



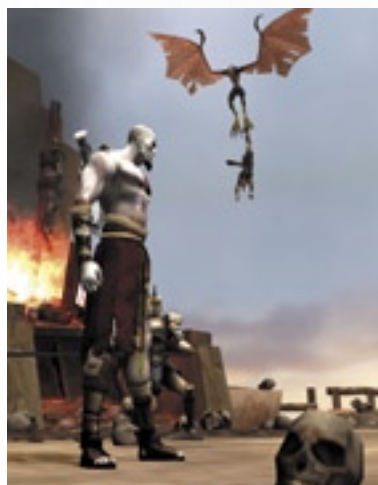
God of War

Our guide will walk you down the path to hell and show you how to slay a god



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CONTROLS

Circle: Grab/punch (during grab)
Triangle: Strong attack/mutilate (during grab)
X: Jump/Double jump/Kick (while dragging item)
Square: Regular attack/Sword swipe (during grab)
L1: Block
L2: Use magic power
L3: Rage of the Gods (press with R3 button)
R1: Shoulder tackle/dash
R2: Open crates/Drag and lift items
R3: Rage of the Gods (press with L3 button)
Left analog stick: Walk/Run
Right analog stick: Evasion
D-pad up: Magic powers select
D-pad down: Magic powers select
D-pad left: Magic powers select
D-pad right: Magic powers select
Start button: Powerup menu
Select button: Options menu

EQUIPMENT OF THE GODS

To upgrade the weapons bars, simply press the start button to go to the enhancement screen. Choose your weapon or magic and press the X Button to funnel blood into the item.

BLADES OF CHAOS

Where obtained: Default for Kratos
 Upgrade costs:
 Level 1.....Default
 Level 2.....2250 red orbs
 Level 3.....3750 red orbs
 Level 4.....9000 red orbs
 Level 5.....Maximum, cannot upgrade

BLADE OF ARTEMIS

Where obtained: Rings of Pandora
 Upgrade costs:
 Level 1.....Default
 Level 2.....3750 red orbs
 Level 3.....10000 red orbs

BLADE OF THE GODS

Where obtained: During second battle with Ares
 Upgrade costs:
 Level 5.....Already at maximum

MAGIC POWER OF THE GODS

To upgrade the magic bars, simply press the start button to go to the enhancement screen. Choose your weapon or magic of and press the X Button to funnel blood into the meter per item.

RAGE OF POSEIDON

Where obtained: Final Hydra battle
 Upgrade cost:
 Level 1.....Default
 Level 2.....1650 red orbs
 Level 3.....4500 red orbs

MEDUSA'S GAZE

Where obtained: After battle with Medusa
 Upgrade costs:
 Level 1.....Default
 Level 2.....3000 red orbs
 Level 3.....7500 red orbs

ZEUS' FURY

Where obtained: Rooftops of Athens
 Upgrade costs:
 Level 1.....Default
 Level 2.....750 red orbs
 Level 3.....3500 red orbs

ARMY OF HADES

Where obtained: After obtaining Architect son's skull
 Upgrade costs:
 Level 1.....Default
 Level 2.....4500 red orbs
 Level 3.....10000 red orbs

WHEN YOU START A NEW GAME, YOU DON'T GET TO KEEP YOUR UPGRADED EQUIPMENT OR MAGIC

RAGE OF THE GODS

Once Kratos upgrades the Blades of Chaos to Level 2, he can use the Rage of the Gods power. It's sort of like Devil Trigger from Devil May Cry. When activated, Kratos enters God Mode and can decimate enemies like flies. But you can only use it when the Rage Meter is full. Fill the Rage Meter by killing enemies. The more enemies you kill, the faster the bar fills. Press L3 and R3 together to activate Rage. Once Rage is activated, you CANNOT deactivate it. It continues until the meter empties, so use it wisely.

ENERGY ENHANCEMENT

There are 36 Gorgon Eyes and 36 Phoenix Feathers available in the game. In actuality, Kratos can only extend his health and magic bars 4 times each. You only need to find 18 of each item to extend the meters (that's 3 meter extensions) and then the last upgrade comes in the Chamber of the Gods.

GORGON EYE

Every six of these that you find increases Kratos' health bar.

PHOENIX FEATHER

Same as above but it increases Kratos' magic meter.

MUSE KEYS

You only need two Muse Keys to open the secret Chamber of the Gods room inside the Rings Of Pandora.



Read the walkthrough to find them.

ESSENCE

There are three types of Essence that appear in the form of orbs.

RED ESSENCE (BLOOD ORBS)

This is used to power-up your weapons and magic in the menu screen.

BLUE ESSENCE (MAGIC ORBS)

Found only after obtaining Rage of Poseidon.

GREEN ESSENCE (HEALTH ORBS)

Found by killing humans or opening chests.

COMBO METER

As you rack up your combos, the meter on the bottom right adds up your total each time and labels your brutality as follows:

10 hits.....	Vicious
10-20 hits.....	Gory
30-40 hits.....	Savage/Inhuman
40-100 hits.....	Bloodthirsty/Relentless/ Merciless
100-200 hits.....	Pitiless/Tyrannical/ Immortal
200-300 hits.....	Ferocious/Godly
300-400 hits.....	Omnipotent/Olympic
400-500 hits.....	All Powerful/Herculean
500-1000 hits.....	Supreme/Unearthly/ Impossible

VARIOUS TERMS

When enemies are killed in specific conditions, new terms appear.

Ruthless Kill: Kill any enemy using a simple grab (not when the Circle Button appears.)

Brutal Kill: Kill any enemy using the buttons that appear above their heads when they are weakened.

Mutilation: Kill an enemy with the Blade of Artemis.

Ruined: Kill an enemy that is airborne (such as a Harpie) with Medusa's Gaze and let them shatter as they drop.

Crushed: Kill an enemy who's frozen with Medusa's Gaze





THE AEGEAN SEA

SHIP BOW

Test out all your skills and eliminate all the enemies until a cutscene occurs. After eliminating all the enemies, walk up to the metal grate and mash the R2 Button to open it. Jump down to the next area. Open the chest to replenish health and destroy the barrels to fill the Blood Meter. Head through the hallway on the right and destroy the barricade. Continue through the hallway to your first sub-boss battle.

SUB-BOSS: HYDRA SPAWN

This battle may look difficult but it actually ISN'T. The Hydra Spawn only does a one or two-chomp attack every time and can be evaded with simple back rolls. Stand near the entrance doorway and wait for it to do a two-chomp attack (you'll be safe here). Immediately roll in twice and perform ONE combo on the Spawn and then IMMEDIATELY ROLL BACK TWICE to the doorway. Repeat this tactic until it keels over. Believe it or not, that is the pattern for this particular fight. Practice this tactic and you can

basically beat this boss unscathed. Once you've dealt enough pain on its scaly ass, it'll keel over and a series of buttons will appear above its head. Get up close to the head and press the following buttons when they appear: Circle, Triangle, Triangle, Triangle, Triangle. When performed correctly, you'll witness an intense Brutality kill sequence. If the opportunity is missed, you'll have to start all over again and the boss's HP will fully regenerate.

