

## REVIEW



**1**  
PLAYER

**PRICE** IMPORT

**BY** RENEGADE/MINDSCAPE

**RELEASE** OUT NOW

### OPTIONS

**CONTROL:** JOY PAD  
**CONTINUES:** NONE  
**SKILL LEVELS:** 1  
**RESPONSIVENESS:** GOOD  
**GAME DIFFICULTY:** MEDIUM/HARD

### 1ST DAY SCORE

50,000

### ORIGIN

Gods was originally an Amiga game programmed by the "legendary" Bitmap Brothers team.

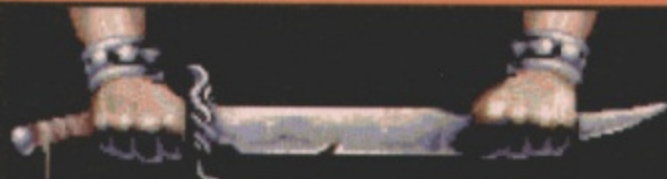
### HOW TO CONTROL



- A** Fire/Select (with DOWN)
- B** Jump
- C** Nothing
- S** Pause

### HOW TO PLAY

Run around the platform area, blasting meanies, solving puzzles and defeating terrifying bosses!



The gods are angry... Very angry. In fact, they're so positively irate about the foul goings-on in a certain Greek city, that they've decided to unleash a hideous plague of foul beasts onto the metropolis. As you might imagine, upon seeing the satanic hordes the city's inhabitants take flight, leaving the place deserted. A hero is required to pack up his most devastating weaponry and enter the infested city, dealing out destruction to any of the demonic minions who cross his path. You are that hero!

What this generally all boils down to you is you strutting around the eight-way scrolling cityscapes, dealing destruction to all who cross your path. Unfortunately, your progress is halted by a number of devious puzzles the gods have prepared for you. So, along with your brawn and weaponry skills, your intellect and puzzle-solving capabilities are needed to progress.

Adding to your problems are a number of main beasties that the gods have decided to put at the end of each stage! Watch out and keep blasting or they may spell your doom!



▲ *Mediaeval raving in progress, be warned. Everybody is in the place and all that.*



▲ *What's a good-looking minotaur like you doing in a seedy dive like this?*



### COMMENT

I've only played the Amiga version a couple of times, but even with that little experience I can see this is a much better game. The graphics are slicker, the gameplay faster and the tunes more menacing. The only gripe is the joypad control, which is unnecessarily fiddly and causes frustration at first, but once mastered there's a huge game in there waiting to be discovered. Although it doesn't look packed full of original features, Gods mixes platforming, shooting and puzzling brilliantly to produce a challenging and addictive game that no self-respecting Megadrive owner should be without.

### LONG TERM REPORT

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## INSTRUMENTS OF DARKNESS

As you progress through the levels, you're going to need every single piece of decent weaponry available open to you. Here's a selection of some of the instruments of destruction you find on your travels.

**DAGGERS:** Not very powerful, these weapons are standard issue at the beginning of the game. You won't hold onto them for long though...

**MORNING STARS:** Slightly more powerful than the daggers, these are best used by the end of level one.

**FIREBALLS:** Interesting range weapons well suited to getting to meanies your other weapons can't reach.

**MAGICAL AXES:** These drop down below you, despatching any meanies in their path.

**SPEARS:** High power weapons well suited to the nasty beasts found on the later levels.



▲ "So... you want to attack me eh? Well, do your worst you demonic fiends! I'm ready for you! Ha ha! Ha ha ha!"



▲ "So... chuck daggers at me would you eh? Ha ha! You'll have to do better than that!"

## POWER RATINGS

Each weapon has a power rating. This dictates how quickly it takes your weapon to despatch the enemy sprites. A level one meanie, for instance, is instantly destroyed with a power one weapon (like the dagger). Should you attempt the same thing with nasties on the last level, it takes around 12 hits to kill one beast! Power-up your weaponry regularly... or suffer the consequences!



▲ Once again adopting that heroic stance, the hero of Gods takes time out from solving puzzles and blasting meanies to take care of matters of a more personal nature...

◀ Overcome by excitement, our hero takes to jumping around in a strange manner. Hmm.



