

# Gods



PLATFORM



Since the birth of the human race the Gods had ruled in their castles in the sky on the peak of Mount Olympus.

Their life was a great one with no-one to question them, or to match them. Even mortal men dared not set foot on their sacred ground. But during the many years that they lived their immortal lives the Gods became slack and too sure of themselves – this was their undoing.

In the early days the Gods had built a city to use as a toy against the mortals. Great treasures lay within its walls, but within it also dwelt the forces of darkness, more evil than mortal man could imagine. If any man could enter the city and kill the four dark guardians, surely he would gain a favour from the Gods?

The immortal ones mocked and agreed. But they had forgotten one man – a mortal skilled in every melee weapon to be held in human hands. A man who had never turned away or shirked any quest in front of him. Hercules was to be their undoing. He would enter the Lost City, and his reward would be immortality. To be their brother. To be a God!

In the Bitmaps' latest masterpiece you control Hercules as he enters the Lost City in an attempt to destroy each of the four guardians and claim his prize. You start the game with no weapons, and absolutely no way of protecting yourself from the minions of evil waiting to assail you. But it is not long before you start to build up your arsenal.

Weapon icons can be found scattered throughout the many levels, which when collected are immediately added to your firepower. These icons are mainly melee weapons (daggers, axes and spears) but there is also a selection of extra magical weapons with which you can equip yourself. However, only three melee weapons (of the same type) and three of each magical weapon can be held at one time.

But there is more than one way of getting weapons. At certain points in the game you are given the opportunity to enter a shop and buy weapons and other useful items with the money and treasure you have picked up along the way. Here you will find a lot of items that you won't find anywhere else in the game, but the most important are the extra lives and energy.

The four guardians are spread across four levels (one in each for

ACTION INFO

**GODS**  
MINDSCAPE £25.53  
TEAM: RENEGADE



Only last month Switchblade II was put at the top of the Platform league with our unanimous vote, but we didn't think something would replace it as quickly as this. Gods is without a doubt the best platform game I've ever played and probably the best thing the Bitmaps have done, which is quite a compliment considering their past products. The graphics are as brilliant as usual and the sound is only surpassed by the in-game FX which are really very atmospheric. Whatever you are doing at this moment stop, and get a copy of Gods. It would be sacrilege not to.

## LEAGUE RATING

\*\*\* TOUCHDOWN \*\*\*

1 GODS

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those of you who hadn't guessed already), and on top of that each level is divided into four worlds. You are given extra bonuses at the end of each world, and a shopkeeper turns up at roughly every second world. But even with the help of this handy salesman, can you win the prize of immortality and join the Gods as equals on Mount Olympus?

OVERALL SCORE  
**93%**

## THE GREATEST PRIZE OF ALL — IMMORTALITY

This is what we like. In the shop you can spend all your treasure on the selection of tasty weapons and objects that are available. Weapons are the most important things to buy as they will protect you during the game, but there are quite a few to choose from each with a certain strength. Of course the more powerful the weapon the more expensive it is. Oh well, you never get a free lunch, do you? However, the other items are quite

important. There is only one extra life at each shop no matter how much money you have, so it's best to buy it if you can afford it. Another good thing is to boost up the energy on your present life as you don't want to die as soon as you leave the shop. But without a doubt one of the best sundry items is the Familiar. Buy this and you will gain a small bird that will help you throughout the next level, or at least until he dies.



## ITEMS ON THE SHELF

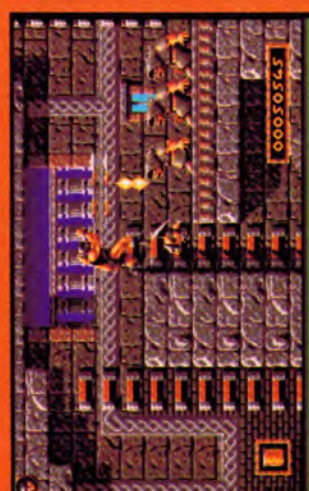
- 1) Food (poor)
- 2) Food (good)
- 3) Wide bullets
- 4) Condensed bullets
- 5) Energy
- 6) Food (very good)
- 7) Dagger
- 8) Freeze monsters
- 9) Spear
- 10) Shuriken
- 11) Invulnerability
- 12) Weapon power-up
- 13) Familiar
- 14) Smart bomb
- 15) Fireball
- 16) Magic hammer
- 17) Extra life



On a ledge you wait for a moving platform to make its way over to your side of the screen so that you can grab a lift.



At the end of every four worlds you meet one of the four Guardians. The first is pretty easy but the rest are really hard.



Things get tough in the third level, but now you've got a Familiar to help you. Stand back and watch him take 'em out.

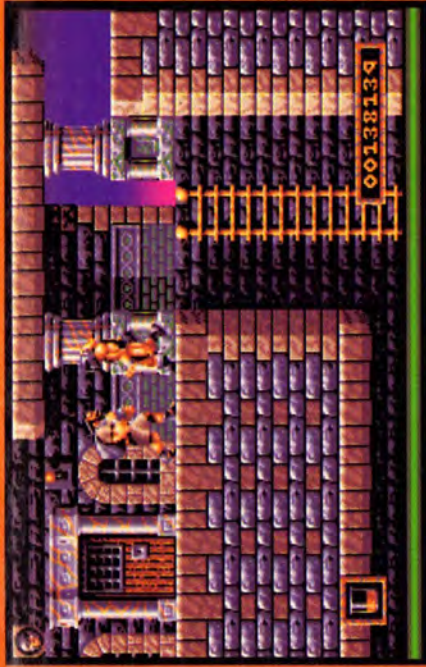


Don't trust any of that superbly drawn scenery. Just when you think it's safe it will come alive and attack you.

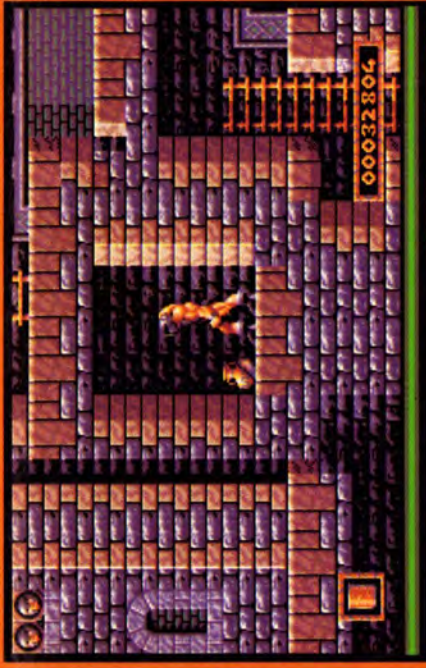




*As you approach a rather harmless looking pot, a snake suddenly appears and spits poison at you. Once killed it turns into four smaller snakes.*



*As you collect a strange looking icon, a tall man immediately enters the screen with a sack on his back. There are plenty of objects to buy and you've got the money to do it.*



*Teleport gems usually send you somewhere very useful that you would otherwise not be able to get to. Here the reward is an essential object.*

# ENTER THE LABYRINTH OF THE GODS

