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| 1. Introduction |
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The Game  
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Well, you can really bet your arse that this game is great. Where I mean 'great', I mean it delivers astounding graphics and ultra solid gameplay from start to finish, gives out a fine touch in its Sound too. Only thing that will bother you is its length. You will probably finish it in about 4 hours in the Mortal Difficulty, but on the next two ones, it will rack up a 6 hours. As for the God difficulty, its will take about 7 or 8 hours.

You will not waste your money on this game, there is also a couple of unlockables, an extra side-quest challenge. 4 difficulty levels and some cool interactive cutscenes, I personally enjoyed it very much, except for its tiny length, I am a very big God of War fan, so I wanted some more of it, hopefully God of War III will have a 12 hour+ game like I and II.

This is my first guide for the PSP and lots are coming too, am going to get Tekken: Dark Ressuruction and Fifa 09 at the weekend, maybe get Gta: Liberty City Stories and Resistance Retribution at the next. I have been saving some money over the last month am going to blow it all. Just got a new PSP and I just love it, its a PSP 3004 and it rocks, I am a Sony fan, through and through. Ahhh, enough with the fanboy crap, lets start the guide. Sorry for my hyper-activeness. xD.

#### The Guide

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This guide was constructed using the plain old Notepad on Courier New. It also looks very fine on Lucida Console. Please take full use of the Control + F system that I have used for making this guide. Also note that, this guide is 100% spoiler free, so you need not read cautiously. This is a comprehensive and definative guide to Chains of Olympus, trust me, you will find all the help you need with it.

If you need any help or have any suggestions, feel free to mail me them. Please keep it to normal English and no swear words please. I will answer any mail in probably a day or two, so you need not worry. I may make a few spelling mistakes here and there and I am sorry for those. Please mail me about these mistakes or any other grammatical errors, if you have the time to do so, in short, any mail sent to me will be read and replied.

#### The Author

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Here's a small bit of info on myself. I am Naveen Akshar, I am 13 years old and I live in India. I am a hardcore gamer and love to play video games of all sorts, RPGs, Action Adventures, First Person Shooter, you name it. I own multiple Video Game systems like PS1, PS2, PSP, PS3, NES, SNES, N64, GB, GBC, GBA, Gamecube, Nintendo DS, Xbox360 and the Wii. Would have got the Xbox as well, but since was never actually released here in India, I couldn't buy it. Oh damn it, I'll put my Biography down if anyone actually cared :).

Overall, I hope you will enjoying playing God of War: Chains of Olympus and reading this guide too. To each and every gamer out there, I love you guys.

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| 2. Version History      (VRHS001)      |
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Version 0.75 = Got quite a good distance in the guide, its kinda rushed, but,  
6/13/2009 I will fix it as soon as I complete it. The main Walkthrough  
is completed upto The Depths of Tartarus.

Version 1.00 = Completed the entire walkthrough. First Complete Version. Next  
6/19/2009 updates will be on the Challenge of Hades and corrections.

Version 1.20 = Added a Boss Guide, not too many of them, but it would be much  
6/20/2009 easier for readers. Challenge of Hades guide in production.

Version 1.75 = Added the entire Challenge of Hades. Proof-Checking guide in  
8/14/2009 progress, sorry for the huge delay, but other guides and some  
school kept this one up.

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3. Controls (CRTS002)

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Key	Function
Analog Stick	Moves Kratos around
X Button	Jump, Hit twice to Double Jump
O Button	Grab, Iniciate Mini-game, Use Charon's Wrath*
[ ] Button	Light Attack, Use Magic*
/\ Button	Heavy Attack, Use Magic*
L Button	Block, Evade when combined with R
R Button	Evade when combined with L, Use Magic**
Start Button	Upgrade Menu, Move list
Select Button	Pause Menu
Down Arrow Key	Switches Weapons

\* - When combined with R.

\*\* - When combined with either /\, [ ] or O.

