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Could you be the next God?

[Demigod Combines Tactics with Role Playing](#)

With generals and assassins

Demigod was announced a while back, right after Gas Powered Games released Supreme Commander and, for a while, details were scarce on the title, with only one gorgeous screenshot of a towered giant being showed. Now, the game has advanced along the development path and the developers are interested in offering more info. Gamespot managed to score some talk time with both the top man at Stardock, Brad Wardell, and with [Chris Taylor](#), the head of Gas Powered Games, and interesting details emerged during the discussion. The most interesting fact is that the game will likely ditch the limited class system which was talked about originally. When Chris Taylor first presented the game, he said that some demigods would be "generals" focusing on front line fighting and support of smaller minions while other demigods would become 'assassins', focusing on spells taking down other demigods. Now, it seems that the lines between the classes will be blurred, with the developers hoping that this move will provide players with a more complete experience. Brad Wardell mentioned that "Our betas and play tests are ongoing", so things might change until the launch date of [Demigod](#). At its core, the game is all about taking out the other demigods, who are rivals on your way to a higher position within the heavens. But the tactical battles between the individual demigods will be complex, the control of the territory being important, as it grants more powerful spells and minions which the demigods can use. Basically, you need to control most of the area of any battlefield in order to muster the strength needed to take out the rival demigods. It will be interesting to see how the micro management and the role playing elements involved in controlling the demigod will mix and match with the real time strategy elements that will be required to control the various minions in the game.