of compensation.

Telemachus—Son of Odysseus and Penelope.

Tenes—Son of Cycnus and Procleia. He was cast adrift on the ocean by Cycnus after his stepmother falsely accused him of violating her. He landed at Tenedos which he later ruled. Tenes was an ally of nearby Troy.

Thebes—A city between Athens and Delphi.

Theron—Hunting dog.

Theseus—("He who lays down") Son of Aegeus (and Poseidon?) and Aethra, he was secretly reared in Troezen, far from his mortal father.

Thrace—Principality in northeast area of Greece.

Troad—Plains before Troy.

Troezen—Theseus was raised in this town.

Troilus—Son of Apollo and Hecabe. Fought for Troy but Achilles loved him. See also Hector.

Troy—Great city in what is now western Turkey.

Udaeus—One of the Sparti.

Virgil—Roman historian. Wrote "Yield not to disasters, but press onward the more bravely."

Xanthus—Man-eating Thracian mare.

Zeus—Son of Cronus and Rhea, is the father of heaven and wielded the thunderbolt to control his quarrelsome family on Mount Olympus.

CHARACTER TABLES

Return of Heracles is more challenging and full of surprises without reference to the following table, but for those who like to know exactly what they are up against, the table provides precise attribute values.

The characters in the table are alphabetized by **NAME**. In a few cases, more than one creature shares the same name. Each character is listed separately. The **STRENGTH** of a character, his **VIGOR** and his **SPEED** are explained in the **OPTIONS** section under "**Checking your status.**"

A few characters have the ability to heal themselves slowly even without resting. These have an "H" after the vigor rating. The listed **DEXTERITY** may be followed by another number in parentheses. In this case, the first number is the character's unadjusted dexterity and the second number is his effective dexterity, adjusted by the effects of armor.

The **TARGET SIZE** will be an H for huge, especially easy to hit, creatures. It is an L for large or clumsy beasts. An N indicates a normal sized character, and an S indicates a small or particularly hard to hit being. It is more accurate to think of this rating as the ease at which the creature can be hit rather than as physical size. These are most often related, but an exception is Pegasus, who is large but very skilled in avoiding attacks.

The **ARMOR** rating of a creature indicates its resistance to damage from attacks. The **WEAPONS** descriptions each include the numeric weapon power, followed by an F if it is a "fine" weapon that rarely breaks or a C if it is a "cheap" weapon that breaks more easily. Weapons that have neither a C nor an F will never break. The weapon rating may also be followed by a P if the weapon is poisoned. A capital P indicates a permanently poisoned weapon, and a small letter p shows that the weapon's poison may wear off. Finally, a ! following the weapon rating indicates that the creature is especially skilled in the use of the weapon. The **MELEE** weapon is always used in attacking a foe beside you, while the **HAND-TO-HAND** weapon is used against an enemy you are wrestling with.

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	WEAPONS		
						ARMOR	MELEE	HAND-TO-HAND
Achilles	19	19	16	12	N	7	6C	5C
Acmon	14	14	10	6	N	0	3C	5C!
Actaeon	10	10	14	8	N	0	4C	3C
Adder	7	7	14	2	N	0	0	3p!
Aellopus, harpy	8	8	13	11	S	0	3	5
Aeneas	12	12	14	5	N	3	6F!	6F
Agelaus	13	13	12	6	N	0	4C	4C
Agrius the Centaur	16	12	14	10	L	0	5	7
Amycus	16	16	9	5	S	1	3C	6C!
Amymone	9	9	16	8	S	0	3C	4C
Anchises	12	12	12	6	N	2	5C	4C
Ancius the Centaur	16	12	15	10	L	0	4	6
Antaeus	20	20H	10	5	N	0	5C	6C
Antenor	13	13	11	7	N	0	4C!	6C!
Antinous	12	12	13	6	N	0	3C	3C
Ascetic	11	11	11	7	N	0	4C	2
Asclepius	10	10H	10	6	N	0	3C	2
Asterius, Minotaur	20	24	9	7	L	3	9!	4
Autolycus	10	10	16	8	N	0	4C	6F!
Azure scaled serpent	8	3	9	2	N	0	0	3
Bellerophon	14	14	11	6	N	1	6C	5C
Big mountain snake	10	10	12	4	L	0	3!	5!
Big ugly rat	8	8	10	1	N	0	1	4!
Big vicious rat	7	7	9	5	S	1	0	4!
Blob	20	20	9	3	H	0	0	6P!
Boar	12	10	10	7	L	1	4	4
Boar	7	7	9	6	N	0	2	4
Boar	7	7	6	6	N	0	2	4
Boar	9	9	7	5	N	0	3	5
Boar	8	8	8	6	N	0	2	4
Boar	6	6	10	5	N	0	2	4
Bouncing rock	7	7	10	5	L	0	5	5
Brazen-footed bull	16	16	9	4	H	4	4	7!
Briareus the giant	24	24	11	6	H	0	8!	7!
Brontes	18	18	8	5	H	3	7C	4C
Bulging blob	7	9	11	0	L	0	3p	5p!
Bull	11	11	10	7	H	1	6	4
Bull	11	11	10	8	H	1	6	4

