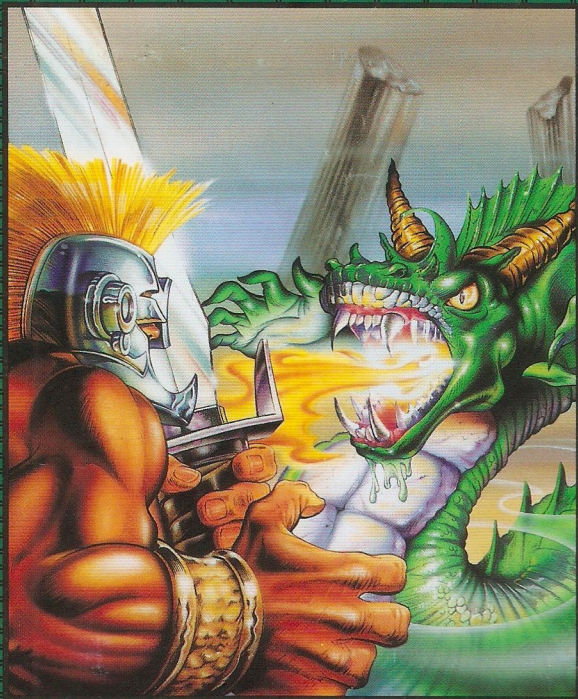


SEGA
GENESIS
16-BIT CARTRIDGE

GODS™



USER'S GUIDE

LICENSED BY MINDSCAPE INC.
A SOFTWARE TOOLWORKS COMPANY



© 1991, 1992 The Bitmap Brothers. © 1992 Mindscape Inc. "Into The Wonderful" written by Nation XII. © 1990 Rhythm King Records. All rights reserved. GODS is a trademark of the Bitmap Bros.

Licensed by:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949



Mindscape and its logo are registered trademarks of Mindscape Inc.
A Software Toolworks Company.

This Game is Licensed by Sega Enterprises Ltd. for Play on the SEGA™
GENESIS™ SYSTEM.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

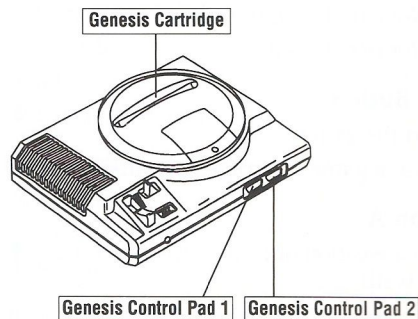
TABLE OF CONTENTS

STARTING UP	1
GAME CONTROLS.....	2
GAME PLAY	3
INVENTORY	3
TO PASS AN OBSTACLE	4
MENU OPTIONS.....	4
TO USE THE GAME OPTIONS	5
THE STORY	6
SUMMARY	8
STATUS.....	8
COMBAT	9
MONSTERS	9
KEYS	11
MONEY & SHOPPING.....	13
WEAPONS	14
POTIONS	14
TRAPS & PUZZLES	15
CLUES	16
LEVELS & GUARDIANS	16
SCORING.....	17
LOSING LIVES & RESTARTING.....	17
PASSWORD	17
TECHNICAL SUPPORT	18
LIMITED WARRANTY	19

STARTING UP

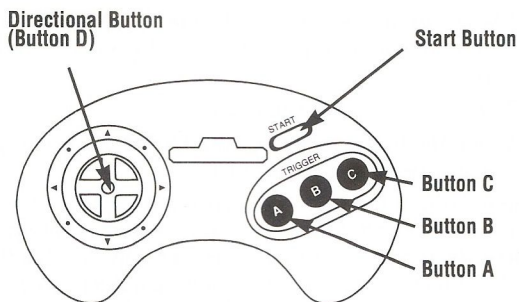
1. Set up your Sega Genesis System and plug in Control Pad 1, as described in the system manual.
2. Make sure the power switch is **off**; then insert the *Gods* cartridge into the console and press it down firmly.
3. Turn the power switch to **on**.
4. When the title screen appears, accept the default, **Begin Quest**, and press Start.

Important: If the Sega screen doesn't appear, turn the power switch **off**. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch **on** again. Always make sure the power switch is turned **off** before inserting or removing the Sega cartridge.



GAME CONTROLS

For best game play, learn the different control pad buttons before you start.