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4. Story (STRY003)

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\*\* Don't worry about spoilers, this is just a prolouge to the events of the game, more like a backstory. Also note that this game is a prequel to God of War 1 and 2.

THE SHADOW OF THE PAST...

In Age of Conflict and Bloodshed, Kratos, The Heroic General of Sparta, Fell Down on One Knee Before Ares, The Mighty God of War. In Exchange for Lifelong Devotion, He Received the Deadly Blades of Chaos and Absolute Victory Over All.

In the Name of Ares, Kratos Led the Spartans Forth, Striking Fear Across Greece. Death Was Swift; Conquest Was Total - But Ares Harboured Even Darker Plans. In a Bid To Creat The Perfect Warrior, He Maddened Kratos With Bloodlust, Forcing Him to Murder His Own Beloved Wife And Child.

Devastated By His Actions, Kratos Renounced All Service To Ares. But One Does Not Shake Off The Gods So Easily. With The Ashes of His Family Burnt to His Skin, Kratos Was Doomed to Atone For His Crimes.

THE CHAINS OF THE FUTURE...

For 10 Savage Years From This Day Forth, Kratos, The Ghost of Sparta, Is Bound By Duty To Slaughter All Enemies To Appease The Gods Of Olympus. In Return, He Hopes Only To Rid Himself Of The Harrowing Nightmares That Haunt His Every Step.

Locked In A Pledge of Penance, His Only Respite From The Sins Of The Past Is Found In the Bloody Heat Of the Battle, now, A New Challenge Has Arisen: Confront An Unthinkable Evil Battering the City Walls of Attica.

The Ruthless Steel And Scalding Fire Of The Persian Army Has Arrived...

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| 5. Full Walkthrough      (FLWT004)      |
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\*\*Note :- This guide was written on the Heroic difficulty, so expect tougher enemies and Bosses on higher difficulties. But as far as puzzles go, any guide is good enough.

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 |  hains of Olympus /-----O
 |  -----O-----\ 5.1 The Shores of Attica      (SHOA005)  |
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After the game's intro cutscene, you will be ambushed on a rooftop. The waves of enemies you encounter here are just 'humans' and so are the most easiest enemies you fight in the game. Just begin by using your basic [] and /\ attacks, they will deal enough damage to flush them out. Hitting the O button grabs them, which instant kills humans, so whenever you grab a human, they will die and moreover, you are invincible during the small scene in which Kratos kills the human. Watch the short scene and head towards the Balista. But before that, take care of the second wave of enemies. Always remember to block using the L button, when surrounded. While at the block stance, enemies will not be able to do any damage, as long as you hold it. Once all the enemies are dead, head next to the Balista and hit the O button and pull it backward. Head through the opening on the rooftop. In this room, you will see a couple of allies of yours, but it doesn't really matter if you kill them and as a matter of fact, they give health when dead. Get the chest at the lower left corner of the room if you had lost any health on the rooftop, or it would be better to just save it for later. Head North towards the door and keep tapping O repeatedly to open it. You will now be faced with a mini-game, just keep tapping O to complete it. After the quick scene, you will encounter the first segment of your first Boss Battle in this game. The Basilisk.

This segment is really very simple. Trust me, you will not die, even once. Hit the Boss with your Plume of Prometheus combo, which is, [] [] /\ . This is your best combo at the start and a very useful one throughout the entire game. It is very quick to use and quite powerful. The Boss will strike at you with its teeth, but this can be avoided with the L Button. It sprays out a stream of fire from time to time, so just roll to either side when it does, but keep hitting him with your normal attacks until the O symbol appears above his head. Hit it near him, to initiate the mini-game. This one should probably be X and X. After it is done, hit O next to the pillar to send him off. Heal if you want too and head out through the broken door. Watch the short scene, move forward until you see a ram. Start pushing the ram toward the gate, but watch out for the red spots on the ground and evade or jump if they are too close to you. Once you reach the gate, get behind the

ram and keep tapping the O button to break down the gate. Before you head through head East from the ram and open the chest for some Red orbs. Head West for another chest with a Gorgon Eye and a save point next to it. Save your game at the save point and enter through the broken door.

