Sonya Nevin, "Entry on: Pinax. Gods and Heroes [Πίναξ. Θεοί και Ήρωες (Pínaks. Theoí kai Īrōes)] (Series): Theseus [Θησέας (Thīséas)] by Thetis Authentics Ltd. ", peer-reviewed by Susan Deacy and Elizabeth Hale. Our Mythical Childhood Survey (Warsaw: University of Warsaw, 2018). Link: http://omc.obta.al.uw.edu.pl/myth-survey/item/569. Entry version as of November 02, 2026.

Thetis Authentics Ltd.

Pinax. Gods and Heroes [Πίναξ. Θεοί και Ήρωες (Pínaks. Theoí kai Īrōes)] (Series): Theseus [Θησέας (Thīséas)]

Greece (2013)

TAGS: Crete Cyclops / Cyclopes Gods Greek Art Homer Labyrinth Maze Minotaur Odysseus / Ulysses Odyssey Polyphemus Theseus





We are still trying to obtain permission for posting the original cover.

General information	
Title of the work	Pinax. Gods and Heroes [Πίναξ. Θεοί και Ήρωες (Pínaks. Theoí kai Īrōes)] (Series): Theseus [Θησέας (Thīséas)]
Studio/Production Company	Thetis Authentics Ltd.
Country of the First Edition	Greece
Country/countries of popularity	Greece, English-speaking countries
Original Language	Greek, English
First Edition Date	2013
First Edition Details	*Pinax. Gods and Heroes: Theseus* [Πίναξ. Θεοί και Ήρωες: Θησέας (Pínaks. Theoí kai Īrōes: Thīséas)]. Thetis Authentics Ltd., 2013.
Official Website	thetis.gr (accessed: October 30, 2018)
Genre	Puzzles and games
Target Audience	Crossover (5+;Instructions state: Keep away from children under 3-4 yrs old)
Author of the Entry	Sonya Nevin, University of Roehampton, sonya.nevin@roehampton.ac.uk
Peer-reviewer of the Entry	Susan Deacy, University of Roehampton, s.deacy@roehampton.ac.uk Elizabeth Hale, University of New England, ehale@une.edu.au

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Creators



Thetis Authentics Ltd. (Company)

Thetis Authentics was founded by Dr Eleni Aloupi-Siotis in 1999, replacing the 1994-founded Thetis Hellas archaeological consulting company based in Athens, Greece. Thetis Authentics uses non-invasive techniques to date artefacts and art, mostly for museums and private collections. The company expanded to include the creation of ceramic replicas of ancient artefacts. Dr Aloupi-Siotis holds a PhD in Analytical Chemistry based on research on archaeological ceramics at the Institute of Materials Science (NCSR Demokritos, Athens/University of Ioannina). She taught Archaeometry at the University of Thessaly before going on to work as a forensic expert at the Greek Ministry of Justice's Court of Appeals, and, then, to found Thetis Hellas.

Sources:

Official website (accessed: October 30, 2018);

Eleni Aloupi's profile at independent.academia.edu (accessed: October 30, 2018).

Prepared by Sonya Nevin, University of Roehampton, sonya.nevin@roehampton.ac.uk

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Additional information

Summary

For details summarising the game series, please see *Pinax. Gods and Heroes. Athena* [πίναξ. θεοί και Ηρωες. Αθηνά] entry in this database.

This particular puzzle should have shown Theseus fighting the Minotaur, but the wrong puzzle was included in the box so that instead it features an incomplete puzzle of Odysseus blinding the Cyclops (the manufacturers have been contacted for comment). There is a cardboard mount that can be used to display the pieces once the scene has been assembled.

The pieces in this puzzle have been encased in plaster, which adds to the role-play archaeology. The set includes a protective mouth cover, a sharpened wooden stick, and a toothbrush. "Excavators" must dig the pieces out of the plaster with the wooden tool and brush them down with the toothbrush. This process extends the sense of "discovering" the pieces and recovering the vase. Each puzzle is accompanied by a bilingual information sheet. The sheet invites the puzzle-solvers to guess the identity of the figure(s) in the scene. It contains safety guidance for the 'excavation' process and for handling the pieces.

Analysis

For details analysing the game series, please see *Pinax. Gods and Heroes. Athena* [πίναξ. θεοί και Ηρωες. Αθηνά] entry in this database.

The puzzle under review was supposed to feature the Minotaur (imitating a *skyphos* in the Louvre Museum), a violent but still relatively child-friendly story. The actual image depicts the blinding of the Cyclops (imitating a vase in the Eleusis Archeological Museum, as per *Odyssey*, 9.376–404), an image that would arguably be unsuitable for very young children to play with or to study in detail.

Classical, Mythological, Traditional Motifs, Characters, and Concepts

Crete Cyclops / Cyclopes Gods Greek Art Homer Labyrinth Maze Minotaur Odysseus / Ulysses Odyssey Polyphemus Theseus

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Other Motifs, Figures, and Concepts Relevant for Children and Youth Culture	Coming of age Conflict Death Heroism Learning Masculinity Play* Puzzle*
Further Reading	*Top 10 Archaeology Kits For Curious Kids* at fractuslearning.com (accessed: October 30, 2018).

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.