Thor: God of Thunder

I am THOR! My game is MEDIOCRE!

t's a weird feeling, knowing that a game is going to shift a crapton of copies regardless of what I say about it, in spite of that low score you see at the bottom of this page and the hundreds of words I spend whinging about the completely lacklustre experience I've had with it. It boggles the mind really, but that'll doubtless be the case with Thor: God of Thunder. To those of you who actually enjoy good games and would rather not waste your hardearned dough on yet another shameless licensed rush job, stay away from Thor. It's that simple. Apparently I'm supposed to tell you why that is, so here goes...

Thor: God of Thunder is based on the recently released blockbuster film starring everyone's favourite Marvel-interpreted thunderous god. I've yet to see the movie, but apparently it's quite good – unlike the game. It doesn't repeat the film's storyline, instead opting to carve out its own narrative. There's something in there about Loki being his usual tricksy and deceptive self by successfully manipulating Thor (and you) into releasing some giant demon-type thing. Demon thing then proceeds to tear Asgard a new one



Platforms: 360 / DS / PS3 / Wii

Genre: Action

Age restriction:

16+

16+

DRM:

Disc-based Multiplayer:

Local: None Online: None

Developer:

Liquid

Entertainment (360 / PS3) / Red

Fly Studios (Wii) WayForward

Technologies (DS) Website:

www.sega.com/thor Publisher:

SEGA

Distributor:

Nu Metro Interactive





/1/ Certain collectables unlock alternate costumes for Thor. There's also a collectable that unlocks different colours for your lightning-based attacks.

/2/ Thor battles Ymir.
It probably looks more
impressive than it actually is.









while Big Daddy Odin has a nap or something. Honestly, I don't really care. To be fair, the story's not outrageously bad and it's actually cool to see a bunch of recognisable characters in here that didn't star in the film, but were instead lifted from the pages of the comic book. Still, it's painfully difficult to get immersed in a story as brazenly uninteresting and uninspired as the one conveyed here. The character's rich history deserves so much more than this jerry-rigged narrative.

Getting down to the actual gameplay doesn't improve matters, either. It's pretty much just a *God of War* clone, but an excessively mundane one. The Mjölnir-infused combat system works (aside from the horribly annoying camera), but it's never really exciting, save for a few decent boss battles. You've got your basic and advanced attacks, complemented by a set of three different powers: namely Wind, Thunder and Lightning. Each of those

three can be charged up to unleash a more powerful attack. For example, the basic Lightning power causes lightning strikes to come down from the heavens and fry a set number of foes. Charged up, however, the Lightning power bathes a sizeable area around Thor in electrical energy, dealing massive damage and ruining the day of any enemy caught in its area of effect. You bash things and hurl your mighty hammer as you trudge through a series of familiar but bland environments. Along the way, you gather Valour in numerous ways. Valour acts as currency for upgrading Thor's attributes and abilities. It's all perfectly functional and it even manages to offer a dash of mindless fun for a short while. Soon enough though, you'll find it becomes tiresome and repetitive. There's massive potential for any game starring Marvel's Thor to automatically be awesome. This game manages to defy that logic. NAG

Barkskin

/ PLUS / Thor's in it / Decent combat and upgrades / Cool hammer bro / MINUS / Rubbish camera / Boring environments / Visually outdated / Repetitive





