

Review of Hades game – Although it is duplicate, it is not boring

Hades - a roguelike game with a compelling storyline, requiring players to spend hours to fully experience and explore.

Publisher: Supergiant Games

Developer: Supergiant Games

Release date: September 17, 2020

Platform:
PC, Switch

Supergiant Games is a developer known for creating games with rich storylines and complex themes. And one of Hades' great successes is the way those elements are seamlessly integrated into the Rogue-lite structure.

Through a seemingly endless series of character interactions and plot progressions, Hades incubates his plot through hours of continuous escape, as you lead your character over and over again trying escape from hell. In addition to upgrading weapons and characters, new information about the plot is also one of the most satisfying rewards for players. However, it also means that you will have to prepare a lot, because to complete the plot there will be a long journey ahead.



Zagreus - son of the mighty god Hades, ruler of the realm of the dead with an uncontrollable rage and a desire to rule over all. He is the prime example of a sarcastic, foolish rebuke, and at the same time, Zagreus's desire to run

away makes the story more like a family tragedy but told as a story. familiar myths. This quest to find the mother he'd never met brought him in contact with the Olympians and characters from Greek mythology, including Zeus, Athena, Achilles, and Medusa. The 'dynamic' mechanics that constantly change between characters in the game have been successful, from the rivalry between Olympian siblings to the resumption of love between Orpheus and Eurydice, and I love how the side stories are added between the action sequences and throughout the course of them.

Each Zagreus escape attempt will involve fighting in chambers, and to destroy a variety of different types of enemies requires precision and careful observation. Combat in Hades is fast-paced and challenging, giving it a more Devil May Cry-like action feel than similar role-playing games. The adrenaline rush is always high, but there's also a chance that some encounters with enemies turn into spamming all available attacks to take them down before the player suffers the most powerful counterattacks.

New weapons are unlocked constantly and can change your gameplay quite dramatically, from the accuracy of the Heart-Seeking Bow to the fierce melee overwhelming of the Twin Fists of Malphon. The most impressive thing is that with the same weapon, every time your escape from hell will certainly be a different experience, when the 'blessings' (boons) of the gods will change randomly. and affect his skills and attacks. I've always been eagerly waiting to see how my next playthrough will change after each death.



In addition to the familiar names, Zagreus was acquainted with the gentle, kind Sisyphus, who constantly pushed a rock up a hill that he would never reach the top but never complained about his work. his job. It's the right allegory for the broader game, and that got me hooked on the evolution of the character progression, the more I played the more I felt like I was in Sisyphus and spent hours choosing different story sequences and constantly upgrading. As interesting as it was, as time went on, my interest in the series of rooms (chambers) dwindled. I look forward to the end, even if the game requires more escape attempts. Even after 'winning', That teasing continued before a definitive conclusion was reached.

The plot is spread out over too many hours of gameplay to maintain a constant excitement, but instead there's plenty of rich content to explore throughout. Hades is a huge game, with tons of extra content to satisfy even the most demanding players. The 'God Mode' allows the protagonist to increase his damage resistance after each death, helping to bring victory to even less skilled players. On the other hand, adventurous gamers who are always looking for bigger rewards can increase the difficulty of the game. Harder boss battles, new weapon types, hidden storylines and more invite players to get lost in Hades' world. These extra variations and options bring life to the game long after the allure of completing a normal escape has worn off.



Even seriously playing this game does not guarantee players will complete the story without many hours of digging and digging, and only the most dedicated players will see the full extent of Hades. But Supergiant's latest work is a beautiful and contemplative twist on Greek mythology, refreshing these old stories with a modern twist. The fast-paced action gameplay might send you to hell for the first time, but I doubt you'll stay to learn about this eccentric and fascinating family.

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