

# GODS

Gods is a game of exploration, combat and adventure. You assume the role of a classical hero who has taken up the challenge of the Gods. In order to gain the ultimate prize of immortality you must slay four guardians of the city and return to Mount Olympus.

The four guardians rule over an ancient city full of chaotic beasts. The city was once the citadel of the Gods and consists of four levels, each protected by one of the guardians and their many minions. The levels are: the city, the temple, the labyrinth and the underworld. Each level is split into three sections, referred to as 'worlds'.

Your actions are controlled by the keys or joystick.

## Selection screen

Use your controller to highlight the options and fire to select. Choose from 'Begin Quest' to start the game, or 'Enter Password' to enter a password code (see PASSWORDS for more details).

## Controls

### On platforms

- ↑ Face wall
- ↓ Crouch
- ← Walk left
- Walk right
- ↖ Jump left
- ↗ Jump right
- Fire

### On ladders

- ↑ Climb
- ↓ Descend
- ↖ Get off
- ↗ Get off
- ↖ Jump off
- ↗ Jump off
- ↖ Then ↑ jump onto a ladder
- → Then ○ fire while on a ladder

## Inventory

You may only carry up to three objects in your inventory.

### Pick up object

Stand over object and crouch. Press fire to reveal inventory. Select an empty box then stand up.

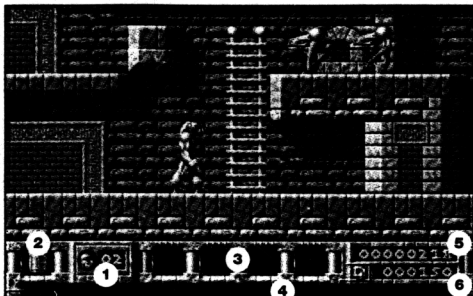
### Drop object

Crouch and fire. Select object to drop from inventory then stand up.

### Switchs, levers & buttons

Face the switch, lever or button then press fire.

## Status



- 1 - Lives
- 2 - Energy
- 3 - Inventory
- 4 - Message scroll
- 5 - Score
- 6 - Cash

## Combat

In order to fulfill your quest you must venture through the levels of the city and fight the hordes of monsters. Scattered throughout the city are many weapons of varying effectiveness. You can also purchase some from shops located within each level. Collecting several of the same weapon will make your shots more effective.

## Monsters

The monsters vary in strength and intelligence. In the first level they have just one objective - to kill you. As you progress they will try and steal precious items (if you have any).

## Keys

To open a locked door or chest you need the correct key. Keys are used when you are at the correct door or are walking past a chest. Once used, they are discarded automatically. Keys differ in colour and shape. Vertical keys: Gold - teleport, Bronze - room, Iron - trapdoors/moving blocks. Horizontal keys: Gold - End of level or world, Bronze - Treasure room, Iron - Door.

Chests also vary in colour: gold are of the greatest value, bronze are normal and iron are the lowest.

## Money and Shopping

Collect as much treasure as you, so you buy weapons, potions and health in the shops dotted throughout the levels. Walking over the special shop token will call on the shopkeeper to escort you to his store. Shops appear half way through and at the end of each level.

If you buy a weapon that replaces one you are already carrying, half the value of the lost weapon will be added to your cash.

Potions can be bought and used later in a shop. If you collect a potion in a level, it is used immediately. To use a bought potion, drop it first.

There are many weapons and potions on sale:

<b>Dagger</b>	This is one of the weakest weapons.
<b>Shurikans</b>	Stronger than daggers. They also travel through monsters.
<b>Fireballs</b>	Can be used at the same time as daggers or shurikans.
<b>Spear</b>	Can pass through monsters and platforms to cause great damage.

There are many potions:

<b>Attract*</b>	Causes all monsters to attack you!
<b>Large shield</b>	Reduces damage by half and lasts the entire world.
<b>Small shield*</b>	Lasts 15 seconds and protects you from all damage. Also kills monsters if they collide with you.
<b>Wideshot</b>	Spreads your shot for maximum effect against flying monsters. There are three of these.
<b>Food</b>	Replaces energy and comes in various forms. Not as powerful as Health potions.

\*Has to be dropped first

### **TRAPS AND PUZZLES**

Some puzzles just require the throwing of a particular switch to allow you to advance further. Others are more complex and involve collecting objects, finding keys and acquiring special weapons. Traps take several forms but most are lethal. Spiked flails cause death unless you can escape them quickly.

The puzzles are either progression puzzles or reward puzzles. Progression puzzles have to be solved if you are to finish a level or world. A typical example of a Reward puzzle might be a hidden room, found by examining the background. There may be a platform that cannot be reached normally or a passage blocked by a wall...

The puzzles may be simple, requiring only one action to solve them, whilst others require combinations of events, e.g. throwing a switch, completing a section within a time limit or returning an object to a specific location.

### **Clues**

To assist you there are many clue tokens that can be picked up. A message will be printed along the bottom of the screen. They are only displayed once when you first collect the token, so note them down.

### **SCORING**

You receive points for killing monsters, collecting treasures and solving puzzles. At the end of each world a bonus score is added. It is affected by the number of remaining lives and your health. Your score is also added to the Hall of Fame once the game is over. Simply choose each letter then choose 'End' to enter it.

### **DYING AND RESTARTING**

You have three lives available at the start of the game. Each world consists of several 'zones' and you will be returned to the nearest one when you lose a life. You will retain all your weapons and potions.

### **PASSWORDS**

When the game is over you might be given a password to note down. This will allow you to re-enter the game at the start of the level in which you died. You will restart the game in the shop so you can purchase some weapons and potions.