You will now meet a few more enemies, make quick work of them and continue moving forward to meet some archers. Swim through the water and start attacking the archers and the normal soldiers. Use O whenever you can as it nets you an instant kill. Once all are dead, head South and turn the crank as the door opens. Quickly run and roll in through before it shuts. Jump down to the sandy area and you will face some more enemies. You shouldn't have a problem with these. Break all the boxes and keep heading forward to see a tall wooden tower, there are two of these and one in the far end of the path. Use Plume of Prometheus to break the wood which will reveal two chests. Now, head back and break the one before and start climbing the ladder. Get off at the second 'floor' to collect a Gorgon Eye from the chest. Now, don't stop until you reach the top. Break the wall in front of you and move forward to face a few more enemies. Kill them and head to the left side of the bridge for a chest. Now, keep moving forward until you get to a thin beam. Carefully walk across the beam to the other side and hit X if you stumble. You will also have to worry about the Basilisk's flames. Move forward and get the green chest if you need it and head inside the room for a scene.

Once you gain control, the first thing you need to do is kill all the normal enemies before taking on the actual mini-Boss. Watch out for the Boss's magic attack where he turns himself into a big man and slams the ground. Just jump or evade. Just stick with your plain attacks and kill any normal enemy if they drop on the floor as they will cause a nuisance when fighting the boss, but for the most time, just concentrate on the Boss itself. Evade when the Boss runs and strikes at you and hit him with your Plume of Prometheus. Soon the O will appear above his head which starts the mini-game. Once the mini-game is over, a quick scene occurs, complete the mini-game. You will obtain your first Magic power, The Efrete. Use R + /\ to activate it. Its the most powerfull magic power in the entire game, especially when used at max levels. Try out your Efrete at the normal enemies which drop from ceiling above. Make sure they are surrounding you for maximum damage. They all give you Blue Orbs which restore Magic, but you don't seem to lose any Magic, whilst in this room, so don't you worry. Take the right path for an interactive mini-game with two prisoners, they give you red orbs when completed sucessfully. Feel free to do them as many as times as you want, they only give orbs once though. Take the left path when you are done. You can save your game here.

Outside, you will face another wave of enemies. You can stop them by kicking down the ladders they use to get to you, so do it as they annoy you a lot. Get next to the crank left of the Balista and turn it around so that it faces the Basilisk. Fire an arrow at it and it should run, now turn the crank such that the Balista is pointing at the centre. Fire an arrow and it will break a building which you can use to acess later on. Head forward and open the doors to the next area. Head forward here and keep moving forward towards the ladder. Break all the barrels here for some orbs and climb up the ladder. Get the two chests here and head back down to operate the crank. Use it to descend the area all the way below. Head to the open area to face a new kind of enemy, The Cyclops. He isn't hard at all, only thing is that all his attacks are unblockable, so you have to evade. That isn't too hard either. Keep hitting him with your POP combo and use the Efrete from time to time. The O symbol will come soon, which leads to a four button mini-game. There is also a magic chest North of this area, so you can replenish on it incase you lost some in this battle. Head through the door left. Keep moving forward to encounter a few archers. Kill them and collect the two chests before saving. Now start climbing up the ladder all the way to the top.

Knock down the two ladders here and kill all the normal enemies that appear. Head to the far right to see two archers, situated on the roof of a building, jump on it, kill them and collect the two chests here. Head back and move North, forward of the pathway and kill the archer here and if you had broken the building using the Balista, then you can collect a chest at the opening up above. Head back to the far right and break the wooden barrier which blocks your path to the crank. Use it and head all the way down. Head to the left side for a chest. Break all the boxes and continue moving forward. Watch the short scene and kill the enemies and the two archers to the North. Head to the far East and kill the two archers on top of the platforms before getting the chest here. Head extreme East and North for two more chests. Head back and start pushing the big box towards the locked door killing any enemies on the way. Press and hold R to kick it. Push it onto the pressure platform which opens the door. Now, head a little way back and pick up the dead body from the floor and walk through the door. Place it on the pressure platform here and enter through the doors. Collect the chest on the left side and move forward for a save point and two chests. Replenish your health and magic before moving forward, make sure you are full on with health and magic.

