

## Fact

Mercury was the youngest son of Jupiter.



## Fact

Mercury was very mischievous but everybody loved him.



## Fact

Mercury was the messenger god as he was very fast and intelligent.



## Fact

Mercury had a winged hat and sandals so that he could fly.



## Fact

Apollo was the god of the sun and the god of music.



## Fact

Apollo had a twin sister called Diana.



## Fact

Apollo drove his chariot across the sky each day, pulling the sun along to light up the world.



## Fact

Apollo's weapon was a bow and arrow and his instrument was the lyre.



## Fact

Diana was the goddess of the moon and the goddess of hunting.



## Fact

Diana's weapon was a bow and arrow, like her twin brother Apollo.



## Fact

Diana had floppy-eared dogs as her pets.



## Fact

Diana could talk to and control wild animals.



## Fact

Cupid was the god of love.



## Fact

Cupid could shoot someone with his bow and arrow and make them fall in love with the next person they saw.



## Fact

Cupid was usually shown looking very young and mischievous.



## Fact

Cupid has wings and he would fly around looking for people to shoot with his bow and arrow.



## Fact

Minerva was the goddess of wisdom and women's work.



## Fact

Minerva was born without a mother. Mythology says she came directly out of her father, Jupiter's, brain!

## Fact

Minerva's wisdom helped Perseus kill Medusa, the monster with snakes for hair.



## Fact

Minerva was very good with horses.



## Obstacle

Neptune sends a huge wave and knocks you back two spaces.



## Obstacle

Jupiter shoots a massive thunderbolt to Earth and knocks you back four spaces.



## Obstacle

Pluto's dog, Cerberus, attacks you and you have to jump back three spaces.



## Obstacle

Mars sends the spirit of pain. Miss your next turn to recover.



## Obstacle

You are distracted by Venus' beauty. Miss a turn.



## Obstacle

You get caught up in Diana's hunt. Miss a turn.



## Obstacle

Neptune sends an earthquake and you get knocked back three spaces.



## Obstacle

Apollo's music distracts you. Go back one space.



## Obstacle

Mars tries to fight with you. Go back two spaces.



## Obstacle

Minerva's horse gets in your way. Go back one space.



## Obstacle

Apollo forgets to bring over the sun and you can't find your way. Miss a turn.



## Obstacle

Diana persuades a wild animal to chase you away. Move back three spaces.



## Bonus

Mercury sends a message to say move on two spaces.



## Bonus

Cupid is chasing you! You haven't got time for love so move on two spaces.



## Bonus

Pluto lets you take a shortcut through the underworld. Move on three spaces.



## Bonus

Minerva distracts your opponent with her wisdom so have another turn.



## Bonus

Mercury keeps your opponent talking. Have another turn.



## Bonus

Jupiter lets you borrow his winged horse. Jump forward one space.



## Bonus

Saturn stops time allowing you to jump forward one space.



## Bonus

Mars sends the spirit Oblivion to confuse your opponent, allowing you to run on one space.





## Bonus

Your opponent stops to paint a picture of Venus. Move on two spaces while they aren't paying attention.



## Bonus

Borrow Pluto's golden chariot and ride on three spaces.



## Bonus

Pluto's dog, Cerberus, attacks your opponent. Take another turn while they recover.



## Bonus

Mercury lets you borrow his winged sandals and hat. Fly on three spaces.



## Bonus

Minerva lets you borrow her horse. Ride on two spaces.



