

HADES ✂



Introduction :

Hades is an indie gem created and edited by SuperGiantGames. It was launched on the Epic launcher in 2019 and later on Steam and consoles in 2020. The game is rogue-like played in isometric-2D. We play as Zagreus, son of Hades, trying to escape from Hell over and over again to find his mother.

Gameplay :

True to his root as a rogue-like, the game is structured around Zagreus' escape attempts. To do so, he's starting from Tartarus at the bottom of Hell and traveling upwards from room to room, fighting enemies and bosses along the way. Zagreus has access to different weapons and must choose one before each attempt. Hades as a real punch to its confrontations, Zagreus is fast and elusive and most enemies force him to dodge all around the battlefield to stay alive. On the offensive side, weapons hit hard, each impact staggering the enemy for a short period.

During his climb, Zagreus sometimes stumbles on divine gifts, opening a new part of the game, the character customization. Here comes one of the most glaring flaws of the game. Although each god has its property the level of customization in Hades is nowhere near the level of most other recent rogue-like. Hades upgrades do not change the gameplay in a meaningful way. The best obtainable upgrades are damage increases and the most radical ones are locked at one or two per run.

Narration :

Narration is a crucial part of Hades. It's fair to say that it revolutionizes the way storytelling in rogue-likes. Due to the repetitive nature of these games, most of them use environmental storytelling or implicit clues about a secret story.

The soundtrack has a great deal of rock influence, with distorted guitar making an appearance in most of the tracks. Nevertheless, the game knows how to diversify and calm down. Artistically the game is regarded as one of the better looking in the genre especially with such a small team and cheap price tag.

A lot can be said about the game's development. Nowadays it stands proud among the examples on how to do early access rights. With numerous updates and great collaboration with the community via a report menu in the game in which players could report bugs but also propose ideas. Interested readers can watch No Clip's documentary on the subject.