BACK OF THE SHIP

After the battle, head forward and walk through a series of bars Prince-Of-Persia style. Continue through the destroyed hole on the left side and continue through. Ignore the prisoner (you can't help him anyway) and head up the stairs. Destroy the barricade and then open the door. Head outside. Destroy all the winged foes and kill the defenseless humans to replenish health, then continue through to another sub-boss battle on the deck.

SUB-BOSS: HYDRA SPAWN

The sub-boss has three attacks to guard against.

Head Pound

It pounds its head on the deck in a left, right, center pattern.

Swallow

It'll grab Kratos and try to swallow him alive. Mash the Circle Button to open the jaws and counterattack.

Swipe

It'll do cheap swipes with its head to knock you off your feet. Use timed double jumps (straight up) to avoid getting damaged.

Wind Gust

Technically not an attack, but it uses this move to push Kratos away.

If you need health, open one of the doors on the right side of the boss and then open the chest to replenish. Killing this sub-boss triggers the next checkpoint. Jump down to the water and swim to the other side. Climb up the ropes.

SHIP TO SHIP

Climb up and eliminate the enemies here. Walk the bars to the other side. Take your time and be careful. There's a chest on one side filled with Blood Orbs. Cross the bars and head for the ship to trigger a cutscene. Once the cutscene finishes, open the chest to replenish health. Save game. Head down the ship and hide behind the large crates to avoid arrow damage (which you can block.) See that small crate on the right side? You need to push that thing all the way to the far end of the deck.



THE HYDRA SPAWN HAS THREE MAIN ATTACKS TO GUARD AGAINST

If you try to push it manually, it will be destroyed halfway though by the archers. Instead, press the R2 Button and then press and hold the X Button to do a charged strong kick. Doing this will fling the crate a far distance. Use this move until you can safely push the crate under the pillars. If you need extra health, slay the humans hiding behind the crates. Jump on the crate and then jump up to where the archers are standing. Open the nearby chest to replenish health and continue through the hallways outside. Regrettably, you cannot save the women and children locked in the Captain's quarters. Instead climb the ladder and then the ropes all the way up to the top of the Ship. Eliminate enemies on the way up or just keep pressing the jump button to quickly get to the top.



THE LORD POSEIDON

Jump to the top of the ship's sail and then grab onto the long rope. Slide down to the next area. There are three barricades: the left barricade contains a Blood chest, the right barricade has a Gorgon's Eye, and the middle barricade is the next checkpoint. Destroy the middle barricade and head through to a cutscene, which will end with "Magic Power Obtained: Rage Of Poseidon." After the cutscene, destroy all the enemies that appear. Practice your newly acquired magic on them. Once that's done, head through the halls outside. Save game. Replenish your health and magic meters at the chests and then climb up the rafters.

BOSS: HYDRA

You'll find two Hydra Spawns to defeat on the deck of the ship before climbing the mast to challenge the big boss. You will need to take out the each Spawn (one at a time) until it keels over. Next to each Spawn are stacks of crates. When the Spawn is down, jump up those crates to the top and then jump on the large hanging anchor to brutally pin it down. Do this for both Spawns. When fighting

the two Spawns, stand in the corner near the crates on the bottom of the screen on either side. Kratos can stand here for the entire fight and not take damage. After a Spawn does an attack, counter with a 2-hit combo and pull back. Once it keels over, climb up the crates and bring the hurt. Finally, climb the ropes to trigger the epic battle with the Hydra.

Hydra only has one attack to worry about: a painful chomp bite. It's roar is totally useless. This battle is even easier than the Hydra Spawns. After Kratos climbs the ropes, stand in the spot where he emerges (the "safe spot.") You can stand here for the entire battle and not get hurt. Don't walk on the planks on the left or right side. Lure the Hydra into chomping the plywood. Stand in front of it to lure it. When it starts moving its head back, immediately go back to the safe spot. When it chomps the plywood, quickly do a 2 or 3-hit combo. Repeat this tactic until you whittle its health to 50%. Once it keels over, run up to the head and press the Circle Button (Kratos has to be standing opposite the pole from the Hydra's head.) Kratos will fling the blades into the

Hydra's head. Mash the Circle Button to smash the Hydra's head against the pole. After doing that, the Hydra is released. You need to do this tactic two more times to break the pole into a large stake. Once the stake is exposed, whittle its health down some more and when it keels over, press the Circle Button and start mashing. Kratos will pull out its eye and impale its head on the stake. After the battle, walk into the Hydra's mouth to trigger a cutscene. You'll obtain the Key Item. After that, head out and climb up the crates. At the top, open the left crate for a Gorgon's Eye. Slide down the rope back to the other ship. Save your game. You can ignore the enemies here and go back to the Captain's quarters. Open the door and go



IT'S EASY TO DEFEAT THE HYDRA WITHOUT LOSING ANY HEALTH

through to end the level and watch the M-rated cutscene.

DOCKS OF ATHENS

KRATOS' SHIP

If you want some extra action (wink, wink), jump up on the bed and press the Circle Button to launch a sexy mini-game. Follow the buttons shown onscreen for maximum...satisfaction. You get extra Blood Orbs for beating the mini-game. Remember, you can come back here anytime during the first half of the game. After you've had your fun with the ladies, head out of the bedroom. Smash all the crates and jars around the ship to get tons of orbs, and then save.

ATHENS DOCKS

Exit the ship and you'll encounter stronger demon soldiers. Use simple blocks and counters to kill them. Continue on after that. Before reaching the first elevator, jump through the large crack on the right side. Swim towards the ledge and double jump to the door. Kill the enemies here and continue through the hallway to a chest with a Phoenix Feather. Jump on the crates outside the hall back to the Dock. Head for the elevator and go up to encounter a new enemy, the Minotaur. You'll encounter 3-4 minotaurs here. Use simple blocks and quick combos to whittle their health down. When the Circle Button appears above a minotaur's head, press Circle to tackle it. Mash the Circle Button to do a fatality. Finish the minotaurs off and continue to the other elevator.



JUMP UP ON THE BED TO LAUNCH THE SEXIEST MINI-GAME EVER

OUTSIDE ATHENS

Exit the elevator to encounter a new enemy: the Mace-Wielding Fiend. Use simple evasion and hard combos to whittle its health down. When the Circle Button appears above its head, press the button and a series of Random buttons will appear. Press them quickly to perform a fatality. Kill all the fiends to break the Red Seal. There's a chest hidden in the corner just near the open doorway. Enter

the door and continue through the hallway to a room with metal crates. See the wooden crates holding the metal ones? Break those apart. There are two wooden crates to break. Note: there is a hidden chest in this room with a Gorgon's Eye. The crate in the upper left triggers a new doorway. Jump and shimmy your way up to that door. Enter the doorway and walk up to the power-up station to trigger a cutscene. After that, you'll meet a new enemy: the Gorgon (Medusa.) Medusa is NOT a hard enemy to kill. Use continuous rolls to avoid the Stone Gaze and simple blocks to avoid its tail swipes. Pile on the hurt until the Circle Button appears above her head. Get up close and press circle to grab her, then rotate the left analog stick in the directions you see on the screen to perform a fatality. After defeating several Medusae, you'll see the message "Magic Obtained: Medusa's Gaze." From here, use the newly acquired magic to kill the minotaurs. Use the chest to replenish magic if you need to. After all the enemies are dead, continue through the hallway and climb the ladder. See that dead soldier hanging there? If you can jump to his beam, you'll find two hidden chests with Blood Orbs. Save game.





