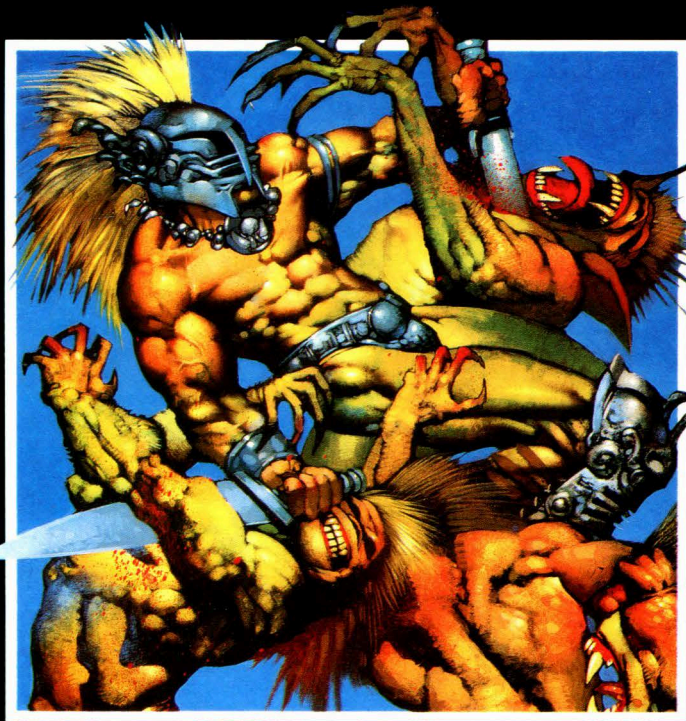


GODS

THE BITMAP BROTHERS



MUSIC BY NATION XII



Code, design and concept
© 1991 The Bitmap Brothers

"Into the Wonderful" music by Nation XII

Music Published by Rhythm King Music
© 1990 Rhythm King Music



Credits

PRODUCTION TEAM

Code

Steve Tall

Graphics

Mark Coleman

Design

Eric Matthews / Steve Tall

Music

Nation XII

Music Code & sound fx

Richard Joseph

Box and Manual Design

Red Cloud

Cover Art

Simon Bisley

Manual written by

Philip Wilcock

Thanks to

*Geoff, Adele, Dan, Martin,
Emmanuel, Simon Knight,
Simon Rogers and Nation XII
and Zapfactor*

***All Bitmap Brothers games are produced and tested using:
Euromax joysticks and Naksha mice.***

Loading instructions

Amiga

Insert disk one into the drive and turn on the computer, insert disk two when prompted.

Atari ST

Insert disk one into the drive and turn on the computer, insert disk two when prompted.

IBM

Insert disk one into a: drive and type 'gods', press return.

Controls

Your actions are totally controlled by the joystick.



Selection screen

Use the joystick to highlight options and fire to select.

JOYSTICK KEY

↵ means movement of joystick

○ Press Fire

Platforms



↵ face wall

↵ crouch

↵ walk left

↵ walk right

↵ jump left

↵ jump right

○ fire

Ladders



↵ climb

↵ descend

↵ get off

↵ get off

↵ jump off

↵ jump off

↵ then ↵ jump onto a ladder

↵ then ○ fire while on a ladder

Others

space

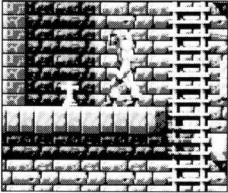
pause key

Inventory

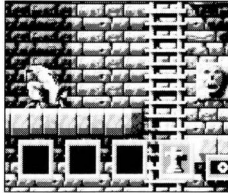
You may only carry up to three objects in your inventory.

Pick-up object

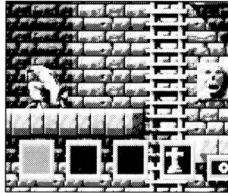
stand by object and crouch



fire to reveal inventory

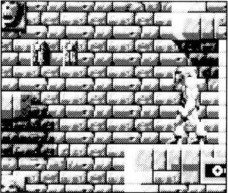


select empty box then stand up

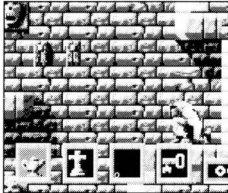


Drop object

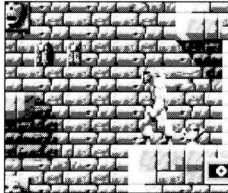
crouch and fire



select object to drop

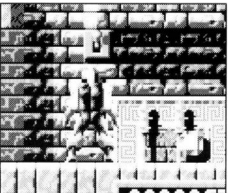


stand up

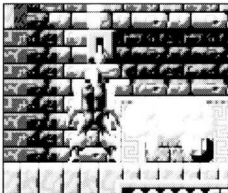


Switch, lever or button

face switch, lever or button



press fire





The Story

A city lost in legend
An unconquered warrior seeking reward
A challenge laid down by the Gods
The greatest prize of all - immortality

4 great events combine to bring forth a burning legend.

