



REVIEW

**GODS**  
Renegade

**ATARI ST**

PRICE £24.99  
OUT End March  
GRAPHICS 89%  
SOUND 90%  
PLAYABILITY 92%  
VALUE 92%

**OVERALL**

**93%**

**AMIGA**

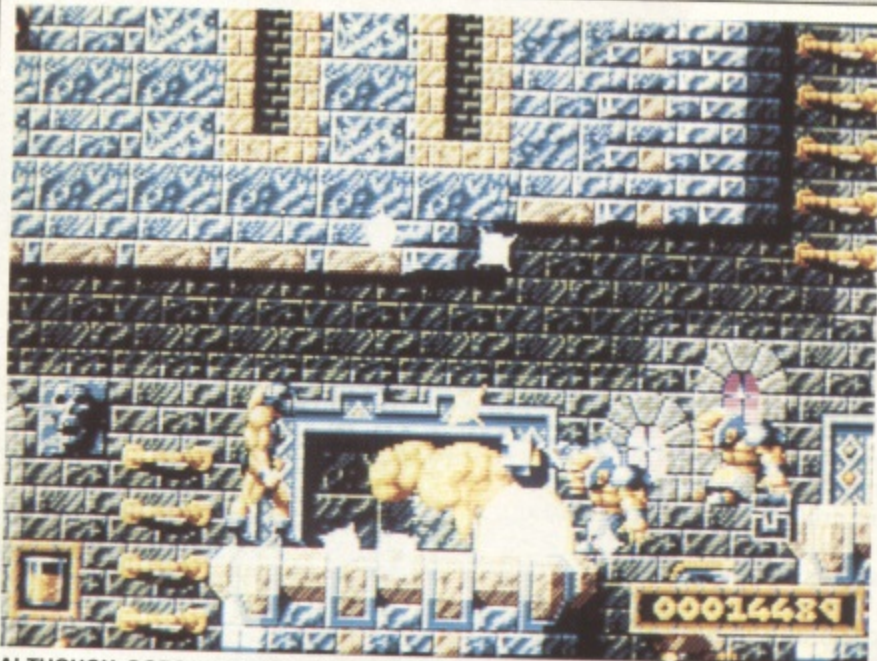
PRICE £24.99  
OUT End March

**IBM PC AND COMPATIBLES**

PRICE £29.99  
OUT May 1991

THE ONE

MARCH 1991



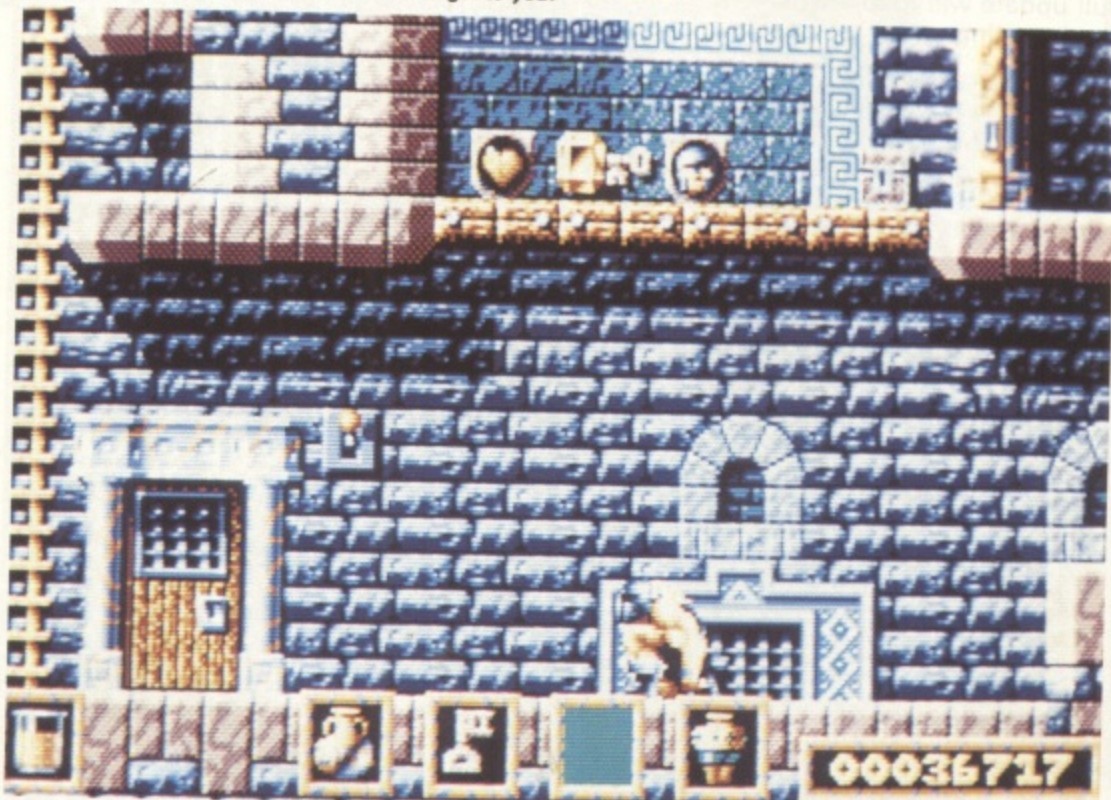
ALTHOUGH GODS HAS its fair share of stupid creatures that are quite happy to stroll right through a hail of fire, they're accompanied by more than a few intelligent brethren. These smart chappies will not only avoid your fire, they'll find the quickest and safest route to get to you!