Directional Button (Button D)

Use the arrow keys to make your hero walk and climb:

- ↑ Climb up or face the wall in preparation for pulling a lever.
- ↓ Climb down, duck, or crouch.
- Move to the right.
- ← Move to the left.

Start Button

- Start the game.
- Pause a game in progress; resume play.

Button A

- Fire a weapon or pull a lever (first press ↑ to face the wall).

Button B

- Press to jump (select the direction with → or ←).

Button C

- Pick up or drop objects.

GAME PLAY

Press the arrows to walk and climb. Press ↑ → or ← and buttons to operate levers and jump.

To use a lever or button:

1. Press ↑ to face the wall lever, or button.
2. Press A.

To jump:

1. Press → or ← to select a direction.
2. Press B.

Note: When the hero walks off an edge, he jumps down. If the jump is too far down, uh oh!

INVENTORY

You may only carry up to three objects in your inventory. If you try to get a fourth object, you will lose one of the others.

To pick up an object:

1. Press arrows to stand by object.
2. Hold ↓ to crouch.
3. Press C twice.
4. Release ↓ to stand up again.

To drop an object:

1. Hold ↓ to crouch.
2. Press C twice.
3. Release ↓ to stand up again.

To open treasure with a key:

1. Pick up the key.
2. Press arrows to walk over the treasure chest.

To shop for weapons, health, and potions:

At the end of the second world in each level, you must go shopping. You need food to increase your energy as well as a total of three objects for your inventory.

1. Walk over the shop token to call the shopkeeper and the shopkeeper will appear.
2. Use arrows to select a weapon, health, or potion.
3. Click **A**, **B**, or **C** once to view a description of your selection.
4. Click **A**, **B**, or **C** twice to buy it.
5. When you are done, use arrows to select **Exit** and press **A**, **B**, or **C**.

TO PASS AN OBSTACLE:

1. Jump over it, if you can.
2. If you can't jump an obstacle, press a lever to turn it off, remove it, or open it.

MENU OPTIONS

Starting from the main menu, you start the game, enter passwords, or use the game options.

To select a level:

1. Press **↓** to **Enter Password**, then press any button.
2. Press arrows to select a letter, then press any button.
3. When you finish spelling the password, select the end icon and press **Start**.

Hint: Select the back arrow icon on the screen to correct spelling mistakes.

TO USE THE GAME OPTIONS:

1. Press **↓** to **Options**, then press any button.
2. Press arrow keys and any button to use the following:
 - **Tune Title** - Listen to the game sound effects, which identify the title, all levels, the guardians, shops, the high score screen, the end of a world, the end of a level, and game over. The **A** button repeats the tune. The **B** and **C** buttons allow you to go to the next tune.
 - **Hints** - Turn game hints **on** or **off**. When this option is **on**, you will see clues in the Message Scroll when you solve puzzles, avoid traps, or collect bonus gems.
 - **Exit** - Go back to the main menu.

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

Relive 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 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 favor 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 should 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 has 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...

SUMMARY

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*. At the end of the second world in each level, you must stop at a shop. At the end of the third world in each level, you meet the guardian. Avoid the guardian and his weapons. Press **A** to fire at him.

STATUS

To determine your play status, check these screen features:

- **Lives** - See the lower left corner.
- **Energy** - Yours is in the far lower left corner; the guardian's is in the far right corner.
- **Inventory** - Up to three objects are shown in the four boxes in the lower center of the screen.
- **Score** - See the lower right corner.
- **Message scroll** - Appears with hints or clues when you solve puzzles, avoid traps, or collect bonus gems.
- **Bank account** - Your account balance is listed below your score.

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.

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 destroy them.

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

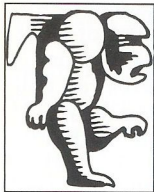
Several weapons may be used at the same time, find out which are compatible for ultimate fighting ability.

Then strike with precision. Whatever monster you meet, it is wise to study its behavior 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 destroy you. As you press 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.

DESTROYER



These are very intelligent. Their objective is to destroy you, and they will pursue you throughout the level in order to do so.

FLIER



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

THIEF



These monsters try to steal objects from you. They will also try to grab and run away with any objects not yet acquired. Because of this tendency, it is possible to delay them by leaving treasure scattered throughout the world. If there is no treasure available, they will try to destroy you.

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

For example, suppose you find a cross but cannot reach it. If a thief is chasing you, it will steal the cross. You can drop the attract potion, then destroy the 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 keys used to open doors and are colored to correspond with the chest they open. Like their larger relatives, these keys are not easy to obtain and are usually well protected by monsters, traps, or puzzles. The treasure within these 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 let you progress along passages.