Re-live that legend

Who would have thought that a man would be so foolish or so daring as to accept a challenge set down by the Gods? And yet one came forward to claim the right to test his skills and strengths against a city so legendary its name alone struck fear in the hearts of all who heard it spoken.

Firstly, let us talk of this city.

None can be sure that the city even exists for no-one has ever seen it. It was built by the Gods, a plaything, great temples, hidden underworlds, fiendish labyrinths and soaring towers. It is a city stolen by the forces of darkness, the abode of nightmare hosts, the dwelling of fearsome killers, the dominion of four great guardians.

Secondly who is the hero?

Has anyone matched him in battle? No. Has he ever turned aside from his sole quest? Never. Is he not therefore a hero among heroes? Undoubtedly.

In his travels our warrior has become skilled in all the weapons of war; he is strong and he is unflinching, what of all the prizes of the world does he seek? He wishes to join those fickle masters of the human race - the Gods themselves.

Thirdly I shall recount the challenge of the Gods

Were the Gods only joking when they laid their challenge? Uncaring and unthinking on Mount Olympus they thought that no-one would hear their rash words:

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.

Through their contempt for man did they not bring about their own undoing? For never before had such an untamed reward been offered to the mortals. But who from the ranks of man would face destruction at such odds? Surely none.

Only One.

Finally, what did the hero ask of the Gods?

Immortality breeds contempt and the Gods, so long uncaring for the events of man, know nothing of the exploits of our hero. He stands before them showing neither fear nor disdain and asks the Gods that shall he return, fulfilling completely their quest, he will join them as an equal and a brother.

The horror, the impertinence the mistake realized too late, the gateway lies open to their domain where no mortal man ever trod before.

But the word of the Gods may not be broken and only the hope of the hero's failure comforts them as the warrior departs for the City of Legends, preparing to carve one more story on its walls..

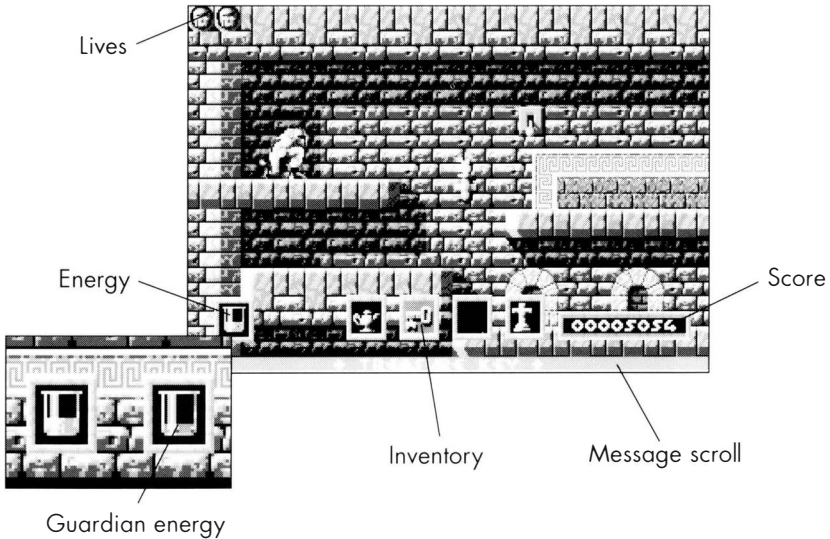


Instructions

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 the 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'.

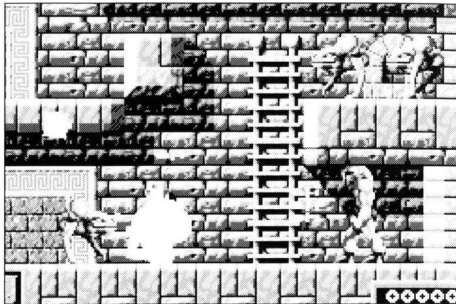
Status



Combat

In order to fulfill your quest you must venture through the levels of the city, these are now the home of chaotic hordes of monsters which must be overcome, to do this you must fight. Scattered throughout the city are many weapons, some of these will be powerful and others weak, these weapons are essential if you are to defeat the creatures you will face. As well as weapons that you may find, it is possible to purchase others at shops located within each level.

Different weapons have different strengths and qualities, discovering the nature of each weapon will help you succeed.



Collecting several of the same weapon will make your shots more effective.

Several weapons may be used at the same time, find out which are compatible for ultimate fighting ability.

