



# Cretan Bull

Labour 06

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*Summary:*

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# Chapter I

## Foreword

Minos, King of Crete, asked the God Poseidon for a sign from the sea. The sign was a bull that Minos thought was too beautiful to kill. Poseidon, having been promised the bull would be sacrificed in his honor was furious. If Minos loved the bull so much, Poseidon figured he would make Minos' wife fall in love too.

Daedalus was a skilled problem solver and creator of amazing inventions. He was brought by Minos' god-possessed wife the problem of seducing the bull. Confused at her motives at first he helped her succeed. Known to never turn down a problem, Daedalus is better known for enabling his son Icarus to fly to his death. Notably after being imprisoned for helping the King's wife elope with impressive livestock.

Hercules was sent to capture the bull by Eurystheus as his seventh labour. He sailed to Crete, where King Minos gave Hercules permission to take the bull away as it had been "wreaking havoc on Crete by uprooting crops and leveling orchard walls." (King Minos is too shy to talk about his real problems) Hercules captured the bull, and then shipped it to Eurystheus in Tiryns. The bull later broke loose and wandered into Marathon, becoming known as the "Marathonian Bull".

That bull might be the same one, but it's another story. You only have today!

# Chapter II

## Introduction

Hercules had to challenge and capture a mighty champion.

Your task for this labour is to forge, train, and release a mighty champion.

# Chapter III

## Goals

For this labour you have to create a champion that will enter the Corewar arena and be worthy of it!

# Chapter IV

## General instructions

Whether you have done Corewar or not is irrelevant. Hercules wasn't involved with King Minos' bull (pun intended) but he still managed to capture it. As the story goes, the bull was sent by the sea god Poseidon... What does a sea-god know about bulls anyway? Maybe we can do one better.

You have to create a champion that will be able to defeat other champions.

# Chapter V

## Mandatory part

You are going to have to create a champion and train them!

It has to stay "live", have more instructions then just the "live" one, having functions is also mandatory (we are coders after all, damn it!) and finally it has to be able to beat the easiest pawns (Zork).



Analyzing your competition is always a good way of understanding how to "train" your champion.



Look at the subject of Corewar, especially the champion section, to understand how to create one.

# Chapter VI

## Bonus part

Can your champion beat Knut or Helltrain?