Move forward and collect the Pheonix Feather from the chest at the very end, take the left path and turn right too see a door which you can haul up. Keep moving South of where you are and a scene will occur in a while.

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| Boss Battle - Basilisk |

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|As the second segment of the Boss Battle begins, better note that you can't evade his flames anymore, your only option is to double jump as the flames cover the entire bridge. Secondly, don't ever attack either of his hands, as he swipes at you with them and the attack cannot be blocked. His other attack is that he, lunges at you using his teeth, this attack is blockable so, you need to stay near his head through the entire battle.

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|For harming him, just keep hitting his head with [] and /\ attacks, you may not have the time to do a POP combo before he attacks you, so don't lose any health trying to do so. Use the Efreet from time to time and he will give you health and magic orbs too, but as soon as he does that, he uses his flame thrower attack, so don't forget to double jump. Soon, he will retreat to a safer location on the building, sticking his right hand out. Evade the fire balls he throws at you and carefully work your way towards it carefully. Move from side to side so that you do not get trapped in the flames. Hit the O button near his right hand and you will be launched into a mini-game where you have to quickly turn the analog anti clock-wise direction, then Kratos will slam a huge rock on its head.

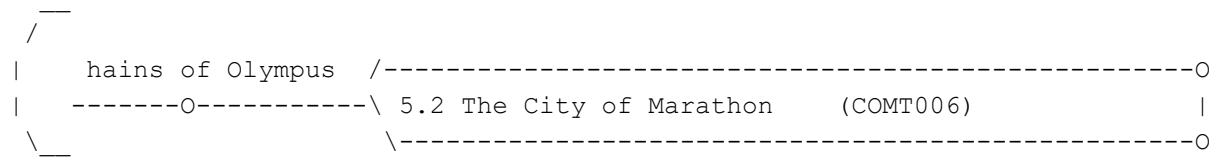
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|Now, you will now need to do the same gig once again, just like you did it the last time. Hit him on his head and double jump his flames. He will once again retreat to the same location giving you chance to do the same mini-game again. Just be careful to avoid his fire blasts when getting there.

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|Now he gets really mad at you. He starts attacking without pausing giving you no time to perform any combo. Don't worry about it, just keep using the Efreet at him, even if the Magic metre is low, also note that the Efreet is more powerfull if you use it just as he strikes you. You are also invincible during the short while where you use the Efreet. Sooner or later an O icon will appear below his head, hit it for another mini-game with the boss which kills it. Watch the scene. Note that you can turn on and off subtitles with the [] button.

There is a Pheonix Feather in the chest right next of where you start. Get it and head down the ledge to start descending it, hold down X and down on the analog stick to go faster. Open the chest for some orbs, head down the next ledge and save your game at the save point next to you.



Before you move on, you may now have enough orbs to upgrade the Blades of Chaos, so I suggest you do that right now. Learn your new moves and break the wooden blockade to encounter a new kind of enemy, don't worry, he'll go down in seconds. Every one of his attacks is blockable and POP should down him in a matter of seconds. There are a few breakable objects in this room, so you might want to get a few extra red orbs. Head up and break the blockade at the very end for two chests, head back out and take the left door out to the streets. Head forward to face a few more enemies, kill them and open the chest from the house on the right side of the street just above you. Move up North to face some more of these undead soldiers, including three archers. You can grab all the enemies here, so do that to the archers. There is a health and magic chest near you and a red orb chest in a house on the left side in between the two chests. Continue along the street and collect the two chests in the house on the right side. Move forward for a scene.