Monsters

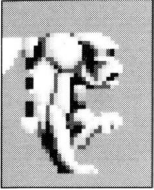
Over the years since the Gods abandoned it, the city has become the home of many chaotic beasts, these are ruled by four gigantic guardians who use them to protect their fortunes. The monsters you will meet are by no-means stupid; some will be stronger than others and some will be more deadly, but all are united in their cause to thwart your quest. Some of the inhabitants are able to avoid your attempts to kill them

and then strike with precision. Whatever monster you meet it is wise to study its behaviour and from this knowledge learn the nature of all your adversaries.

Within the first level the monsters you will meet will have only one aim – to kill you. As you progress into the temple and beyond you will meet creatures who will try to steal the few precious items to be found.

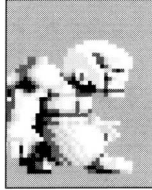
The physical appearance of a monster indicates its nature and its objectives

killer



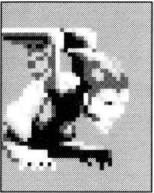
their objective is to kill you, if these are very intelligent they will pursue you throughout the level in order to achieve this.

thief



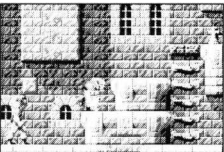
these monsters try to steal objects or protect them from your clutches, if there is no treasure available they will try to kill you. Because of this tendency it is possible to delay them by leaving treasure scattered throughout the world.

flier

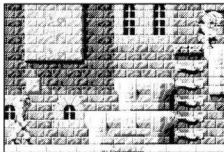


as well as trying to kill you these monsters are able to avoid your shots, the more intelligent ones will prove very elusive.

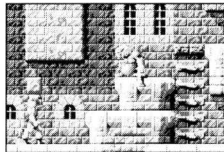
Because of their varying objectives monsters can be used to help you.



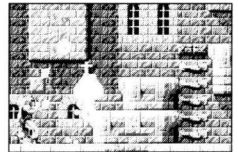
The cross cannot be reached



Thief steals the cross



Drop the attract potion



Kill thief to recover the cross

Keys

In order to protect their city from unwelcome intruders the Gods placed many doors to block their progress. These doors are extremely strong and can resist all attempts to demolish them. To open them it is often necessary to have the correct key in your inventory .

As well as doors the inhabitants have entrusted their valuables to locked chests. These containers may only be opened using the correct key. These are smaller than the keys used to open doors and are coloured to correspond with the chest they open. Like their larger relatives, these keys are not easy to attain and are usually well protected by monsters, traps or puzzles. The treasure within the chests may be used to purchase weapons or potions at the shops that are found throughout the city.

When a key has been used it will be discarded automatically.

Doors can lead to rooms, teleport you to new locations or allow you to progress along passages.

Special gems are also able to teleport you.

To open a chest, collect the key and walk past the chest.

The colour and shape of a key indicates what type of door or entrance it will open:



Gold - teleport



Bronze - room



Iron - trapdoor / moving block



Gold - end of level or world



Bronze - treasure room



Iron - door

The colour of a chest and its corresponding key are indicative of the value of its contents:

gold chests - greatest value

bronze chests - normal value

Iron chest - lowest value

Money and Shopping

The city is fabled to be rich in treasure and gold, though no-one has ever returned to confirm it. In order to stand the best chance of success you will need to collect as much of this treasure as possible, the money can then be used to buy weapons, potions and health in the shops dotted throughout the levels. These shops are reached by walking over a special token which calls on the shopkeeper to escort you to his store.

The description of the item and price are displayed in a window below the arches. Your cash is displayed to the left of the screen. To leave the shop press on the arch labelled exit. All the items you have purchased will be available as soon as you leave the shop.

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.

Treasure may be revealed by killing monsters or solving puzzles.

Shops appear at the halfway and at the end of each level.

Shields and starbursts will be removed when you confront the guardian at the end of each level.

Potions can be collected either by finding them in the city or buying them in the shop. If a potion is collected it takes immediate effect.

Certain of the potions that can be bought in the shop can be carried and only take effect if they are dropped from your inventory.

A guide to weapons and potions:

Weapons

Dagger



this is one of the weakest weapons you may come across.

Shurikans



stronger than daggers, they also travel through aliens.

Fireballs



these can be used at the same time as a conventional weapon such as a dagger or shurikan.

Spear



these pass through aliens and platforms to cause great damage

Potions

Attract *



causes all aliens to attack you

Large shield



this can be bought or collected, it lasts for the whole of the current world and reduces your damage by half

Small shield *



can be collected or bought, it lasts for 15 seconds and protects you from all damage as well as killing any aliens who run into it

Wideshot



one of three shot directing tokens, wideshot spreads the shot for maximum effect against flying aliens

Food



this comes in several forms, it replaces lost energy but is not as powerful as the health potions

Shop



this token brings on one of the traders

* These potions can be bought and then dropped when needed.