FORTRESS ATHENS

At the top of the ladder, pull the lever to rotate the large bow and arrow. Use it to break open the wooden door. Head through the hallway and take the path to the left. Slide down the ladder and kill the enemies. Open the chest here for a Gorgon's Eye. There's nothing else here so go back up the ladder. See that other ladder on the right? Climb up it and go outside. Climb the walls and jump from wall to wall while evading and killing enemies. At the last wall, climb down and carefully tread on the ledge. Stand in between the pillar and the giant statue and rapidly mash the R2 Button to topple it over to trigger a cutscene clue.

Jump down and climb the ladder on the other side. Kill all enemies here on the way up. Destroy the weak pillars to reach the higher roof and climb up. Kill the enemies here and use the bow and arrow set. Jump on the rope to shimmy down it. Rid the enemies in your way to the other side. Slide down the ladder and open the metal door with the helmet logo. Use the bow and arrow set here to bust open to the wooden door. Kill the Minotaurs, then head for the ladder and go down. (Go up the ladder for extra chests with Essence.) Exit the area and head for the middle of the bridge to trigger a cutscene.

ROAD TO ATHENS

ATHENS BATTLEGROUND

Walk up the stairs and head for the center of the bridge to trigger a

cutscene. Enter through the large curtains to trigger another cutscene. Save game. There are two paths. Take the one on the left. Head down the stairs and an explosion will block the way. Head through the gate for another battle with a new enemy: Minotaur w/ Mallet And Sword. To evade its mallet smashwave, roll to the left or right. Double jumping won't work.

STEP-BUTTON PUZZLE

Use Medusa's Gaze to freeze a minotaur as it steps on the button to open the gate. From there, quickly roll to the open gate before the minotaur un-freezes. This will take lots of attempts but a chest here will always replenish your magic.

ATHENS VILLAGE ROAD

As you battle through the town, you can destroy the doors for each house to find chests. There are 2 Phoenix Feathers and 2 Gorgon's Eyes in this road alone. Kill all the enemies, head for the roadblock and destroy it. At the tip of the roadblock is a piece of hanging rope. Double jump up to grab it and swing over.

ATHENS TOWN SQUARE

Continue on until you see another new enemy causing havoc: the Cyclops. Use simple evasion and hard combos on this fool. When the Circle Button appears above its head, press Circle to fling your weapon into its eye and pull it out. You have to do this 3-4 times before it dies. Kill all the cyclopes to continue on through the newly opened doorway. Inside the

first room is a hidden chest behind the Greek painting walls. Destroy them and open the chest to find a Phoenix Feather. Follow the woman as she heads up the stairs. Before you jump the small gap (where the woman is waiting for you), bash open the large wooden door near the gap to find a hidden room with a couple of chests.

Head back outside and continue. Jump the gap and continue up the stairs to a cutscene. Save game. Open the chest on the left side of this save point to find a Phoenix Feather. Jump down to where the woman fell and grab the Key Item. Make your way back up again. This time you'll encounter enemies. Follow the onscreen directions to kill them and head back to the save point upstairs. Jump to the mini-bridge on the right side and use the Key Item. Open the hatch and jump down. Save game. Head through the hall and open the large gate at the other end.

ROOFTOPS OF ATHENS

Make your way to the green shrubbery on the wall and climb to the top. Enter the doorway to encounter another new enemy: the Shadow Wraith. You have to be creative with your dodges and block a lot. Counter with a Cyclone Of Chaos to whittle down their health. Another way to stop them is to grab them. They rarely block so they're easy to grab. Press the Circle Button when prompted to perform a fatality. You need to kill ALL the enemies in this area in order to proceed. Kill the enemies on the floor you're on and then ascend the stairs and kill the enemies on the rooftop. Once that's done, exit through the doorway and you'll come across a platforming area with archers. Jump and climb your way to the other side and continue. You'll notice there's a chest with Blood Orbs on a ledge. Jump on the first pillar and crawl and jump your way to that ledge. You can also bash down the door next to the chest and kill the enemies AND those annoying archers. Head for the building with the save point inside and save. Do not climb the ladder near the save point yet.

ZEUS'S BUILDING

Exit the save point room and head for the mini-bridge (you'll see archers on the roof.) As you make your way up the bridge, turn left to see a large bow

and arrow contraption. You'll also see an open doorway next to the bow and arrow and a sealed doorway across from it. Push the contraption into the open doorway and into a small room with a large wooden door. You'll see a door on the left and one on the right side of this room that can be opened. Open the left door to find a lever and some enemies. Kill the enemies that appear but do not pull the lever yet.

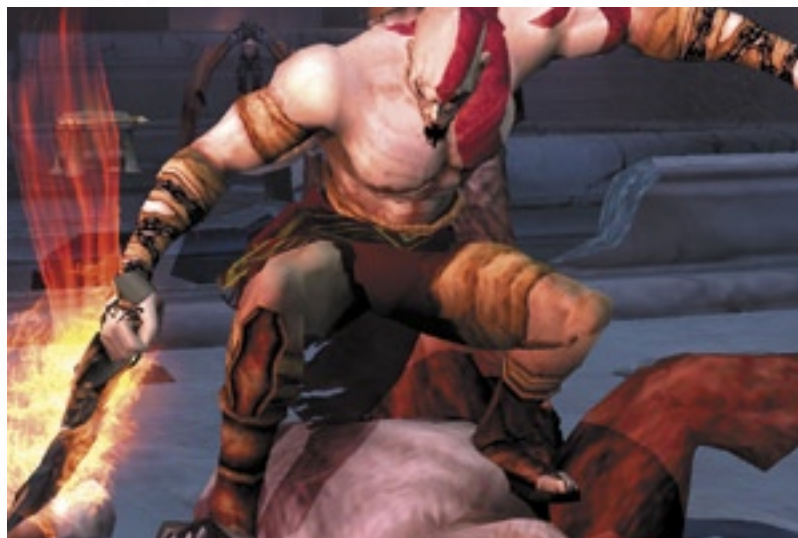
ZEUS PUZZLE SOLUTION

Notice that the bow and arrow set is facing opposite the wooden door. To spin that thing around, look at the large circular tile in front of the left door (it has a helmet logo on it).

Place the bow and arrow set on top of that Helmet logo tile and then pull the lever in the room to spin it 90 degrees. Remove the bow and arrow from the tile and pull the lever to reset the tile. Place the bow and arrow set on the tile AGAIN and pull the lever to rotate it 90 degrees more. When done correctly, the bow and arrow should be facing directly at the doorway.