Hit the O button behind the flaming box and push it towards the gate. Fire is the only thing that can protect you from the smoke. Open the door and head through it. Collect the Gorgon Eye from the chest hidden left of you. Head forward for a mixed chest. You don't have to open it unless you are low on health or magic, just save it for later. Head forward to encounter a new enemy, whom I'd like to call a Gorgon. Every one of her attacks are blockable except for her Sound Wave which she screams out, when you get too close to her and just stand still, you will have to tap the L and R buttons quickly to get out of it. Use POP from a distance and soon a O symbol will appear above her head, which leads to a two button mini-game. These continuously keep generating, but see that crank next to the black smoke, after you have killed a Gorgon, start to turn the crank. The door will shut down and the Sirens will no longer generate out of it. Head forward to see a few undead archers, you will be able to dispose of them very easily, move up forward.

You will see that, the black smoke will not allow you to pass any further, so head back to where you fought the Gorgon and up the short stairs next to the mixed chest. Hit O near the statue and start walking back to the black smoke. There will be a hay cart at the end of the path, right next to the smoke, hit the O button behind it and start pushing it forward. Kill the archer next to the two chests left of you, but only when you push the cart next to him, as the black smoke will harm you, if you touch it. Open the two chests and start pushing the cart forward. Another archer will generate next to two more chests, collect them after killing him. Continue to push the cart forward for a while and the path above you will be clear. You will face a new enemy just ahead. This guy is quite tough, but you'll manage. Use the Efreet until the magic metre is over, then start using basic /\ attacks until the O symbol appears, which leads to a analog turning mini-game. After he is dead, break the large bricks on the right side and continue moving forward too see two archers. Collect the health and red orb chest next to you before starting to climb up the wall. Hit the O button on the shiny spot in the middle of the painted circle on the floor and read the book before saving your game.



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|      -----O-----\ 5.3 The Temple of Helios      (TOHL007)      |
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Start making your way across the bridge in the direction of the large statue. Don't fiddle with the Steeds now, you will have to come back here later. The camera angle may seem a little weird at the end, but it gets better in a bit. At the end of the bridge, watch the scene and get ready for a battle. Stay away from the Gorgon until you kill the other weak undead soldiers. POP, evade and grab the undead soldiers. Use the Efreet on the Gorgon and complete the mini-game, she always gives magic orbs when you do so. Continue moving through the linear path and at the very end, start climbing up the wall. Once you reach the top, you will see a scene. Head straight up forward into the house for a save point and a health chest, but before that, collect the red orb chest next to pool left of the building with the save point. Heal, save and pull the crank to head up to the next area for a scene.

Watch the scene and be prepared for a short fight. There are two undead creatures here, use POP to kill them and watch out for the missiles they throw. If you try and open the door, an enemy at the other side of the iron door left of you will throw a missile which harms you. Instead, take the stairs from left of the elevator which you used to get here for another short battle. Ok, these guys can get pretty annoying and mainly for the fact that their weapons are quite powerful. Use the Efreet and don't worry if your magic metre gets too low, these guys give magic orbs when killed. After all three are taken care of, collect the mixed chest next to you and head South to pull another lever which opens up a set of doors. Head all the way back, take the elevator down, head out of the building and take the stairs leading West for a battle with some more of these annoying enemies. If your magic gets too low, start grabbing these fellows. Block all their attacks because these enemies can deal a lot of damage. Cyclone of Chaos works pretty okay too. After all of them are dead, move up the path forward and through the open gates for a mixed chest. Get it and continue up the path to face the enemy who didn't allow you to open the doors. Kill him and pull the lever to open the Iron gates. Open the set of doors next to you and proceed.