Traps and Puzzles

One of the most cunning methods that has been employed by the dwellers of the city has been the devising of puzzles and traps. Some of the puzzles are simple requiring only the throwing of a switch to advance further, others are much more complex involving collecting objects, finding keys and acquiring special weapons. Traps take several forms but most are lethal, spiked flails causing death unless you can escape them quickly.

The puzzles that you will face are many and varied. All puzzles are one of two types, progression puzzles and reward puzzles. Progression puzzles need to be solved in order to complete the world or progress. Reward puzzles are not essential to the completion of the game, these puzzles provide rewards, these can take the form of extra treasure, shortcuts or other benefits.

Hidden rooms are a typical example of a reward puzzle, the entrance to a hidden room may be found by examining the background. There may be a platform that cannot normally be reached or passage blocked by a wall.

As reward puzzles are not essential they may involve a considerable amount of danger. Particularly strong monsters may protect the route that leads to the reward.

Progression puzzles are usually simpler in nature than reward puzzles, however these puzzles may often contain traps if they are not solved correctly. Progression puzzles often require the player to recover an item such as a key or teleport gem. These items will then allow the player into the next section of the world.

Puzzles may be simple, requiring only one action to solve them, others require combinations of one or more events to trigger them. These actions include: throwing switches, completing sections within a limited time or finding and returning objects to a specific location.

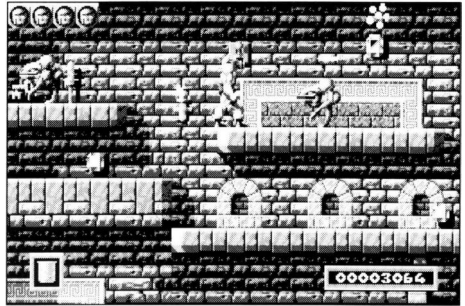
As well as puzzles there are also many hidden bonuses, these will provide rewards at certain points if they have completed a section in a good time, or lost minimal energy or lives. These bonuses take the form of treasure or potions that will make completing the next section easier.

Once a puzzle has been completed the objects used to solve it will be removed from your inventory.

Clues

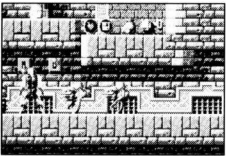
In order to assist you there are many clues that can be picked up, these take the form of special tokens, collecting these will print a message or clue along the bottom of the screen. These clues may help define the quest for the level, provide a hint or a solution to a puzzle or reveal the location of an object.

All clue messages are displayed when you collect the token, they cannot be re-displayed so take careful note of their contents.

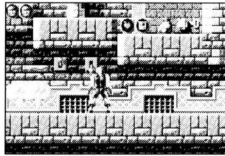


Bonus revealed because player has three or more lives

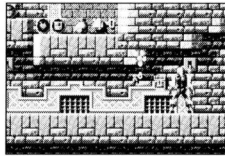
Two traps must be destroyed by a combination of the three levers



Wrong lever reveals monsters

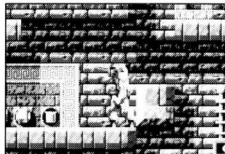
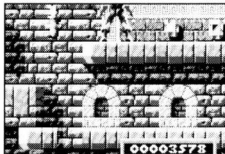


Right lever destroys traps



Once the puzzle is solved this lever reveals a hidden chest

Resetting levers moves a block which reveals a hidden room





The Four Great Levels and Four Gigantic Guardians

The city is composed of four levels, the city, temple, labyrinth and underworld, each level is split into three worlds. At the end of each level is an enormous guardian. These are the monsters you have been sent to destroy, all the minions and treasure belong to these fearsome creatures and each is determined to retain their power.

Scoring

As well as completing this great quest there may also be some honour in having achieved a good score, you will receive points for killing monsters, collecting treasure and solving puzzles.

At the end of each world a bonus is added to your score, this bonus is affected by the number of lives remaining and health.

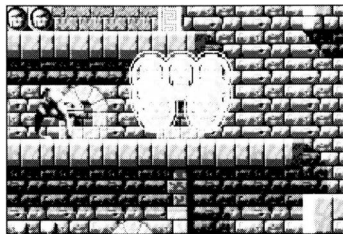
At the end of the game your score will be placed into the hall of fame which is saved to disk.

Input your name using the joystick to select the letters.

Bonus lives will be awarded for 'landmark' scores.

Dying and Restarting

You have three lives in which to complete the game. Each world consists of several zones, when you lose a life you return to the beginning of the zone in which you died, you retain all your weapons and potions.



Password

Whenever the game is over, you are provided with a password, this will allow you to re-enter the game at the beginning of the level in which you died. You will re-start the game inside the shop in order to allow you to purchase some weapons and potions.