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	WEAPONS		
						ARMOR	MELEE	HAND-TO-HAND
Cacus	16	16	12	7	N	0	5	5
Cadmus	14	14	14(11)	7	N	4	7F!	5C
Calydonian boar	16	16	10	6	L	3	7	5
Carya	12	12	8	0	H	0	2	3
Caryatid	14	14	12	0	H	0	3	5
Castor	11	11	15	8	N	0	7C	4C
Cave giant	20	20	9	5	H	0	7	5
Cave rat	7	7	9	4	N	1	1	4
Centaur	14	14	12	10	H	0	4	6
Centaur	14	13	12	10	H	0	4	6
Cerberus	14	14H	12	6	N	2	6	8
Charybdis	16	16	10	0	N	0	0	0
Cheiron the Centaur	16	10	16	0	L	0	5	7
Chimaera	13	13	12	7	N	3	6	5!
Chthonius	14	14	11	7	N	0	7C	4C
Citizen	9	9	11	7	L	0	0	1
Coiling python	11	9	10	2	N	0	0	5!
Cousin of Minotaur	16	16	9	6	H	2	7!	3
Crab	6	6	10	3	H	4	4	6
Crab that bit Minos	7	7	11	4	N	5	0	4!
Cycnus	10	7	11	5	N	0	4C	3C
Cytisorus	13	13	12(10)	5	N	2	6C	5C!
Daedalus	10	10	15	8	S	0	0	2
Dascylus	14	14	15(10)	7	N	5	6C	5C
Deer	10	10	9	10	S	0	3	2
Deileon	12	12	15(14)	6	N	1	5C!	4C
Deinus	16	16	13	12	L	0	3	6
Deiphobus	14	17	8	5	N	4	6C!	5C!
Dercynus	15	15	11	6	N	0	6C	6C
Dog	5	5	12	9	N	0	0	3
Dog	5	5	11	9	N	0	0	3
Dog	5	5	13	9	S	0	0	2
Dorceus	7	7	13	11	S	0	2	5
Dust devil	6	6	16	9	N	0	1	4
Eagle	7	7	10	10	S	0	2!	4!
Earth born giant	19	19	5	4	H	0	5	7
Echidne	10	10	13	7	N	0	2P	4P
Echion	13	13	12(11)	7	N	1	6C	4C
Egyptian adder	6	6	13	2	S	0	1P!	3P!

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	ARMOR	WEAPONS	
							MELEE	HAND-TO-HAND
Endymion	12	12	16	7	N	0	4C	2
Erymanthian boar	15	13	11	4	N	2	5	4
Eumaeus	11	11	11	7	N	0	3C	3C
Eurybatus	12	12	12	7	N	1	4C	6C
Eurydice	9	9	13	6	N	0	2	4P!
Eurymachus	12	12	12	6	N	0	2	3C
Eurytion	10	10	11	5	N	0	4C	3C
Faithful Argus	8	8	16	9	N	0	2	3
Farmer	12	12	10	7	N	0	4C	4C
Fearful thief	10	10	10	8	N	2	3C	5Cp
Ferocious boar	11	11	11	7	N	2	4	6
Fire-breathing bull	16	16	9	5	H	1	8!	4
Flowing lava	20	6	10	3	H	0	6	10
Fog-shrouded rock	8	8	12	0	H	5	2P	6P!
Forest boar	9	9	9	4	N	1	3	5
Gargantuan goo	10	14	8	0	H	0	5p	7p!
Garter snake	3	3	11	2	N	0	0	0
Garter snake	4	4	10	4	S	0	0	1
Geryon	18	18	11	4	N	0	6	7
Giant roc	10	8	12	12	S	0	1	5!
Grazing cow	10	10	9	4	H	0	3	3
Great Ajax	17	17	13(11)	6	N	6	7F!	4C
Great white stag	15	15	12	10	L	1	6!	4
Griffin	14	14	10	12	S	2	4	6
Harpy	8	8	12	11	S	0	3	5
Hector	16	16	13	7	N	4	6F!	5F
Helen	7	7	14	0	N	0	0	0
Hippolyte	13	13	15(14)	7	S	2	5C!	3Cp
Hungry boar	10	10	10	4	N	2	4	5
Hungry rat	6	6	9	6	S	0	0	3
Hunter	9	9	13	7	N	0	5C	4C
Hydra	16	18H	12	4	L	2	5P!	6P
Ialebion	14	14	13	6	N	0	5C	6C
Immortal dragon	31	63	11	4	N	15	10!	12!
Inebriated thief	14	14	7	4	N	0	2	4C
Irus	11	11	8	7	N	0	3C	5C
Jason	12	12	13(11)	6	N	2	5C	4C!
King Lycus	12	12	15(10)	2	L	6	5C!	5C!
King Minos	11	11	8	3	N	5	7F	5F!
King Priam	8	8	12	3	L	6	4F!	3F