Take a left turn at the hallway and break all the pots you see around you. Continue moving along the path and open the chest next to you for some red orbs. Move to the very end of the path and break the statue for some extra orbs. Head into the next room for a quick battle. Use Cyclone of Chaos and the enemies won't stand a chance, also remember to grab whenever possible too. Collect the chest on the stairs left of the door. You will see two large statues on both sides of the room. Pull them back to reveal two levers that you have to pull. Each lever will open a door which you can take. Read the book at the centre of the room before taking the right door for a fight with some undead soldiers. Kill the first one with POP and Cyclone of Chaos and for the next two that generate, use the Efreet on them. There is also a health chest in this room, pull the lever and go back to the previous room. Head through the other door that opened for a save point. There are a few statues in this room, so break them all before saving your game.

At this moment, you might have enough red orbs to upgrade your Efreet, So I suggest you do that, or if you want to upgrade your blades, you will have to wait a bit. I upgraded the Efreet as its the most useful magic in the entire game. Head right from the save point for a chest. Take the path left of the chest and break all the pots in the next area before taking any one of the set of stairs down. There are three chests for you to collect here and a

couple of pots to break. Get to the circular platform on the centre and break the two shiny objects preventing the elevator from descending. You will face some more enemies as the elevator descends. The only attack you can't block is when the jump and charge at you, be sure to evade that. Use POP until the O symbol appears which leads you to just a one button mini-game, which gives you some health orbs. A few more will pop out soon, but they'll go down very easily. Once you reach the bottom, you will encounter a new kind of enemy, an enemy I'd like to call a Knight. You will receive a tutorial message that you have to break his armor using POP, so do that. Once his shield is gone, start attacking him, he has a nasty attack where he starts swinging his weapon and it can hurt you. So evade, use POP, ever so often he will regenerate his armor which you have to bust once more. Once the O symbol appears, complete the mini-game and get out of the platform. Collect the four chests and take the stairs up. Break all the pots here and enter the next area.

Now, take the path right and break the statue at the very end. Return to the door and take the left path to the very end for two red orb chests. Next to the two chests, you will see a tall shiny object, hit the O button next to it and head to the large circular platform in the middle for a scene. Read the book next to the giant statue of Eos and head to the other side of the circular platform. You will see a shily spot of the ground, hit O near it and take the "bridge" to the other side. There are two chests at the very end of the path South of you. Collect them, move forward and enter the door that just opened during the previous scene. Move up the path and break the large chair in the centre of the room. Collect the Sun Shield as it slowly descends towards the ground and be prepared for a battle. With the Sun Shield, you will now be able to parry any melee attack by an enemy, including the charged attack of this one. But parrying may take a little practise at the start, but you will get the hang of it soon enough. After all the enemies are dead, take either the left or right path and head all the way to the top for three chests and two statues next to them. Head back down and don't forget to collect the hidden chest at the left path. Head near the door and hit the O button and head into the next area for a save point and two chests.

Now start making your way up the stairs, th camera angle will change in a bit but it won't be a problem. Head all the way to the top for a scene. Head up the stairs next to you for a battle. Note that you can grab the undead archers for an instant kill. The Tiger will pop out soon which can cause you a slight problem. POP and [] /\ attacks will weaken him enough for the O icon to appear which leads to a analog twisting mini-game which can be quite difficult for amateurs. Another Tiger will pop out along with a few more archers, so induce the same strategy you used with the previous enemies, grab the archers and this time, finish off the Tiger using your Efreet. He will give you magic orbs when killed. Kill all the remaining archers before going to the centre of the platform and hitting the O button at the shiny object. Descend the stairs and pen the door using the O button. Notice the two large statues in the room, start pushing the statues forward to the very end. There is also a chest way left of the room. Head up to the large painting and hit the O button and start pulling it backwards. Now, double jump on it and over the next ledge to the giant horse. Examine it, open the door next to it, inside there will be two red or chests, collect them and head back down.

Pull it back once again but this time, run forward towards the left side of the giant ledge for a secret passage to a hidden side of the room. There are two more Statues in this room, start pulling them backwards till the very start and get on the ledge next to them. Turn towards the other side and hit L button and start tapping the O button. Watch the short scene and head back to the the other room the same way you entered this one, but before that, collect the chest at the other side of the secret path. Climb back up the giant ledges and hit the O button next to the statue and watch the scene.