## THIS MEANS NOTHING TO ME

Some of the tunes in Gods were composed by none other than John Foxx. He was originally a member of Ultravox, but left and went solo (while they turned completely sad and commercial, producing "New Romantic" hits like Vienna) and became involved in the early hard-core synthesizer scene. His hits include Underpass and Burning Car.



▲ Mind the odd-shaped tablets, Marlon



## PERNICIOUS PUZZLING

Located around the Gods map are a lot of switches. These switches are used for many different things. In their simplest form, they might just open a door, or cause a problematic spike to disappear in a puff of smoke! On later levels, combinations of levers are required to achieve different effects, be they opening doors or revealing secret passages!



▲ "So... you want to play games with the master eh? Now you're mine! Ha ha! Ha ha ha!"



▲ Now there's hardness - walking away from battle and letting the demons win! Go back you fool! Your job isn't done yet!



**RICH**

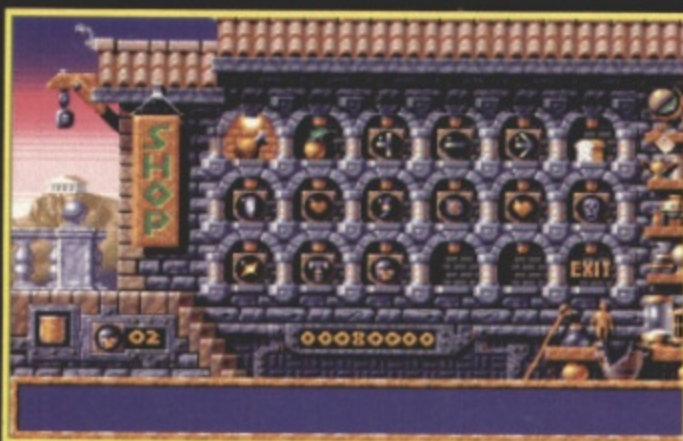
◀ Big chopper jokes ahoy!



▲ "Cor! You'd never have guessed it came from the kitchen reject shop would you?"

## I'LL SHOP YOU, I WILL

At the end of each level, the trader enters the city to sell you some gear. The amount of money you have to spend depends on how many cash tokens you've picked up and saved in the previous rounds. Your spondoolics are best spent on the likes of new weaponry and extra lives. Potions are also available to boost the power ratings of your weapons, add some energy to your life meter or buy a familiar! For those who can't guess, the familiar is a multiple (as in Gradius) that swoops around you, attacking meanies! Cool!



▲ Stock up on your fine weapons, armour and extra lives at the shop. Amazing stuff eh?

## COMMENT

I've been looking forward to this one for ages. I thought the Amiga game was decent, let down only by a lack of speed. This is no simple port-over. Renegade have recruited well-known coders Graftgold to do the honours, and they've done a fine job. It's fast, smooth and well executed, with stylish graphics and some very decent music (shame about level one's tune, though. What went wrong?). I did have problems with the control method. Getting on to ladders is a real pain with the joypad and takes ages to get the hang of. Despite that though, Gods is a super skillful game, boasting weeks of arcade action and devious puzzling to keep you occupied. However, Sega Europe don't want to release it for some bizarre reason, so you're going to have to buy an import copy if you want to play it! Doh! Well worth investing in if you're after a game that lasts weeks longer than the dull, easy scrolling shoot 'em ups every other Megadrive game seems to be.

## PRESENTATION

▲ Some nice intro screens kick off the proceedings.  
▼ The options screen could have been more comprehensive.

**88**

## GRAPHICS

▲ Brilliant, stylish sprites and backdrops.  
▼ The main sprite's animation is a tad lacking.

**92**

## SOUND

▲ A vast array of quality sound effects and music...  
▼ ...apart from the level one tune which is dreadful.

**89**

## PLAYABILITY

▲ Once you've got the hang of it, the action is fun and enjoyable.  
▼ The game takes a while to get into because of the awkward controls...

**87**

## LASTABILITY

▲ Twelve massive levels packed with tons of puzzles and some fab arcade action make this one last for ages!

**92**

## OVERALL

**89**

A brilliant example of the arcade/adventure genre with loads of challenge - well worth purchasing.