Drag that thing across the doorway and shoot an arrow into it. Proceed through to meet with Zeus. You'll receive the message "Magic Obtained: Zeus's Fury." Head outside and kill the archers with your new magic to continue.

Head into the newly unsealed door and break open the crack in the wall to find chests that contain a Phoenix Feather and a Gorgon's Eye. Make your way back to the save point room and save the game. Now climb that ladder up to the roof. Kill the enemies



that appear on each roof top. Use Zeus's Fury on the archers when trying to cross the ropes. Continue up the roofs until you meet a coward who won't open the drawbridge. To get him to raise the bridge, shoot a lightning bolt at him and the bridge will rise. Continue past the bridge into a small room with chests that contain a Phoenix Feather and Gorgon's Eye. Head down the hallway and kill the wraiths on the way to the elevator on the other end. Enter the elevator and go down.

TEMPLE OF THE ORACLE

Head up the stairs to trigger a cutscene. After the cutscene, cross

the bar to the other side. You're almost ready to save the Oracle.

THE THREE HARD-TO-REACH CHESTS PUZZLE

Before you go up the mountain stairs to save the Oracle, you'll notice a ledge in Athens Town Square with three chests across from the save point on the broken bridge. To obtain their contents, have Kratos shimmy on the broken bridge towards that ledge and jump onto the ledge and open the chests for some freebies. You'll have to time your jumps so that Kratos hangs on the ledge with his hands. Continue up the stairs and eliminate enemies on the way up. Watch for a hidden chest in one of the mountain walls. Continue into the Oracle's garden to trigger a cutscene.

After the cutscene eliminate all the enemies here to trigger ANOTHER cutscene. After the cutscene, head up the stairs and collect the Gorgon's Eye and Phoenix Feather in the chests on both sides of the temple. Save game. At the top of the stairs enter a large room where you'll be attacked repeatedly by Harpies. Before opening the door on the left side, head to the front of the room and grab the statues. Use the statues to cover up the cracks that keep spawning Harpies. Now open the door and head up the stairs. Carefully cross the bars to the other side. There's a large piece of glass on the other end where you can get a Gorgon's Eye. Save the game.



PATH TO THE ORACLE

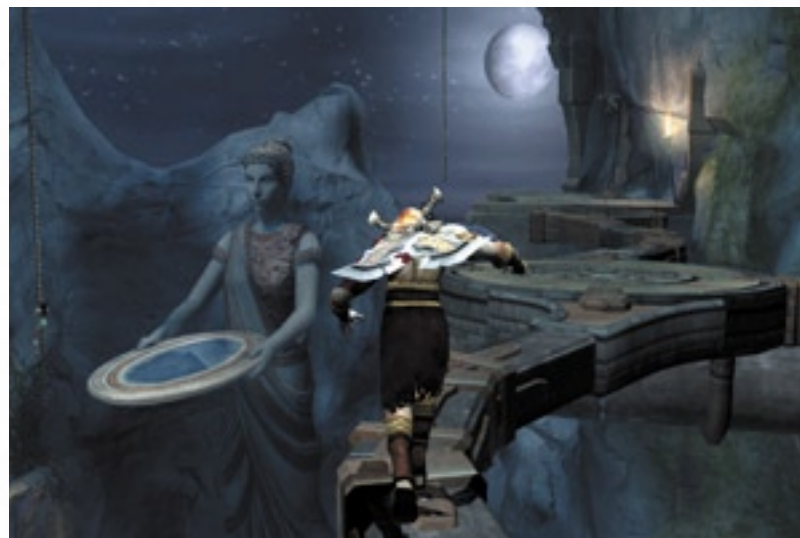
Head up the hall killing all who get in your way. Go outside to trigger a cutscene. You must save the Oracle before she falls. Grab and drag one statue that's near the entrance and place it on the elevator. The elevator goes up and down every 10-20 seconds. Wait for the elevator to go up so you can grab the other statue. When the elevator goes down again, drop the other statue ON TOP of the first statue then jump down. Drag the two-tiered statue near the water fountain. Climb up to the top of the gazebo and jump your way to the hanging vines. You have 66 seconds to make your way to the other side and save the Oracle. The solution is simple: put one statue on top of the other. Watch the cutscene. Before you leave the area, look for hidden chests and a Gorgon's Eye.

SUICIDE BLUFFS

Head through the hallway outside and save the game. Now there are two paths: the big sword path and the path going up the mountain. There's nothing useful at the top of the hill (except a Phoenix Feather). Take the pathway with the big sword bridge and continue down a circular flight of stairs to the sewers.

THE SEWERS OF ATHENS

You'll encounter lots of archers, Undead Legionnaires, minotaurs, and cyclopes on the way through the sewers. Equip your best combos and



bring on the hurt. Fight your way out of the sewers to the ladder on the other side leading to a spiral stairway. Head up the stairway and pull the lever to end up at Athens (again).

ROAD TO ATHENS

Remember this place? Take the right path and then enter the doorway to the Desert Of Lost Souls. Remember to save the game. Head on down to the desert to trigger a cutscene.

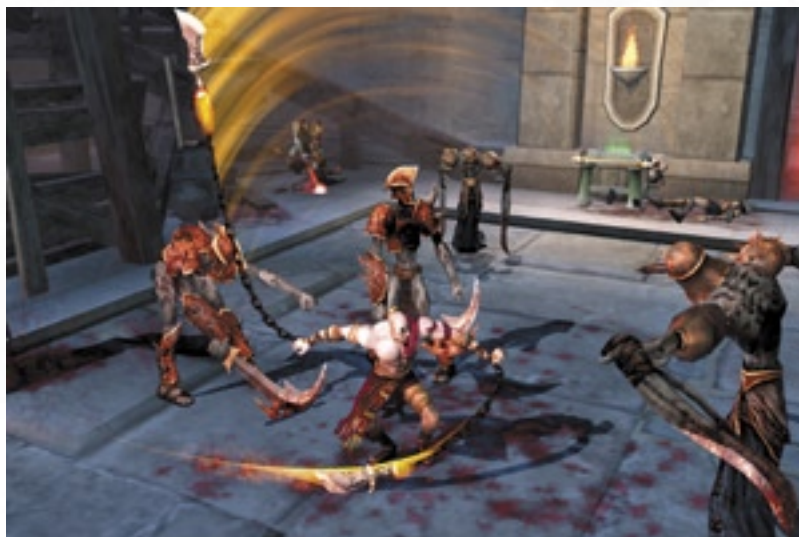
DESERT OF LOST SOULS

When you enter the desert, Kratos is in the west area. Your objective is to kill all three Sirens. The first Siren is all the way to the east near the temple.

Use rolls to evade her bolts and attack with Zeus's Fury. Grab her when the Circle Button appears to perform a fatality. The other two Sirens are in the northern and southern area. Listen for faint singing. It'll get louder as you get closer. Be careful. These two have minotaurs as bodyguards. Kill all three Sirens to open Pandora's Temple. Save game. Head down the stairs to a mini-game.