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	ARMOR	WEAPONS	
							MELEE	HAND-TO-HAND
King's guard	12	12	13	4	N	2	6F!	4F
Ladon	20	14H	11	4	N	3	6!	5
Lamia	10	10	14	7	N	0	3C	5CP
Lampon	14	14	11	12	L	2	4	5
Leda	8	8	14	7	N	0	0	2
Lelaps	10	7	12	8	N	0	0	4
Lion	12	12	10	10	N	0	4	5
Lion	15	15	12	11	S	1	5	6
Lion	14	14	11	10	N	1	5	6
Mad dog	6	6	10	8	S	0	1P	4P
Mare	10	10	13	10	L	0	3	5
Mechanical Minotaur	14	14	7	5	H	4	6	3
Melampus	11	8	14	9	N	0	0	5
Melanion	11	11	12	6	N	0	6C	4C
Melanippe	10	10	16(15)	7	N	2	5C!	3Cp
Melantheus	13	13	11	7	N	0	2	3C
Memnon	11	10	9	5	L	4	5F	4F
Merchant	8	8	9	7	L	0	3C	3C
Mestor	9	9	11	6	L	2	4F	3F
Miner	10	10	10	7	N	0	5C	3C
Mountain giant	16	16	7	4	H	0	6	4
Mountain lion	17	17	13	11	N	2	6	7
Mountain lion	18	18	12	12	S	2	6	7
Mountain recluse	7	7	13	7	L	0	0	0
Nape	8	7	10	7	N	0	0	3
Narcissus	8	8	14	7	N	0	0	2
Nasty rat	6	6	12	2	N	0	0	3!
Nemean lion	18	18	15	12	N	7	5	7
Nephele the Centaur	13	13	11	8	H	0	3	5
North clashing rock	31	63	9	0	H	10	10	10
Not very smart thief	8	8	16	7	N	0	3C	4C
Oak tree dryad	17	17	10	0	H	0	4	5
Ocypete, harpy	8	8	12	11	S	0	3	5
Odysseus	17	17	12	6	N	0	4C	3C
Olus	12	12	10	7	N	1	4C	6C
Omphale	9	9	17	7	N	0	1	3C
One of the Cyclopes	16	16	9	5	H	2	7C	5C
Oreus the Centaur	15	13	13	11	L	0	5	7
Orion	15	15	12(10)	5	N	3	7C	5C
Orthrus	8	8	13	8	N	0	0	6

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	WEAPONS		
						ARMOR	MELEE	HAND-TO-HAND
Other azure serpent	8	3	8	2	N	0	0	3
Palace guard	14	14	9	4	N	2	5F	4F
Palaemon	10	12	14	1	N	0	0	2
Pamphagus	10	8	13	8	N	0	0	4
Paris	12	12	13	5	N	2	6F!	4F
Pasiphae	8	6	13	6	N	0	0	0
Passalus	12	12	12	6	N	0	4C	6C!
Patroclus	15	15	13	8	N	0	5C	3C
Pegasus	14	14	13	14	S	0	6!	6!
Penelope	6	6	15	0	N	0	0	0
Penthesilea	12	12	14	6	N	2	5C!	4C!
Periphetes	15	15	10	7	L	0	6C!	4C
Perseus	13	13	20(18)	7	N	4	5Cp	3C
Phereclus	11	11	12	6	N	1	4C	4C
Philopoemen	13	13	13	7	N	0	6C	4C
Phineas	9	11	9	3	L	0	0	0
Pholus the Centaur	14	14	12	9	L	0	3	5
Phoroneus	12	12	12	7	N	0	4C	4C
Phyllis	10	10	8	0	H	0	2	3
Podargus	16	16	13	11	L	0	3	6
Polites	10	10	13	7	H	0	4F	4F
Polybius	12	12	12	7	N	0	5C	3C
Polydeuces	15	15	11	6	N	0	4C	7C
Polydorus	12	12	9	5	N	5	7F	5F
Polyphemus	24	24	9	4	N	0	5C	9C
Poseidons white bull	13	15	11	8	N	2	6	5
Procrustes	12	12	12	0	N	0	5C	4C
Python	10	10	12	0	N	0	0	6
Rabid dog	6	6	10	7	S	0	0	3P
Rat	4	4	8	5	S	0	0	3
Rat	6	6	10	5	S	0	0	3
Rat	5	5	6	5	S	0	0	2
Rat	4	4	7	5	S	0	0	3
Rat	5	5	9	5	S	0	0	2
Rattlesnake	7	7	12	3	N	0	1P	4P!
Rattlesnake	7	7	12	3	N	0	2P	5P!
Rhadamanthys	12	12	12(10)	6	N	2	5C	4C
Rock man	8	8	10	5	L	6	4	6!
Runaway cow	10	10	9	8	L	0	3	3
Runaway horse	12	12	12	11	L	1	3	6

NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	ARMOR	WEAPONS	
							MELEE	HAND-TO-HAND
Sarpedon	11	11	13	7	N	0	5C	3C
Sated lion	15	15	12	6	N	1	5	6
Saurus the bandit	13	13	13	6	N	1	5C	6C!
Scylla	19	19	13	0	N	2	9	10!
Scythian guard	11	11	10	7	N	2	5C	4C
Serpent	9	9	13	5	N	0	3P!	6P!
Serpent of Ares	20	30	10	4	H	5	4p!	8
Shepherd	12	12	12	7	N	0	5C	3C
Shy mouse	3	3	8	7	S	0	0	1
Six handed giant	15	15	8	5	H	0	4	6
Slave girl	11	11	15	7	N	0	2	4C
Sleazy slime	4	4	14	0	N	0	1p	3p!
Small mouse	4	4	13	0	N	0	0	2!
Snake	5	5	11	4	S	0	2	5
Snake	6	6	13	3	N	0	2!	4!

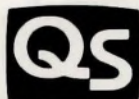


NAME	STRENGTH	VIGOR	DEXTERITY	SPEED	TARGET SIZE	ARMOR	WEAPONS	
							MELEE	HAND-TO-HAND
Son of Minotaur	18	18	8	6	H	2	8!	4
South clashing rock	31	63	9	0	H	10	10	10
Spartan	14	14	12(9)	5	N	4	6C	6C
Sphinx	31	63	24	0	N	15	11	15!
Stag	13	13	14(13)	11	L	1	3	4
Stag	12	12	10	11	N	1	4	3
Stag	13	13	12	11	N	1	5!	3
Stallion	14	14	14	12	L	1	4	7
Steropes	20	20	10	5	H	1	7C	5C
Stone of Sisyphus	16	16	8	6	H	0	3	7
Stymphalian bird	8	5	13	8	S	0	0	8!
Stymphalian bird	8	6	11	10	S	0	0	9
Stymphalian bird	8	4	11	9	S	0	0	8!
Stymphalian bird	8	5	10	7	S	0	0	7!
Stymphalian bird	10	5	9	8	S	0	0	10
Stymphalian bird	8	5	12	9	S	0	0	9!
Talos, bronze man	14	14	10	6	L	6	6F	5C
Telemachus	13	13	12	7	N	2	5C	4C
Tenes	13	13	11	6	N	1	6C	5C
Theron	8	6	11	7	N	0	0	3
Theseus	18	18	17	7	N	0	4C	3C
Thief	10	10	10	7	N	0	4C	5C
Thief	15	15	8	7	N	0	2	6C
Thief in hiding	11	11	9	7	N	0	2	5C
Treasury guard	13	13	9	3	N	2	5F	4F
Troilus	10	10	14	6	N	0	5F	4F
Trojan spy	10	10	13	7	N	0	3C	4F!
Udaeus	12	12	12(10)	7	N	2	5C	3C
Viper	5	5	14	4	S	0	1P!	4P!
Vulture	4	4	12	10	S	0	1	3
White bull	14	14	11	9	H	2	8	5
Wild boar	10	10	10	6	N	1	3	5
Woodsman	12	12	12	7	S	0	3C	5C
Worst rat of all	9	9	10	4	N	2	2	4p!
Xanthus	15	15	12	12	L	1	3	5

CREDITS

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QUALITY SOFTWARE

21601 Marilla Street Chatsworth, CA 91311