Laurence Scotford has a heavenly experience with the Bitmap Brothers' latest Olympic effort – a platform puzzler from the Pantheon.

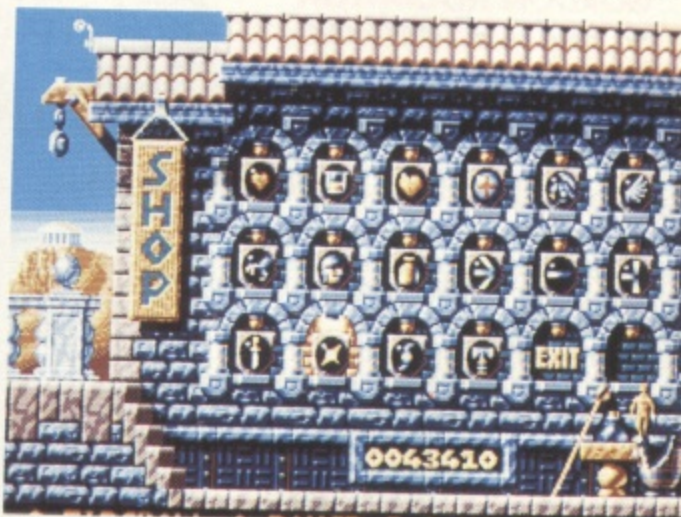
**F**OR CONNOISSEURS OF PLATFORM GAMES only three essential buys have emerged over recent months. Rainbow Arts' *Turrican* and its sequel are both worth having for their sheer size and playability. Psygnosis' *Killing Game Show* is not only eminently playable, but original and well-designed – a rare combination these days – and is also worthy of a place in anyone's collection. That just leaves *Gods*, probably best described as 'the thinking man's platform game', to make up the trio.

*Gods* is something of a first on two counts. As regular readers will already know, it's the first product from new publisher Renegade, and, as such, will be closely watched by other publishers, large and small. It is also another opportunity for The Bitmap Brothers to demonstrate their versatility. As *Cadaver* was for isometric action adventures, this is their first attempt at a platform game, and, again like *Cadaver*, they make it seem as if they've been creating platform games for years.

As might be imagined from the title, *Gods* has a mythological setting, loosely inspired by the Herculean legend (this is, admittedly, not the first time this particular source has been used in a platform game, but it hasn't been done like this before). There are four levels, each sub-divided into three worlds. In each world your hero has a quest, but your objectives only become clear to you as you



UP TO FOUR ITEMS can be carried at once. Adding items to the inventory is as easy as crouching over them and calling up the inventory window, shown here, then selecting an empty box. Dropping items is just as simple, although some automatically disappear after they have been used.



OF COURSE THERE'S the obligatory shop. You're guided there by the shopkeeper at the end of every level, so that he and his bird can take your hard-earned cash in return for anything from extra lives to shields giving temporary invulnerability. If you don't have enough cash to purchase a particular item, there's always the possibility that you'll wander across it during the coming level.



