

Gods of Egypt Review

- Jacob Keller

When I was trying to decide which movie to see for the weekend, a thought came into my mind: “Hey, I heard that *Gods of Egypt* movie was a huge flop, not to mention that it has controversy... Why not see it?” And so I headed to the theater, low expectations set, excited to see a predominantly white cast in a movie set in ancient Egypt.

This suggests that I wasn't remotely transported back to ancient Egypt. You'd be right thinking that, and not just because of the cast. For starters, the special effects were sub-par, sometimes painful to watch. One of the scenes actually looked like the creators took a screen saver from a ten year old computer and plopped it into the film.

The choices in dialogue were also questionable. The movie was fictional: it featured the gods of Egypt as characters. Problematically, the gods couldn't be taken seriously. They acted like celebrities more than anything else, winking at people during important ceremonies and making jokes with each other and their worshippers, even when they were fighting, as in trying-to-kill-each-other fighting. Nothing godly or intimidating about that.

The plot was simplistic. The writers had an outline of what they wanted to be the plot, and didn't think hard to try to connect major points together. They came up with half-witted ways to make the plot make sense or push forward, like saying that a character got the short end of the stick because he was being tested, or having confidential information accessible enough for a civilian to sneak into a palace and read it. At one point they even forgot that they foreshadowed an event, failing to put it into the plot. The list goes on...

The writers also tried to draw lessons from the plot, yet were half-hearted in their approach. They wanted to make a lesson about believing in god, in this case believing in the many Egyptian gods, yet the gods actively use their powers and are clearly capable rulers. There was no reason for one of the main characters to not believe in their capabilities in the first place. They try to make the god Horus out to be lazy, and want to suggest at the end of the movie that he's a changed man, yet there's nothing to suggest that he changed. He has no epiphany. They try to teach a lesson about the importance of caring for one another, yet Horus does nothing to indicate he has truly changed. He just ends up being a nice guy in the last minutes of the movie. They try to teach a lesson about the value of character over money, but simply say that character is better than money again. The list goes on...

The conflict was one of pure good versus pure evil. Osiris, one ruler, is cheerful and well-loved. He donates to the poor and lets them bury their dead at one of his temples. Set is a brat and likes to make people suffer. He makes everyone into slaves, and wants to destroy the world - Oh no! Looking at the movie overall, I wouldn't be surprised if one of the writers was a young child. Limited thought was put into this movie. If that's what you're looking for, then by all means *Gods of Egypt* is a movie for you.