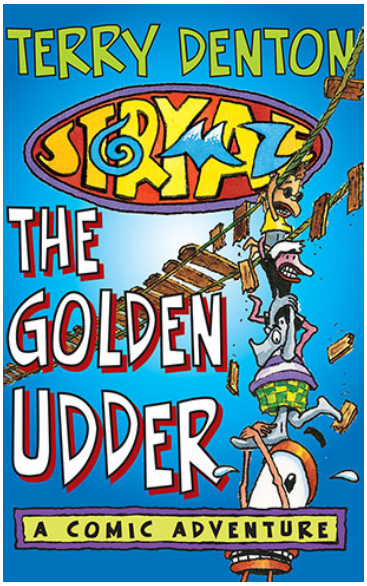
Lynnette Lounsbury, "Entry on: Story Maze. The Golden Udder (Story Maze, 4) by Terry Denton", peer-reviewed by Elizabeth Hale and Daniel A. Nkemleke. Our Mythical Childhood Survey (Warsaw: University of Warsaw, 2018). Link: http://omc.obta.al.uw.edu.pl/myth-survey/item/84. Entry version as of November 19, 2026.

Terry Denton

Story Maze. The Golden Udder (Story Maze, 4)

Australia (2002)

TAGS: Amycus / Amykos Chorus Gods Golden Fleece Harpies Ithaca Medea Odysseus / Ulysses Sphinx Underworld



Terry Denton's *Story Maze 4: The Golden Udder* (Sydney: Allen & Unwin Children's Books, 2002). Courtesy of the Publisher.

General information	
Title of the work	Story Maze. The Golden Udder (Story Maze, 4)
Country of the First Edition	Australia
Original Language	English
First Edition Date	2002
First Edition Details	Terry Denton, *Story Maze. The Golden Udder*. Sydney: Allen & Unwin Children's Books: Allen & Unwin, 2002, 114 pp.
ISBN	9781865087849
Genre	Action and adventure comics, Comics (Graphic works), Fantasy fiction, Fiction, Fractured fairytales*, Humor, Illustrated works
Target Audience	Children
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Creators

Terry Denton , b. 1950
(Author)

Born the youngest of five boys in Melbourne, Australia, Terry Denton loved art from a young age and drew constantly in his spare time. He studied architecture at Melbourne University, was a comedic theatre actor and regularly created cartoons for the University newspapers. After University he spent time on his art working in animation, painting, etching, sculpture, cartooning and shop window design. In 1984 he wrote and illustrated *Felix and Alexander* which was published in 1985 and won the Australian Children's Book Council Picture Book of the Year in 1986. Since then he has written and/or illustrated more than 100 books, including the *Gasp!* books and TV series, the *Wombat and Fox* books, and the *Bumper Books* (1, 2 and 3). He began collaborating with Australian writer Andy Griffiths in 1997 and they developed the *Just!* series, followed by *The Cat on the Mat is Flat*, *The Bad Books* and more recently the hugely successful children's comedy series *The Treehouse* books-13, 26, 39, 52, 65 and 78. He has won more than fifteen children's choice awards throughout Australia and another 40 more with Andy Griffiths. These include the Australian awards – The Multicultural Book of the Year, Best Designed Picture Book, Speech Pathology Australia Book of the Year Award 2014 and The Australia Book Industry Association Book of the Year for older readers in both 2012, 2013 and 2015.

In 1991 he worked for the Australian Children's Television Foundation on the TV show *Lift-Off,* spending two years planning the program and designing the puppets. Terry does many school visits throughout the year holding both writing and artistic workshops. He is also a fine artist and has held several exhibitions in Melbourne.

Sources:

Official website (accessed: July 3, 2018).

Morriss, Maureen, "Highlights of the 1995 Children's Book of the Year shortlist [Book Review]" [online], *The Australian Journal of Language*

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Winner of the 2015 ABIA book of the year [online], *Incite* 36.6/7 (2015): 12–13.

Profile at the thelitcentre.org.au (accessed: March 3, 2018).

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Additional information

Sequels, Prequels and Spin-offs	Previous Book: *Story Maze* (Series, Book 3):*The Wooden Cow*. Next book: *Story Maze* (Series, Book 5):*The Minotaur's Maze*.

Summary	The fourth in the "Storymaze" series follows the surfing adventures of Nico, Claudia, and Mikey through parallel worlds and across the universe. This time they continue their attempt to help Ulysses to win the Queen of Fresia with The Golden Udder. However, when they attempt to retrieve the Udder, they discover it has been stolen by Amycus (along with Nico's surfboard) and lost in a bet to Limousin, a surfing champion. They begin a quest to retrieve it. Their time-travel device M.I.T. has been damaged and the story becomes a fractured "choose-your-own-adventure" as they are sent to different places at the same time and try different courses of action to retrieve the Udder. In several of these they alternative storylines they die; by time-traveling; plummeting off a flat planet; falling through a rope bridge, falling over a waterfall, or by being turned into sewerage-loving fish. In another timeline, they find Limousin and help him defeat the Harpies who plague his meals. He sends them to find Simmental – a Zebu to whom he lost the Udder in a card game. When they reach Simmental's planet Zebu, they meet a young servant girl named Medea. She helps them to achieve their aim of finding The Golden Udder. Simmental promises the trio that they can have the Udder if they repair his broken travelator, which they do. The Zebu then reneges on his plan forcing them to steal it from a dragon, who they release from his dungeon prison. The dragon then saves them from the army in a show of gratitude and the three manage to return the Udder to Fresia where it belongs.

Analysis	Graphic novel for children, with a science-fiction and comedy approach to classical myth and antiquity. *The Golden Udder* is a subversion and re-appropriation of the tale of the golden fleece similar in style to a fractured fairytale. It is not Jason who is searching for the fleece, however, but the human heroes of the story, who travel through time and space to track down the

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	Udder/Fleece. The tale takes the episodic nature of the Odyssey (a carry-over from the previous book in the series – *The Wooden Cow*) and fractures it further presenting the reader with choices about what storylines to follow. Most of these storylines result in violent and tragic deaths that mimic those of classical mythology, but with a twist of the silliness, the series embraces. There are references to many classical mythological characters, from Harpies, the Sphinx, and Amycus, to Medea, who helps the heroes steal the Golden Udder and then falls in love with the Udder's dragon protector. The book also has a self-referential commentator in the Narrator who parodies the Greek Chorus. The story takes the mythological elements and the original story and twists it, chops it up, and re-assembles it as a fast-paced action tale of absurdity for young readers who may recognise these references, but also may not. The choose-your-own-adventure style is a new element in this fourth book but serves to distinguish the book as something new and different from the previous ones in the series and allows for more allusions and absurdity.
Classical, Mythological, Traditional Motifs, Characters, and Concepts	Amycus / Amykos Chorus Gods Golden Fleece Harpies Ithaca Medea Odysseus / Ulysses Sphinx Underworld
Other Motifs, Figures, and Concepts Relevant for Children and Youth Culture	Adventure Friendship Future Humour Science

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