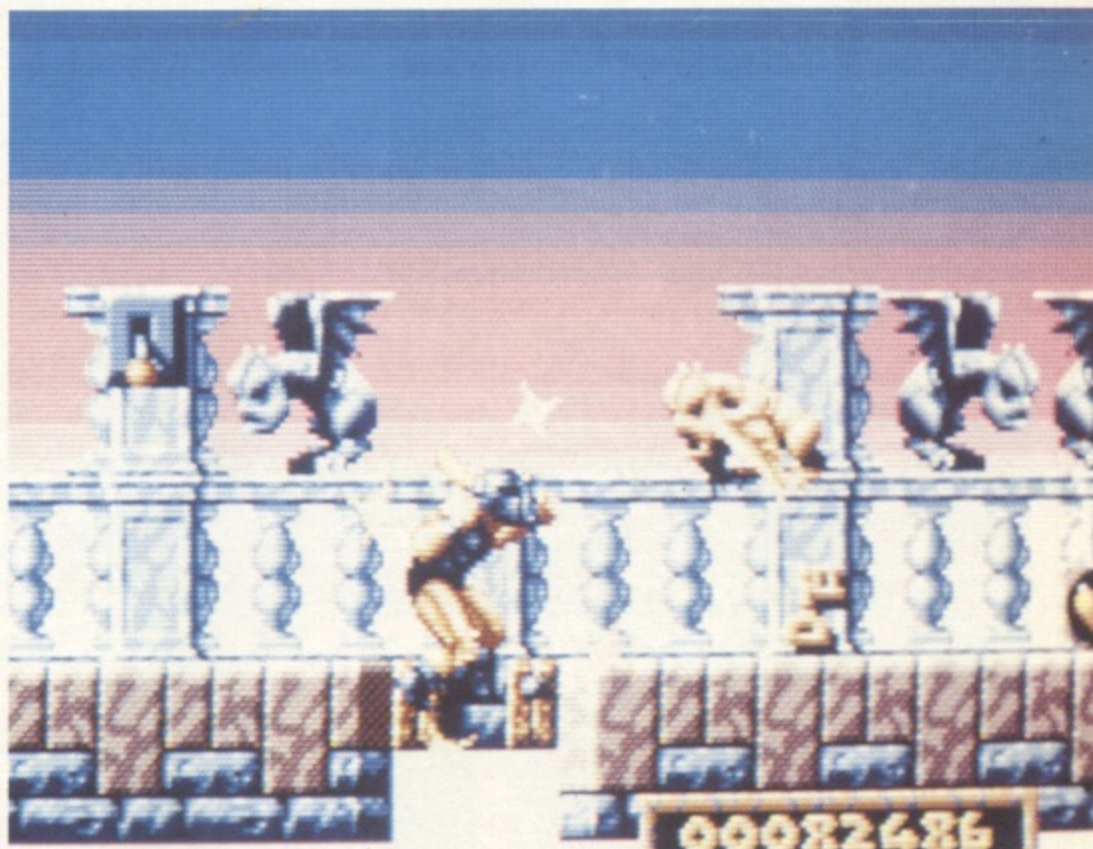
NOW HERE'S A PROBLEM. You've got to get past those spikes and you know that, in the correct combination, the three switches nearby will destroy them. But what's the right combination?



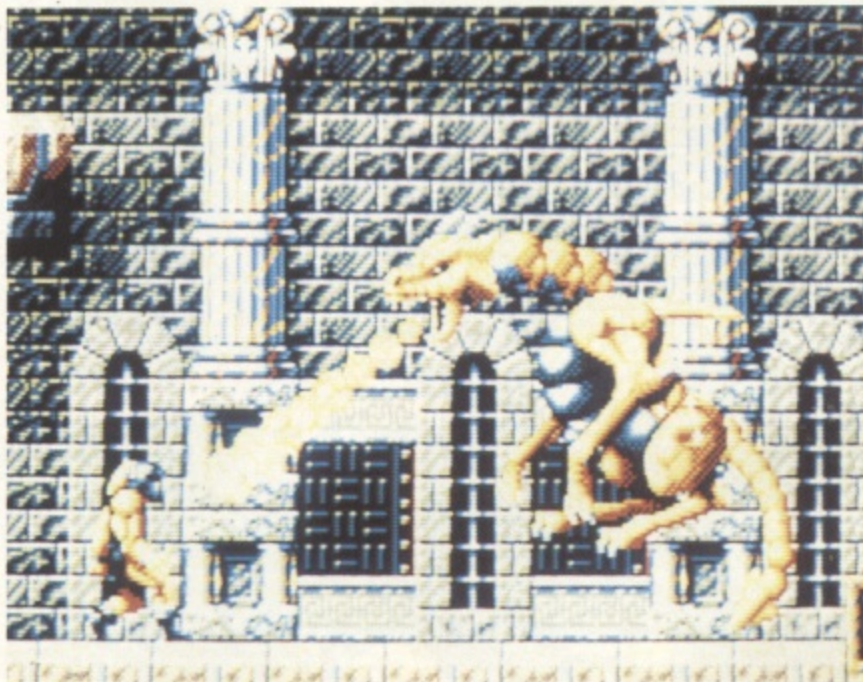
OOOPS! YOU'VE TRIPPED the wrong one and it's triggered off a fresh wave of walkers. Now you are going to have to deal with them before you can carry on.