CONVEYOR BELT PUZZLE

Open the door with the Spartan logo to reveal a large block and a chest. You need to kick the block to the wall all the way to the left. Watch out for soldiers. Jump up to the top and open the door and continue through. Enter through the doorway and use



the large horn to part the sands "Ten Commandments" style. Head through to trigger a cutscene at the other end. Kill all the Sirens to trigger ANOTHER cutscene. Use the horn to enter Pandora's Temple.

PANDORA'S TEMPLE

PANDORA'S BRIDGE

Cross the bridge to the temple. You can't jump to the guy burning stuff so go the other way and make your way around the lower area to the other side. See that lever? Pull it to reveal a set of steps. Quickly jump up to the top to trigger a cutscene. After the cutscene, a new enemy emerges: the Mega-Cyclops. These guys are a mixture of the mace-wielding fiends (from the beginning of the game) and the regular cyclops. The strategy is the same: evade and counter. When the Circle Button appears, hit Circle and press the buttons that appear to perform a fatality. After killing all four mega-cyclopes, head up the stairs. Open the chests at the top for Essence Orbs, a Gorgon's Eye and Phoenix Feather. Rotate the turnstile to open the doors. Head through to a large room. Kill all the enemies and then read the book top open the door. Head through to the Rings of Pandora.

THE RINGS OF PANDORA

TEMPLE OF THE CRYSTAL EYE

Go down the ring until you see a door with a skull (that you can't enter yet). Across that door is an open hall with spiked smashers. Make your way through the spikes and proceed to the next area. This is the Temple of the Crystal Eye. Head to the lever across from the save point and pull it. A turnstile will emerge outside the room. Head for the turnstile and rotate the room until you see a red power-up room. Head through it to a cutscene, in which you'll obtain the Blade Of Artemis. Continue on to the Challenge of Atlas.

CHALLENGE OF ATLAS

OBTAIN SHIELD OF ZEUS

Kill all the enemies in this area. Don't go up the stairs yet. Head to the doorway and kill the remaining enemies. Across the doorway is a stack of wood. Drag it towards the door at the other end of the room.



When you've gotten far enough, kick it towards the button and quickly head for the door before it spins (so you can spin with it). Make your way up the stairs and cross the poles to obtain the shield. Attach it to the door on the bottom floor.

OBTAIN THE SHIELD OF HADES

Now head outside and go up the stairs. Kill everyone up here and cross the bars to the lever at the other end. Pull the lever to lower a large piece of metal. You'll find a Gorgon's Eye across from the lever. Grab the rope holding the metal and slide down. At the bottom of the pit, shimmy across the ropes while defeating enemies to the other side. Head up the stairs and grab the Shield of Hades. After





doorway. Head outside to encounter a new enemy: the Mega-Soldier. These guys are practically taller versions of themselves and wield a large sword. Use blocks and hard combos to whittle their health down. Use the Circle Button when it appears to perform a fatality. After defeating the mega-soldiers, head over near the ledge and jump towards the mountain. Jump your way to the top and shimmy to the right. Open the chest at the end to obtain the Muse's Key. DO NOT JUMP DOWN. Instead shimmy all the way to the left of the mountain to the other side and jump down. Kill the minotaurs and continue on.

POSEIDON'S SACRIFICE

The turnstile is missing its handle. Head for the room at the other end and find it there. Go back to the turnstile and use it. After the cutscene, push the cage down. Destroy all enemies that appear first before pushing the cage up the slope. Once that's done push the cage into the room and onto the button. Turn the lever to fry the victim inside and open the pathway to Poseidon's Chamber.

POSEIDON'S CHAMBER

Head down the path towards the walkway to Poseidon's Trident. Remove the Trident from the pedestal to obtain the ability to breathe underwater. There's a chest with a Phoenix Feather in this room.

UNDERWATER PUZZLE

Jump into the water on the right side and dive into the large hole. Swim your



grabbing the item, kill the enemies that appear to stop from being crushed. After that's done, cross the ropes and head back up. Go back to the room and place the shield to open the door. Head through the hallway and save.

CHAINSAW MILL

Ignore the levers in this area and head for the doorway across the chainsaw mill. Destroy the barricade (and the enemies) and go to the conveyor belt. Dodge the spike traps and head to the other side. Climb the ladder and make your way up the mountain. Make your way to the top ledge and jump down. Pull the lever at the doorway but don't go down yet. Enter the room to trigger a big enemy battle.

OBTAIN HANDLE OF ATLAS

Kill all the Sirens and soldiers with shields and obtain the Handle of Atlas. Make your way back out to the chainsaw mill. Now you have to pull the levers inside the chainsaw mill to open the gate. Pull both levers in the room quickly before the other lever closes. When the door opens, head for the entrance and shimmy to the other side. Open the door and be ready for an onslaught of enemies. Kill them all and use the Handle of Atlas at the crank near his statue. Head up the stairs on the right side and pull the lever to get the "ball rolling." There are chests that contain a Gorgon Eye and Phoenix Feather up here. Head outside to a large golden coffin. Open the coffin and jump towards the dead body. Rip off the "Architect

Son's Head" Key Item. Head down the newly opened hole and make your way up the dark, empty hallway until a cutscene occurs. After the cutscene, continue through and open the door. Welcome back to the Temple of the Crystal Eye. Head back out to the Rings of Pandora. Kill the enemies that block the way and use the Architect Son's Skull on the other door.

STEAMROLLER RING

Don't enter the room yet. Let the steamroller make its way past Kratos first. Head up to find a set of stairs. After the clue scene is revealed (with the ladder), wait for the steamroller to pass by. Jump on top of it and keep up with it as it rolls towards the ladder. Jump on the ladder to trigger a cutscene. Climb the ladder to the top and save the game.

POSEIDON'S CHALLENGE

Head up the stairs outside towards the arena to a new enemy: Cerberus. For this battle, activate Rage of the Gods and unleash your Zeus' Fury on the three-headed dog. Kill it and its little mini-hounds to unseal the red door. Continue through the mountain and kill all the enemies that emerge (mega-cyclops, archers, mini-hounds). Kill them all to unseal the door to the building at the other end. Enter the building and pull the lever. As the room rotates, it reveals chests with Blood Orbs. The chests are trapped so don't open them. Wait for the room to rotate 180 degrees and it'll open a new

way to the other side and jump out. Kill the mini-hounds and then open the door at the other end and pull the lever. Dive back in the water back to the Trident room. Emerge from the water and destroy all the enemies that appear here. Jump up the newly revealed pedestal to a circular pathway. Head down the pathway to a watery area. Dive down and swim to the other end.

KISS POSEIDON'S DAUGHTERS

You'll encounter Nyad, a child of Poseidon here. Press the Circle Button to give her a kiss. You'll obtain some goodies every time you kiss her. There are four of these girls, three of them are hidden behind cracked walls in the water.