Special gems are also able to teleport you.

To open a chest, pick up the key and walk past the chest.

To open a door, pick up the key and walk to the door. Using the arrow keys, face the wall and press the A button to pull the lever.

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

Vertical Keys



There are three vertical keys:

Gold - teleport

Bronze - room

Iron - trapdoor/moving block

Horizontal Keys



There are three horizontal keys:

Gold - end of level or world

Bronze - treasure room

Iron - door

The color of a chest and its corresponding key are indicative of the value of its contents;

Gold chests - greatest value

Bronze chests - average 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. For the best chance of success, you 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 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 at the bottom of the screen. To leave the shop, press on the arch labeled 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 destroying monsters or solving puzzles.

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 a shop. If a potion is collected, it takes immediate effect. Certain potions that are 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 - one of the weakest weapons you may come across.



Shurikans - stronger than daggers, these travel through monsters.



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



Spears - pass through monsters and platforms to cause great damage.

POTIONS



Attract* - causes all monsters to attack you.



Large Shield - can be bought or collected; it lasts for the whole of the current world and reduces your damage by half.



Small Shield* - can be bought or collected; it lasts 15 seconds and protects you from damage and also destroys any monsters who run into it.



Wideshot - one of three shot-directing tokens, this spreads the shot for maximum effect against fliers.



Food - comes in several forms; it replaces lost energy but is not as powerful as the health potions.



Shop - step on a token to call the shopkeeper.

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

TRAPS AND PUZZLES

The most cunning methods employed by the dwellers of the city are 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, their 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 that 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 a 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 that you recover an item, such as a key or teleport gem. These items will then let you 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 provide rewards at certain points if you complete a section in a good time or lose minimal energy or lives. The bonuses take the form of treasure or potions that will make completing the next section easier.

Once a puzzle is complete, the object used to solve it will be removed from your inventory.

CLUES

To assist you, there are many clues that can be picked up. Clues take the form of special tokens. Collecting them causes a message or clue to appear in the Message Scroll. 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 redisplayed, so take careful note of their contents.

THE FOUR GREAT LEVELS AND FOUR GIGANTIC GUARDIANS

The city has four levels: the city, the temple, the labyrinth, and the underworld. Each level is split into three worlds. At the end of each level is an enormous guardian. These are the monsters you were sent to destroy. All the minions and treasure belong to these fearsome creatures and each is determined to retain its power.

SCORING

As well as completing this great quest, there may also be some honor in having achieved a good score. You receive points for destroying 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 as shown by the Energy meter.

At the end of the game, your score will be placed into the hall of fame.

To input your name, follow the same procedure as entering a password.

Bonus lives will be awarded for 'landmark' scores.

LOSING LIVES AND RESTARTING

You have three lives in which to complete the game. Each level consists of several worlds. You return to the world in which you lost a life with all your weapons.

PASSWORD

When you complete a level, you get a password that lets you reenter the game at the beginning of that level. You restart the game inside a shop, which lets you purchase health, weapons, and potions.

TECHNICAL SUPPORT

For technical support in the USA:

Mindscape Inc.

A Software Toolworks Company
60 Leveroni Court, Novato, CA 94949

Telephone: (415) 883-5157

For technical support in Europe:

Mindscape International

P.O. Box 51, Burgess Hill RH15 9FH
West Sussex, England, United Kingdom

Telephone: (0) 444 239-600

FAX: (0) 444 248-996

For technical support in Australia and New Zealand:

Mindscape International

5/6 Gladstone Road, Castle Hill
New South Wales, Australia 2154

Telephone: (02) 899-2277

FAX: (02) 899-2348

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection television: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the Sega Genesis Cartridge will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Sega Genesis Cartridge will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE SEGA GENESIS CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE SEGA GENESIS CARTRIDGE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA (415) 883-5157

UK (0) 444 239-600

Australia (02) 899-2277

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE
SEGA™ GENESIS™ SYSTEM.

SEGA™ AND GENESIS™ ARE TRADEMARKS OF SEGA
ENTERPRISES LTD.

LICENSED TO:



MINDSCAPE

A SOFTWARE TOOLWORKS COMPANY

60 LEVERONI COURT
NOVATO, CA 94949
(415) 883-3000

PRINTED IN JAPAN.