# Gods



**GODS IS FULL OF SURPRISES.** Here you've been calmly wandering along, minding your own business and admiring those stone gargoyles when, without warning, they become a little more lifelike. There's only one thing for it... down the hatch!



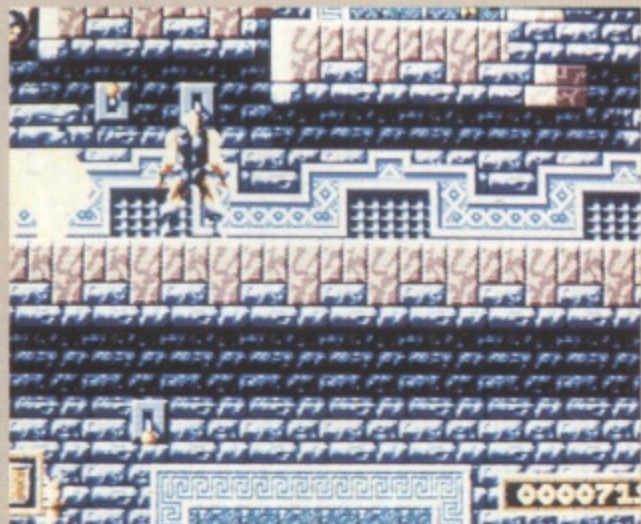
**AS IF YOU HADN'T** already been through enough, when you reach the end of a level there's a guardian to deal with – in this case of the large, clawed, fire breathing variety. This is one combat you can't avoid – it's just you against him until your energy or his reaches zero.

continue playing. It's up to you to piece together your task from the hints given.

Points are scored for solving puzzles and killing aliens. And you'll definitely have to engage in both activities – aliens can sometimes be avoided, but when shot they leave treasure which can later be used to buy additional weapons and power-ups.

So far so good, you might think, but what puts Gods on a higher plane? At the heart of the program is a unique player monitoring system that keeps a constant track of just how well you're doing. If you're extra smart and extra quick, not only do you get bonuses, but life gets a tad tougher. If, on the other hand, you're tripping over your own feet and having to book holidays to finish levels then you'll be recognised as remedial and given the occasional helping hand, like the odd energy top-up or extra life.

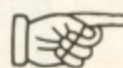
In addition, however you're doing, there are lots of hidden bonuses and rooms to discover. There are a number of ways of getting to them – it may be a secret switch or it may just be a matter of timing. There are enough hidden extras to ensure that Gods will surprise you, even on the second or third time through.



**ALIENS OUT OF THE WAY,** you can try again. Great, you've finally got the correct combination and the spikes have been destroyed, clearing your path. Problem solved. But wait...

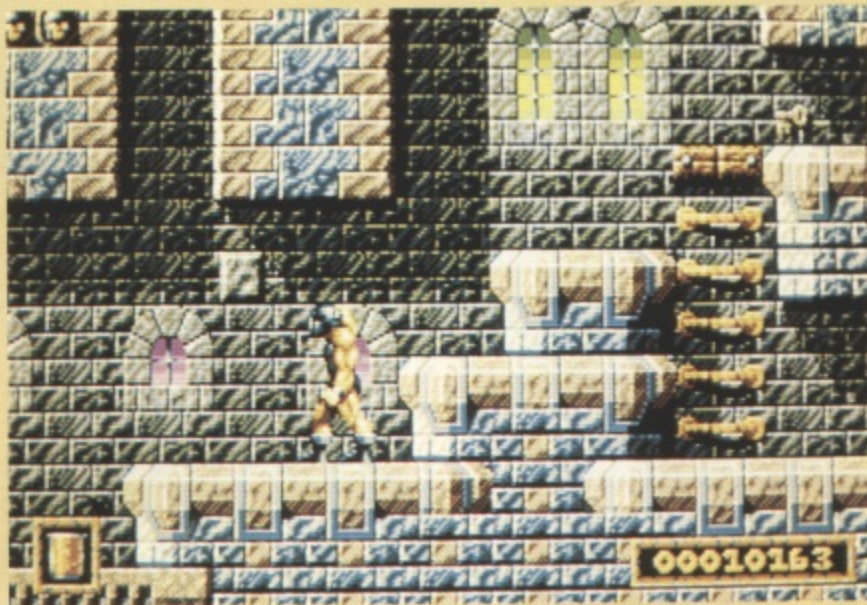


**WHAT HAPPENS IF** you go back to the first switch and try it again? Voila... you get showered in gold. Which just goes to prove the Gods help those who help themselves!