When you're done making out, dive further down underneath Nyad. Turn right and swim down a corridor with tons of spikes and chainsaws. If you don't get to the other side before the gaps close, you're dead. Use the R1 Button Dash to quickly swim faster towards the other side. Emerge out of the water on the other side and kill all the enemies that appear in the dry area. Once that's done, pull the lever. Now swim back to the spikes and chainsaw corridor (use the R1 Dash.) Before heading to the opened Poseidon doorway, swim further and you'll emerge to a hallway with mega-soldiers. Kill them all. See that row of pots? Smash them all to reveal a chest with a Muse Key. Now head back to the Poseidon door and swim further down.

FLOODED PASSAGE

There are a couple of breakable walls near the save point with hidden chests. Dive underneath Poseidon's statue to a mini-puzzle. You have to swim really fast to avoid being shoved by the barricades. There are two safe places to stop and rest. From the rest stops use a fully charged R1 Dash to quickly make the most of the situation. You need to dive under the cage at the end of the passage. This may take several tries to get right. Once you make it, emerge out of the water and onto dry land. Kill the minotaurs first, then save the game.

AMPHITRITE'S TEMPLE

There's a puzzle to be solved here. After you pull the lever to raise the pedestals, jump into the water and dive quickly to the bottom. At the very



DON'T FORGET TO STOP AND KISS POSEIDON'S FOUR DAUGHTERS FOR POWER-UPS

back you'll see a small room under one of the pedestals. Enter that room to exit the area. Swim out to the next area. Welcome back to the Rings of Pandora. Save your game.

RINGS OF PANDORA

If you obtained both of the Muse Keys, go back to the turnstile at the

Rings of Pandora and turn it until you see a doorway. Enter that doorway and insert both Keys to open a special "Chamber of the Gods," where you will be rewarded with power-ups. Exit back to the steamroller room and jump into the large pool of water. Look for a hole to dive into and swim all the way to the other end. Emerge from the water



and head down the hallway. Ignore the lever at the top for now. Look for a crack on the wall near the stairs and break it open. Then save your game.

CHALLENGE OF HADES

THE HALL OF HADES

To start the challenge, climb the ledge on the left side to the door. Accept the challenge in order to open to the door. You'll face a new enemy: the Centaur. Use simple blocks and hard combos on these guys. Press the Circle Button to perform a fatality on them. In order to open the door, you need to kill four Centaurs in each circle. This may take a lot of tries but you can do it. Go through the newly opened doorway to the outside. Open the chests here for Essence and a Phoenix Feather. Follow the cliffside path to the next door and enter a deadly maze. You absolutely must kill every enemy in the maze. There are a lot of halls here but the main thing you're looking for is enemies. Once all the enemies in the first floor are gone, head for the turnstile and go to the second floor. Again, kill everyone. After that head to the room with the smashing pillar and jump on top of it towards the Hades' door. Kill the last of the enemies here to proceed. Once outside, depress the button to raise the Hades statue out of the water. Jump down to the water and dive under the statue to find a lever. Pull the lever to activate the Hades head. Swim back up and climb up to the statue head and rotate it using the turnstile so the eye beams fall on the



THERE ARE ONLY TWO SAFE RESTING PLACES IN THE FLOODED PASSAGE

dark doorway at the top of the ramp. Then jump down to save the game at the bottom of the ramp and go through the new doorway you've opened.

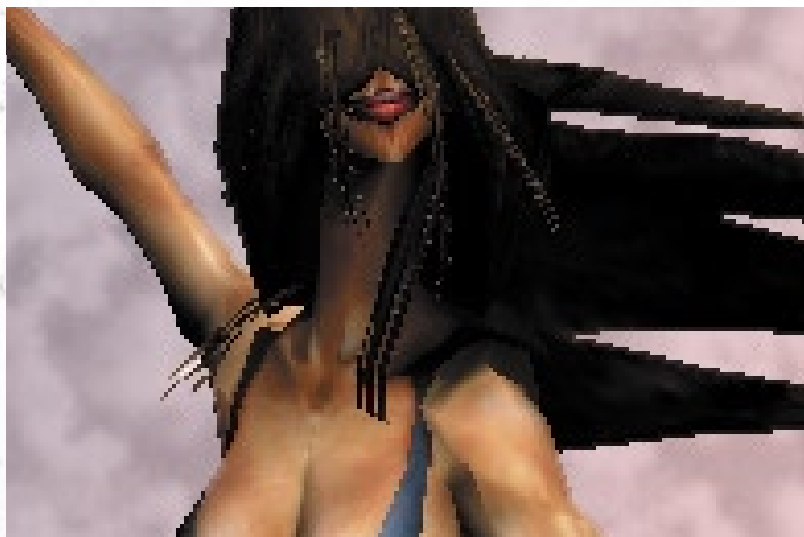
THE CHAMBER OF HADES

You must dodge boulders while searching for the exit to this room. There are four doors on the left side and four on the right of this massive corridor. Do not head for the room

at the other end of this puzzle. There's nothing useful for you there. The correct door to exit this room is the third one on the left. Time your evasion and open that door as quickly as possible. Head through the halls to a new enemy awaiting: the Mega-Taur. These are tougher versions of the minotaurs, which means you have the rapidly mash the Circle Button in order to do the fatality. Kill the enemies here to unlock the red sealed door. Head up the stairs on the right first and kill the enemies here. Make your way back and head for the stairs on the left. Shimmy on the rope while killing enemies along the way. Head to the other end and jump down the arena. Kill all the enemies here in order to proceed. Good luck. Once that's done, climb up the ladder and up to the doorway. Traverse the hallways to the other end and save the game.

BLADES OF HADES

Carefully traverse the bars as you double jump the sharp blades. Make your way to the upper area and climb the ladder. Find the rope and slide down to the next area. Walk up to the Minotaur door and press the R2 Button to rotate the handle. Make your way down the stairs and back to the save





EXIT THE
CHAMBER
OF HADES
THROUGH
THE THIRD
DOOR ON
THE LEFT,
OR YOU
WILL BE
SORRY

point in the Hall of Hades. Make sure to save, as you can't go back once you leave the area. Head for the middle of the room to trigger the SECOND boss fight of the entire game.

BOSS BATTLE: GIANT MINOTAUR

This boss has four attacks to worry about.

Swipe

Simple left and right jabs to knock you off your feet. Use evasion to dodge.

Bullhorn Smash

It pounds its fist on the ground and then slams its head down. Roll back to avoid damage.

Grab

It's...a grab.

Fire Breath

It only does this move after you smash its armor. Double jump to avoid getting burned.

Use simple evasion and rolls to dodge its attacks. Pile on your hardest combos to whittle down its armor. When one part of the armor starts smoking, you've figured the pattern. You need to get any five parts of its armor smoking (not in any specific order.) Then, it'll keel over and the Circle Button will appear above its head. Run up to the head and press Circle to finish him off. When Kratos wrangles the big bull, move the Left Analog Stick in the directions indicated onscreen to wrangle it up. When done successfully, the bull will stand up (just

dazed and confused). Quickly run up the stairs to the lever near the bottom of the room and pull it to shoot a large log arrow at it. You need to do this tactic twice to expose the boss's true body. Immediately jump down to avoid being smashed as the boss tramples down towards you. The exposed boss has a new ground attack so be evasive. Continue the same tactics from above and then shoot a log arrow at it to finally impale him. Exit through the open door and head up the stairs to a save point.

