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**Greek Myth Today: *Hades* video game**

**Introduction:**

Greek myth has evolved through time and is still present in todays pop culture. With a growing society and culture these stories have changed drastically from their original but still hold value explaining some of the more unknown parts of life. Technology has also evolved, and a lot of Greek myth stories are told today through emerging tech. Movies, TV shows, and video games are just a few examples of how a myth can be told through technology today. Video games are a fantastic way to create and share a story or world. Many games use myth especially Greek myth as a background or even just a retelling of a myth. The video game *Hades* by Supergiant Games came out in 2020 and is an excellent example of how Greek myth today has evolved to shape our society and culture today. It also serves as a great learning tool for understanding Greek myths. Specifically, I want to explore Achilles character representation within the game and how it relates to Homer. There is a lot to learn over the course of playing Hades which is great as the player is actively learning by playing and immersing themselves within the game.

* Mythography: Virtual Museum
  + Video games with historical settings let players explore and interact with historical places and artifacts. This applies to games based around Greek myth or era.
  + Historical game studies (HGS) looks into how games present history and how people learn through experience and immersion through gameplay.
  + HGS is still a new area
* A plethora of examples of Historical games considered “virtual museums.”
  + *Assassin’s Creed: Origins* is a game set in ancient Egypt and lets players explore like a museum.
  + Games like *Valiant Hearts* and *Medal of Honor: Rising Sun* let players explore and learn about World War I and II.
* Myths are not real events so museums cannot show mythical objects or places. It must be done through retelling of the stories.
  + Myth-based video games are like mythography, a genre that organizes and records myths into collections, in that they collect, combine and retell myths in a more complete way.
  + These games take mythography and makes them fell modern and fun while also being education in an interactive way.
* Narrative-driven titles with role playing elements put player into the driers seat for exploring mythology
  + Exploration with different choices and endings lets players become co-authors of the myth. Decisions in game shape the myth through their own perspective. This creates a personal story which turns the player into a creator.
* Neomythology: Breathing life into ancient myth
  + Neomythology is a modern reimagining of myth that goes beyond its original writing or boundaries and relates more to contemporary players.
    - *Hades* can relate more to modern players than ancient myth as its storytelling is more in line with society’s morals and ethics today
      * *Hades* is a story about a son trying to escape his abusive, cruel, and stern father to try and find his mother who already escaped. This is an example of familial problems that players could relate to on some level.
  + Myth based games hold player attention and create an imaginative learning experience while reshaping old stories into new life
* How does *Hades* fit in as a virtual museum?
  + Achilles
    - Achilles is the protagonist, Zagreus, mentor and father figure. He helps Zagreus throughout the game and we learn Achilles taught him how to fight.
      * Zagreus says, “*You’ve always been there for me, Achilles. Even when Father pushed me away. This is nothing. I don’t think I can ever repay you.*
      * Achilles is a very different person from the Iliad than when we meet him in game. He is humble, respectful, loyal, and calm in the game and is a little embarrassed about his past.
        + *“Oh, fear not, Orpheus, I was quite boastful in my day. And would you look at where it got me?”*  This line is spoken to Orpheus while they are talking about Zagreus.
        + *“Lad, all this generosity, I… I’m just an old killer, yet you treat me like I’m the one who’s royalty around here.”* Achilles speaks when gifted nectar.
    - We learn of Achilles past through furthering out relationship with him throughout the game. This is a great example of mythography.
      * *“…I was a fool, you see. The gods promised me eternal glory beyond death. I could have stayed out of the war. Stayed home with Patroclus. I threw everything away. And sent so very many to this place.”*
    - Achilles questline sees the player, Zagreus, trying to reunite his mentor with Patroclus, who we meet out in Elysium. This questlines advances through furthering your relationship with Achilles.
      * This quest explains the relationship between these two warriors in the myth and even eludes to them being more than just friends in the game.
        + *“We could have been no close. The ashes of our bodies yet mingle together somewhere on the surface there. What can I tell you lad? I loved him with all my hear. And he left me too soon.”*  Achilles states to Zagreus talking about Patroclus.
    - Other references
      * There is a lock of hair missing above Achilles right eyebrow. This is probably a reference to when Achilles cut off his hair and put it into Patroclus funeral pyre.
      * Artemis and Aphrodite are interested in Achilles through telling Zagreus. Both were on the Trojans side during the war though.
      * Achilles references Agamemnon when he states, “…The fool of a king I served…”
      * Maxing out your relationship with Achilles he rewards you with Antos’ companion. This is likely a reference to the myrmidons as ant people is the interpreted meaning of the name.
        + *'...When Antos first emerged from the darkness, he smashed through the very earth, heaving boulders many times his size until he stood on all six legs, victorious. He felt prepared to take on any challenge. However, Mother Night urged him to be mindful of his limits; there is always something bigger, something stronger in the world. Antos was undeterred. If he could sweep Night herself from her feet surely she would recognize his power, and apologize. He slid under the rocks and earth, lying in ambush until just the right moment. When Mother Night crossed his path, paying him no heed at all, he seized his opportunity to prove his surpassing strength. He struck Mother Night full in the ankle. But, she merely turned to him, and sadly shook her head. Now, Antos still possesses strength many times his size; though he is very small*

I believe the item description for Antos’ is an allegory for Achilles wrath and power. It is a short paragraph about an ant challenging a god which is basically what Achilles did in the Iliad.

Works Cited

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