

REVIEW

ST

£24.99

BY RENEGADE

Let us hearken back to the days of old, when the Gods themselves built a gigantic city steeped in legend - a city filled with great temples, hidden labyrinths, and treasures beyond mortal man's wildest dreams. But soon the Gods became bored with their paradise, and abandoned it to the forces of evil. It became a city of fear, a fortress of darkness filled with traps and evil creatures, and the lair of four powerful demons.

The Gods, in their rashness, laid down a challenge:

Any man may earn, through skill and courage, a single favour of the gods if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

One man, mighty of build and skilled in the ways of war, has taken the Gods up on their promise. His one request - should he succeed in his quest, is that he should be allowed to stand amongst the Gods as an equal. Horrified with their mistake, but unable to go back on their word, the Gods can only watch and hope that the lone warrior's battle ends in failure...

▼ Danger ahoy!



▲ The first evil guardian...

WEAPONS OF WAR

The first weapon the warrior finds is a meagre dagger but as you get further into the citadel, more powerful weapons can either be found or bought (more on that later), with which the warrior can increase his fighting potential:

SHURIKENS: Stronger than daggers, these weapons don't travel through platforms, but do a heck of a lot of damage to any denizen of the underworld that's foolish enough to get in the way!

FIREBALLS: A powerful weapon, Fireballs can be used at the same time as conventional weapons such as the dagger or shurikens.

AXE: A really hefty weapon, this not only continues on through creatures, but flies through platforms as well - any nasties out of range from shurikens or daggers will be obliterated by this!

SPEAR: Similar to the Axe, the Spear flies through both creatures and platforms, but does much more damage.



REVIEW



▲ The key to the next world!

POTIONS OF POWER

Like weapons, potions can be either found or purchased along the way to aid the warrior's struggle:

HEALTH: These come in two types; the small hearts restore half of your life energy, whereas the larger variety take it up to maximum.

DISTRACT: This causes all creatures to avoid you like the plague - either that or you're wearing the wrong aftershave...

ATTRACT: The reverse of the above - this causes all creatures to attack you on sight!

STARBURST: This is probably one of the most powerful items in the entire game - once used, the potion explodes into a shower of small stars. Any creature hit by one will explode into another burst of stars, and so on! Most effective if loads of creatures are on screen at once.

SHIELD: There are two varieties of shield. The first pro-



▲ Our hero materialises in a flash of light.



▲ Keys open doors. Knives don't.

ROB SEZ...



Wow! Although the Bitmaps have changed their label, they certainly haven't changed the amount of effort they put into their games. GODS is definite proof of this - the sheer size of the city is enough to have any would-be hero foaming at the mouth! The graphics

are brilliantly designed and animated, and packed to the brim with colour and detail - the guardians have to be seen to be believed! The sound is also tops, with a cracking title track from Nation 12, and the spot effects enhance the overall atmosphere greatly. The puzzles and traps which have to be overcome have been designed in such a manner that players have a decent shot at completing the game - not just getting a little way into it before getting bogged down! Overall, a cracker of a game, and one that carries on the Bitmap's tradition of excellent product. Go forth and grab this now, or the Gods will not be too happy!

ROBERT SWAN



REVIEW

**CVC
HIT**

protects you from all damage, but is limited in how long it can be used. The added problem is that it can only be bought from the shop! The second can be found anywhere in the city, and lasts until the end of the level, but only reduces the amount of damage sustained.

WIDESHOT: One of three shot directing tokens, these change the arc that the current weapon travels through, spreading the shot for maximum effect. Especially useful against airborne foes.



▲ Loads of icons mean BIG points!



▲ Scooping up the bonuses



▲ Triple firepower excitement!

UPDATE

GODS will soon be materialising on the PC, for the same price. Sorry, 8 bitters, but there are no versions planned for your machines.

WHO'S GOING TO THE SHOP?

Money can be collected from around the city in the form of crystals and diamonds. Most of these are collected from the various monsters wandering about, but secret rooms can be located, and these are usually filled with all sorts of goodies. If you're lucky enough to come across the shop token, a wandering trader appears - if you've got the readies, you can now purchase all manner of weapons and potions!

RICH SEZ...



Yeah, I agree with Rob. Gods is a bit on the tasty side. For the ST (and the Amiga come to think of it), the graphics are exquisite (though our hero walks a mite strangely) and the sound is fantastic. But nice graphics and sound don't add up to much on their own without a decent game to spice up the proceedings, so it's nice to see Gods delivering the goods. The mixture of platform puzzling and arcade action combines to make a game that is very satisfying to play. Special note must go to the power-up weaponry available during the game - it's just great, and the range of icons means you can choose your own favourite type of fire (accompanied by great sound effects here as well, I might add). Twenty five quid is a fat pile o' cash for a game, but Gods offers instant action and lastability too and is well worth every penny. Please have a look at this, it's one of the best 16-bit games I've played of late and a great debut for Renegade.

of late and a great debut for Renegade.

**RICHARD
LEADBETTER**

▲ Here's the shop, and there's the shopkeeper below!



ST

GRAPHICS 92
SOUNDS 93
PLAYABILITY 93
LASTABILITY 94

OVERALL 93