MINOTAUR'S NEST

Enter the room and open the Golden Coffin. Grab the other Architect Son's Head and exit the area. Head back to the minotaur room to acquire the final

piece of magic: Army Of Hades. Kill all the enemies that appear in order to proceed. Head back out the doorway and into the water. Swim back to the steamroller room.

BACK TO THE RINGS OF PANDORA

Use the skull on the underwater skull doorway to drain the entire area. Rotate both of the turnstiles until the center room aligns with the save point room. When they're aligned, run back to the save room and align the statues to enlighten the Crystal Eye in the center room. Once the cutscene ends, head back to the center room and pull the lever. Take the elevator to the top. Go towards the mountains to trigger a battle with a new enemy: the Satyr. These guys aren't so hard to kill.



Dodge and use hard combos to take them out. Once they're all dead, you see a cutscene. Cross the bridge and save your game. To the right side of the save point is a cracked wall. Break it open to acquire more Blood Orbs.

CLIFFS OF MADNESS

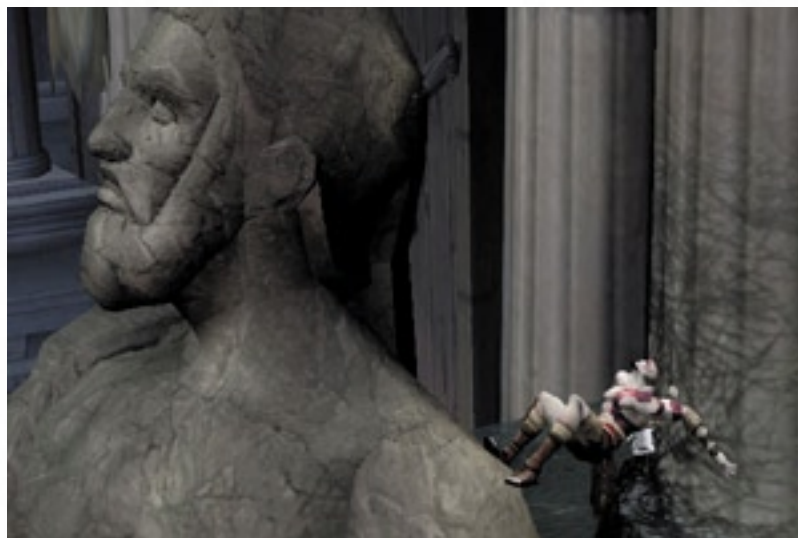
Head up the cliff and kill all the enemies in the way. Take the elevator at the end of the path. Save the game. There are two paths here near the save point: the ladder path going up and path to the right of the ladder. Take the ladder path first since it's longer. Climb the ladders up to the top. Go into the cave with a minotaur head above the entrance. Work your way up the caves and up the cliff until you see a large monument. This is where you'll place the necklaces. Just down from this monument is a ladder. Go down the ladder and continue traversing the cliff until you reach an area with a long piece of rope to slide down to a cave entrance on the other side.

CAVE OF MADNESS

Enter the cave and kill all the enemies that appear. Once that's done, proceed further into the cave to a room with a large block puzzle.

NECKLACE OF HERA BLOCK PUZZLE

In this room, you'll see five large alphabet-like blocks and a turnstile that can rotate the blocks. First, remove the tiny moveable block that's in front of the gate. You don't need this piece. Next, grab the block that looks like half of the number "5". Drag it to the turnstile and rotate it until it looks like half of the number "2". Place this block into the middle of the gate. Next, grab the block that looks like the letter "T". Drag it to the turnstile and make it face forward. Now drag the block and place it to the left of the number "2" block. Next, grab the block piece that



looks like the number "7". Drag it to the turnstile and rotate it in the opposite direction. Now drag this piece on the far left of the gate. And the last two pieces are super simple to figure out. Drag both of them into their places and the gate will open. Grab the necklace and head back out to the save point. As you exit the cave, head to the ladder next to the save point and go up. Climb the cliffs up here to the other side. You'll find a lever on the ledge that you can pull to make the next objective much easier. Once you pull that lever you'll see a cutscene clue.

Continue scaling the cliffs back to the other side till you get back to the large monument. Place the necklace in the monument. Head back to the entranceway with the minotaur head on top of the doorway. To the left of this doorway you'll see where the large block in the cutscene clue fell. Climb the rope up to a cave entrance and save point.

TRAPS OF MADNESS

Enter the cave and pull the lever. Once the gate opens grab the stone block and quickly drag and kick it to the other side. Jump on top of it

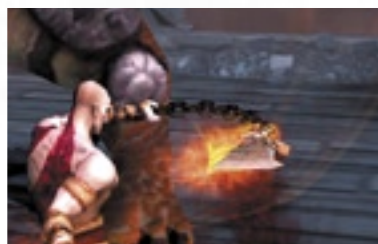
and jump up to the ledge before the spikes on the ground come up. If done incorrectly, you will die. Open the chest to find a Phoenix Feather. Jump across the gap to grab the Necklace of Aphrodite and head back outside. Go back to the monument where you placed the Necklace of Hera and place the Necklace of Aphrodite on the other side of it. The ledges near the monument will start moving. Before you jump on the moving ledges, there is a secret cave behind the large monument. In the secret area, kill the archers and swim across the large pool of water. You'll emerge on a humongous water fountain. Break the cracks on the wall in this area to find lots of chests with Blood Orbs. Swim back and continue the main objective. Jump across the moving ledges to the top and continue through until a cutscene occurs. Once that's done, go forward and look for ropes to swing on across the canyon. Swing to the other side and climb the wall to the elevator.

THE ARCHITECT'S TOMB

Now you must open the doors to the Architect's tomb. This is a long but simple process. Follow these easy steps to open the doors.

SWITCH #1

Jump across the chasm to the other side. Once across, open the doorway on the right side and proceed through. Kill the enemies as you make your way up. After that's done, climb up to the large balcony. Find the ladder and climb it to a large crane. Turn the turnstile to move the crane until you





see the shadow of the stone above the crack on the ground. Head towards the stone and pull the lever to drop the stone onto the crack. Head back to the crane and turn it again until the shadow of the stone is above the other switch. Head towards the lever again and pull it to drop the stone on the switch. This will open the first set of bars. Leave the crane alone now and drop back down.

Switch #2

On the left side of the building is a statue. Drag it towards the newly opened crack on the other side and drop into the opened crack. Drag the statue to the switch inside and place it on top. The second set of bars will open.

Switch #3

Jump back across the chasm (to where the save point is) and step on the last button to open the doors completely. Make your way back across the chasm again and enter the doors.

Enter the room to see two dead bodies. Get behind the dead body sitting on the chair and rip the head

off. A new door will open. Enter the newly opened door and head outside to the save point.