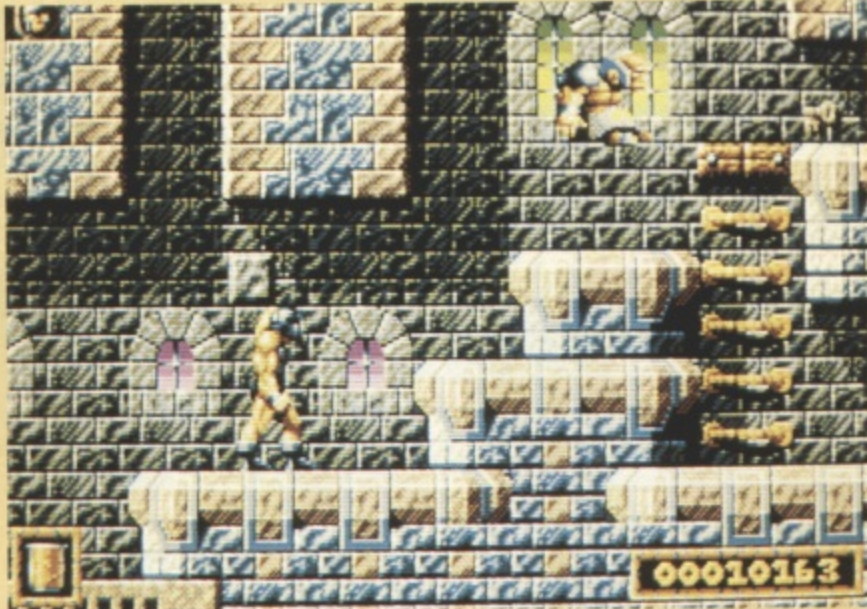




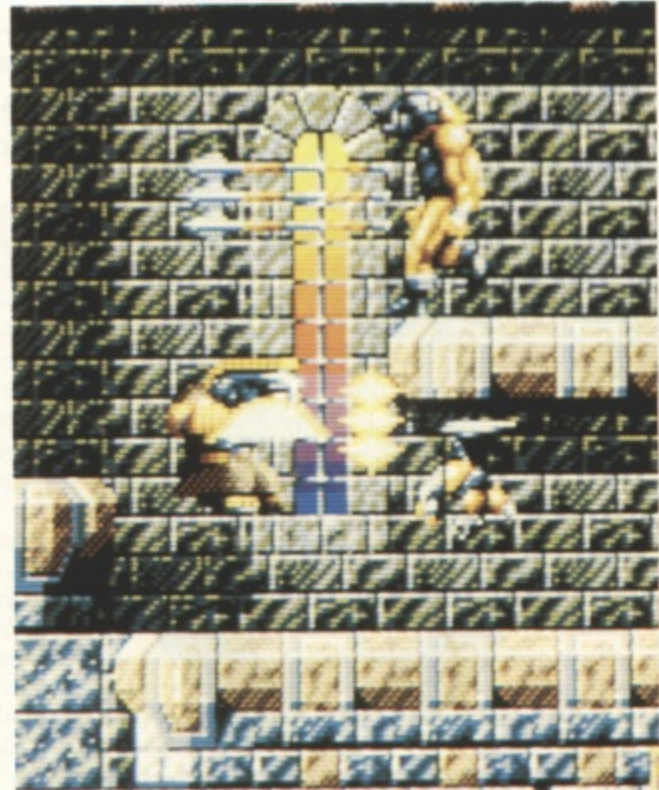
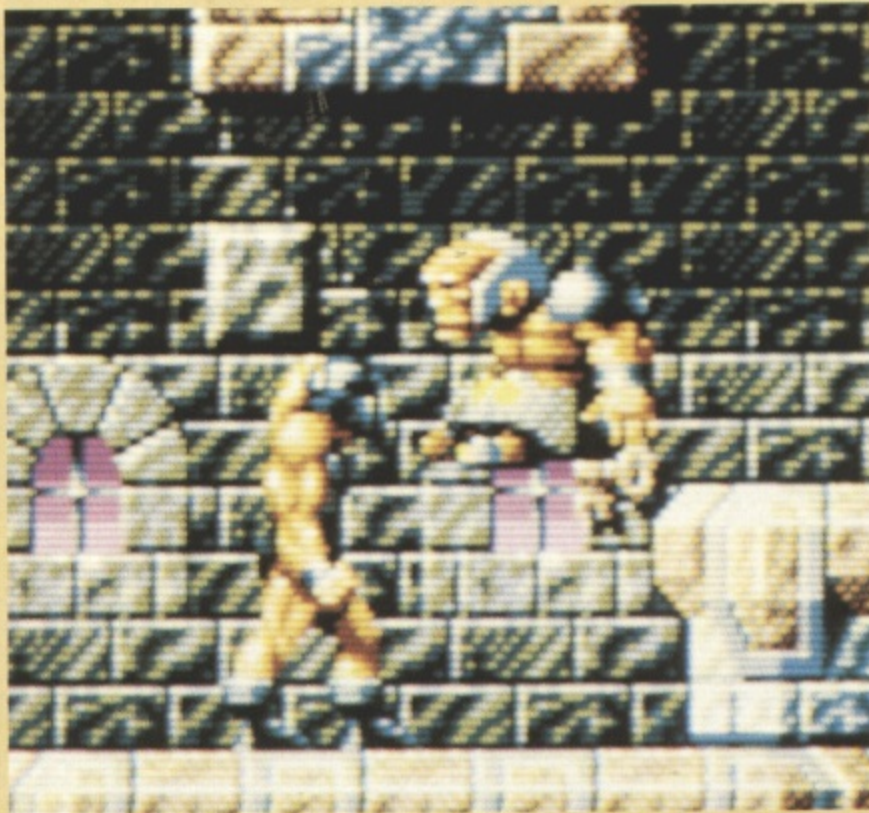
**HERE'S ANOTHER PROBLEM.** To progress much further you need that key up there, but the gap is too small for you to enter; so how do you get it?



**ANSWER:** hang around until a thief comes along. But how does that help you?



**ANSWER:** the thief steals the key and then heads on down to attack you. Just wait till he gets close then let fly a couple of shots to kill the little blighter and collect the dropped key. Problem solved!



**LOOKS FAMILIAR THAT PARROT.** Yep! Get the right icon and you can have yourself your own bird-brained companion, quite happy to spit fireballs at enemies while you get on with something more useful... like running away. The familiar has his own hit-points, so he won't last forever: one collision too many and he becomes a dead parrot... a deceased parrot... a parrot that is no more... a parrot gone to meet his maker... a parr... (eerrgh!!)

**ST** IF THERE IS ONE CRITICISM that can be levelled at *Gods*, it's that the graphics are a little too detailed. Occasionally objects can get lost against the intricate stonework backgrounds, but this is a cosmetic problem and, to be honest, it hardly makes a difference when the action heats up. It's perhaps a little unfair to start with that very minor grumble, because the detail does give all the graphics a very solid quality, which is reinforced by some superb animation. Being a Bitmap Brothers game it comes as no surprise that *Gods* is quite hot on the sound front too. The title track is *Into The Wonderful*, a jaunty little Nation 12 number, and somehow they've managed to make it sound good on an ST too. Spot effects, rather than just being exercises in strange sounds thrown in to fill up the silence, have been used thoughtfully and often supply clues to events off-screen. The control method has been well thought out; it's easy to do things like shoot from ladders, and picking up, dropping, and using objects couldn't be simpler. To begin with you might need five minutes or so to completely adjust to the best method of rapidly firing at aliens coming from both directions or jumping on and off ladders, but, that done, you're in for a treat. *Gods* is absorbing, fun, and should provide long-term entertainment for all platform addicts, even the experts.

**A** AMIGA OWNERS ARE going to see the benefit of some cosmetic changes. The sound will, naturally enough, be even more wholesome, and the graphics will be tweaked to make, for instance, the colour-graduated sky even prettier. Otherwise, what you see here is what you get.

**PC** EXACT DETAILS ON PC *Gods* are a little up in the air at the moment. It's the Bitmaps' policy to support all major sound cards, but as to video card support, you'll just have to wait and see.