

Ahn Do , Chris Wahl

Mighty Minotaur (Rise of the Mythix, 2)

Australia (2020)

TAGS: [Archaeology](#) [Minotaur](#) [Unicorn](#) ([hippos monokeras](#))



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

General information	
<i>Title of the work</i>	Mighty Minotaur (Rise of the Mythix, 2)
<i>Country of the First Edition</i>	Australia
<i>Country/countries of popularity</i>	Australia
<i>Original Language</i>	English
<i>First Edition Date</i>	2020
<i>First Edition Details</i>	Ahn Do, <i>Mighty Minotaur: Rise of the Mythix (II)</i> . Illustrated by Chris Wahl, Sydney: Allen & Unwin, 2020, 224 pp.
<i>ISBN</i>	9781760876401
<i>Genre</i>	Chapter book*, Illustrated works
<i>Target Audience</i>	Children (older children, 10–14)
<i>Author of the Entry</i>	Elizabeth Hale, University of New England, ehale@une.edu.au
<i>Peer-reviewer of the Entry</i>	Lisa Maurice, Bar-Ilan University, lisa.maurice@biu.ac.il Elżbieta Olechowska, University of Warsaw, elzbieta.olechowska@gmail.com

Creators



Ahn Do , b. 1977 (Author)

Do with wife Suzanne by Charlie Brewer, 2005. Retrieved from [flickr.com](https://www.flickr.com/photos/charliebrewer/10000000000/), licensed under [CC BY-SA 2.0](https://creativecommons.org/licenses/by-sa/2.0/) (accessed: January 10, 2022).

Ahn Do was born in Vietnam and came with his family as refugees to Australia in 1980. He studied Law and Business at the University of Technology, Sydney, and from an early age was exceptionally entrepreneurial, selling American Indian artefacts while a student and building a franchise of four stores. He became a comedian after graduating, and is also an artist, an actor, a television presenter and documentary maker, and a writer. His autobiography, *The Happiest Refugee: My Journey from Tragedy to Comedy* (Allen & Unwin, 2011) details his life journey. He has published several series of books for children, including the *Ninja Kid* (2018-2020) and *Weir Do* (2013-2016) series of middle-grade readers. He lives in Sydney with his wife and four children.

Sources:

[smh.com.au](https://www.smh.com.au) (accessed: April 13, 2020);

Official [website](https://www.ahn-do.com) (accessed: April 13, 2020);

[wikipedia.org](https://en.wikipedia.org/wiki/Ahn_Do) (accessed: April 13, 2020).

Bio prepared by Elizabeth Hale, University of New England,
ehale@une.edu.au



Chris Wahl (Illustrator)

Chris Wahl is an artist and illustrator who grew up in Sydney and now lives in Wollongong, New South Wales. He has illustrated for the *Star Wars* and *Tank Girl* franchises, as well as *Mad* magazine and Hasbro.

Sources:

chriswahlart.blogspot.com (accessed: April 13, 2020);

jackywinter.com (accessed: April 13, 2020);

instagram.com (accessed: April 13, 2020).

Bio prepared by Elizabeth Hale, University of New England,
ehale@une.edu.au

Additional information

Summary

The sequel to [*Rise of the Mythix \(I\): Golden Unicorn*](#), this volume continues the adventures of Kelly Swift (the "unicorn" of the title), who with the archaeologist Stanley Solomon tries to outwit the evil billionaire William James who dominates society and has the power to suck the souls out of his victims and imprison them in paintings in his mansion. In the previous volume, William James has trapped Kelly's mother. Kelly and Stanley are now on the run, while William's forces try to track them down. Kelly discovers that as well as the power of telepathy and speed, she has other powers (such as telekinesis). But in order to take on William, she needs to connect with other of the Mythix heroes – in this case, the Minotaur.

The Minotaur is a boy named Minh, who in the past year has discovered that he is immensely strong. Kelly sees a report on the news of a powerful man who lifts an overturned car off a youth trapped beneath it. She deduces that this must be the Minotaur, and seeks him out, finding him plowing the fields at his parents' farm (using his supernatural strength to pull the plow). Together they approach William James's lair, but are trapped by his guards. After torturing Minh, William throws him and Kelly together into a cell with almost no view of the sky. Kelly discovers that out of reach of the sun's rays, she loses her power. Minh, who in his Minotaur form becomes almost bestial, is little help, even when he transforms back into his ordinary teenage self (and is able to slip out of his chains). But help is at hand, in the form of a new superhero, Jimmy, one of William James's guards, who can fly. The novel ends with this discovery, as Jimmy says "I think I might be who you've been looking for." (p. 210).

Analysis

As with its previous volume, this chapter book for young readers is a simple novel with copious illustrations (in the super-hero comic style). Drawing on well-known myths from the Classical and Judaeo-Christian traditions, it tells the story of three teenagers who reanimate the souls of famous mythical creatures. (Kelly is connected to the Unicorn; Minh to the Minotaur; and Jimmy to the Griffin). These three heroes are all fighters against the dark side, and the objects of desire of the arch-villain, William James, who is able to suck the life out of the world by putting it in a painting. While Kelly Smith embodies the attribute of speed, Minh has super-human strength, and has some trouble

controlling his anger, suggesting traditional ideas of the minotaur as being a combination of human and bestial qualities.

The novel is simple and fast-paced, with an emphasis on cliff-hangers leading to the next in the series of adventures. While much of Do's oeuvre for children is humorous in tone, *Rise of the Mythix* is not a comedy: at stake for the heroes is the future of a difficult world (indeed the novel has much in common with contemporary Dystopian literature for older readers, as well as with superhero comics and films. Minh, for instance, lifts a truck and ploughs a field super-quick much like Superman does in the first Superman movie).

Classical, Mythological,
Traditional Motifs,
Characters, and
Concepts

[Archaeology](#) [Minotaur](#) [Unicorn](#) ([hippos monokeras](#))

Other Motifs, Figures,
and Concepts Relevant
for Children and Youth
Culture

[Adventure](#) [Emotions](#) [Family](#) [Good vs evil](#) [Heroism](#) [Magic powers](#)
[Oppression](#) [Parents \(and children\)](#) [Prediction/prophecy](#) [Sport](#)
[Superheroes](#) [Teenagers](#) [Treasure-hunting](#)