ZEUS MOUNTAIN

Head down the stairs to a room whose floor is covered in conveyor belts. You **HAVE** to kill every enemy here in order to proceed. Kill the archers first, then focus on the Harpies. Once that's done, enter Pandora's Room. Pull the lever at the globe to trigger a series of cutscenes. Once that's done, drag Pandora's big box outside to trigger another cutscene.

PATH OF HADES

Time to put your platforming skills to the test. Jump and kill your way to the other side. Cross the bars carefully. Most of the chests on the ledges contain Blood Orbs. Some chests will contain Phoenix Feathers.

STYX BELOW

You'll have to use Zeus's Fury in order to kill the archers so you can get across the floating ledges. Once there, you **HAVE** to kill every enemy

that appears in order to proceed. Once that's done, you'll have to climb two long sets of rotating spiked walls. Save when you reach the top.

BRIDGE OF HADES

You must kill all the Satyrs to make it to the next area. Each enemy killed brings up a new floating ledge until there are enough that you can finally jump across. Climb up the rope at the other end and get out of hell.

DESTROYED TEMPLE OF THE ORACLE

This is it. The final area before the final battle. Kill all the enemies (cyclopes, minotaurs, archers, and Medusae) in your way as you head back to the Oracle's Garden. Exit the Oracle's Garden and head down the stairs until a cutscene launches, priming you for the final showdown with Ares.

FINAL BOSS BATTLE: ARES

Get ready for the first of a three-part epic battle. You should have the Blades Of Chaos upgraded to Level 5 to stand a chance against Ares.

ARES BATTLE PART 1

The first battle is tough but there is a flaw in fighting Ares: You can block all but one of his attacks. Ares uses three regular attacks: strong attacks, tentacles, and magic. He tends to mix and combine his attacks but it's super easy to just block them all. Here are his special moves:

FLAMING HAMMER

He spins the hammer around and flames spit forth like a flamethrower. This attack is long range and is hard to evade or block.

METEOR ATTACK

He floats in the air and begins flinging numerous fireballs at you. Simply run and roll your way to safety.

STRATEGY

Simply block his melee attacks and pile your heaviest combos on him. His health meter slowly replenishes but keep piling the hurt and the effect will stop. Once a lot of damage is dealt, green and blue orbs will start coming out of Ares' body and replenishing your health and magic. When Ares has nearly no health left, the Circle Button will appear above his head. Get in close and press the Circle Button,

OPENING THE ARCHITECT'S TOMB IS A LONG PROCESS REQUIRING YOU TO HIT THREE SWITCHES

then mash it. When Kratos climbs above Ares' head, press the buttons indicated onscreen to end this battle and trigger the next sequence.

ARES BATTLE PART 2: NIGHTMARE SEQUENCE

Now is a good time to activate Rage of the Gods. If you upgraded the Blades of Chaos to Level 5, you can activate Rage and your magic meter will be infinite as long as Rage is active. Keep close to your family and protect them at all costs. If their health decreases, quickly go up to them and press the Circle Button to replenish their health. Pile the hard combos on your "clones" and use Poseidon's Rage while Rage of the Gods is active to rack up an ass-load of combos. Keep the pain coming until a cutscene occurs.

ARES BATTLE PART 3

Now for the final epic battle. You no longer have magic or Rage so you'll need to be careful. Just like in the first battle with Ares, there is a huge flaw to exploit: you can block every attack but one. Like the first battle, Ares mixes and combines his melee attacks with his tentacles or magic. Just block all of these. If you do take damage while blocking, it was because you tried to counter while he was still attacking. The only thing you can't block is Ares' special move Valleys Of Olympus. Ares summons four large mountains that surround Kratos and slam on him. You cannot block this attack but you can avoid damage by simply rolling out of the way. He very rarely uses this



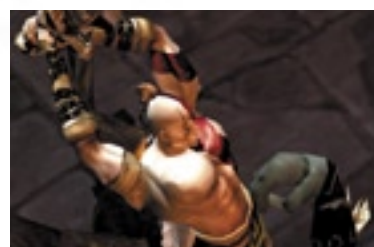
YOUR BLADES OF CHAOS MUST BE LEVEL FIVE, OR YOU WON'T STAND A CHANCE AGAINST ARES

move but you better get out of the way when he does.

STRATEGY

To beat Ares flawlessly, hold the L1 Button (Block) for the duration of the fight. Every melee and magic attack he does WILL NOT hurt Kratos (unless you try to counter at the wrong time).

All of your new weapon's attacks revolve around the L1 Button. The best time to counter Ares is when he performs his 3-hit combo (where he does an uppercut slash.) When he misses the uppercut slash, keep holding the block button and counter immediately by pressing the Square Button. This attack is faster and won't bog down Kratos as he recovers. Do this tactic for the entire fight and you won't take any damage. This strategy doesn't apply to God Mode. In God Mode, Ares is extremely difficult to beat. Once the battle ends, watch the cutscenes. After the cutscenes, head up the stairs towards...hey, wait a minute. We ain't spoiling it. You can see the extended ending for yourself. Congrats, you beat God Of War.



START

At the start of the game, a couple of extras will already be unlocked for you enjoyment, including the following movies.

THE MAKING OF GOD OF WAR

This is basic behind the scenes stuff that was featured in the Demo.

GOD OF WAR TRAILERS

Internet trailers used to promote God of War.

BEAT GAME ONCE

CREDITS

Exactly what it sounds like.

DELETED LEVELS

A scene-by-scene breakdown of levels that never made it into the game for one reason or another.

HEROIC POSSIBILITIES

Behind the scenes stuff for Kratos' original design.

VISIONS OF ANCIENT GREECE

Behind the scenes stuff of the developer's version of Ancient Greece.

MONSTERS OF MYTH

Behind the scenes stuff of different enemy designs.

THE BIRTH OF THE BEAST

A cutscene that showcases what may be God Of War 2.

GOD MODE

The hardest difficulty level.

CHARACTER GRAVEYARD

Enemies that didn't make it into the game are shown here.

CHALLENGE OF THE GODS

Beat all 10 Challenges to unlock all 5 secret costumes for a new game (except God Mode.) The costumes are Chef of War, Bubbles, Tycoonius, Dairy Bastard, and Ares Armor. The different costumes give you bonuses.

IN-GAME MOVIES

Cycle through all the CG Movies with the X Button.



BEAT GOD MODE

A SECRET REVEALED

Watch this cinematic to discover who Kratos' father really is. Could this be a subplot to the sequel?

THE FATE OF THE TITAN

Shows you what happened to the Titan carrying Pandora's Temple.

SECRET MESSAGE 1

You'll be shown a toll-free number: 1-800-613-8840. Call it to hear a surprise message.

SECRET MESSAGE 2

There's another toll free number: 1-888-447-5594. Call to hear another surprise message.

COMPLETE THE CHALLENGES OF THE GODS TO UNLOCK COSTUMES LIKE "CHEF OF WAR" AND "DAIRY BASTARD"