Descend the stairs that just opened and head all the way down for a chest. Break the pots here and take the path leading East. Keep following the straight path to enter a large room. Take the path right for a Gorgon Eye, break the statue and take the path left and go through the portal to enter a new area, The Caves of Olympus, here you will soon meet Eos.

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|   hains of Olympus /-----O
|   -----O-----\ 5.4 The Caves of Olympus   (COOP008)   |
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Just up ahead of you is a save point, save and then jump into the water, but before that, upgrade your Blades of Chaos, if you have the orbs, which you should have, if you have been following this guide from the start. Level 3 unlocks my favourite combo in God of War 1, 2 and this one, Spirit of Hercules, /\, /\, /\. Its kinda slow to complete, but can do immense power to any enemy in the game, it works very well with all the Bosses too. In the water, start off by heading towards the far East of the giant pool. At the end, you will find two red orb chests, right next to each other. Get back in the water and swim West for a chest next to a blazing torch. Head all the way West and jump onto the ledge, exactly North of the save point and start climbing up the wall. Yo will need to go all the way up and start moving East behind the giant statue's head. Land on the ledge and hit the O button next to the statue here. You now have the ability to breath underwater, so jump of the ledge and land into the water. Head near the ledge you took to climb the wall and dive underwater using the [] button, don't worry about oxygen as you have an infinite supply of it. Dive down and head to the Western most tip of the water to find two chests. Now head to the right side of the lake, you will see a broken set of iron bars, dash through them and keep following the water. Soon, you will come across another set of bars, which you can dash through. Open the three chests here, then continue following the linear path through the water to find another set of bars which you have to break through follow the path to another breakable set of bars, then pull the lever and see the quick scene. Head through the open gates and jump onto the platform right above you, then start climbing the wall to the top. This time, make a left and continue scaling the wall to the platform at the very top. Open the door.

Enter through the door and head forward for a battle. Use Valor of Hercules and POP switched with Efrete from time to time. Just make sure not to get caught in his running attack. Soon the O symbol appears and a three button mini-game takes place. Replenish your health or magic at the multicolored chest next to you, then head forward to the crank and start rotating it anti-clockwise. Cross the bridge, open the door at the very end and enter through it for a scene. Like Eos said, follow the path out of the cave, but collect the multicolored chest on the way if you need it. Once you enter the water, dive and collect the Gorgon Eye chest below you. Start swimming your way out of the cave and kill the enemies on the shore. Move forward, collect the health chest if you need it, read the book next to you before saving.

Head through the door and hit the O button at the glowing spot to acquire the PRIMORDIAL FIRE. You can now reflect any projectile back to where it came from. You will see the three shields pointing at you, they will release projectiles which you have to reflect back. The middle shield releases the projectiles first, followed by the right one then the left one. Hit the L button just as it pops out of the mouth and Kratos will hurl it back. You will now acquire a new magic the LIGHT OF DAWN. For those who have played God of War 1 or 2, this magic is similar to the Zeus Fury in 1 and Thyphon's Bane in two, basically Kratos can fire projectiles out of it. Kill all the enemies with it and the platform will rise. Take the right path for two red

orb chests, the left one for another one with a Gorgon Eye, then the centre path. Head all the way forward and open the door at the very end of the path using your shield. Drop down to the platform below and kill all the enemies that pop out of the ground. Open the chests next to you, if you are short on magic or health. Jump back into the water, save and head through the portal.

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 |   hains of Olympus  /-----O
 |   -----O-----\ 5.5 The Temple of Helios PT 2   (TOHL009)   |
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You will transported back to the Temple of Helios through the portal, hit the O button, then cross the bridge to the circular platform. Take the bridge at the left side and head straight through the door. Head forward, descend any one set of stairs and again hit the O button at the circular platform. Brace yourself and prepare for an immediate battle, you will start facing with the annoying flying creatures, just keep hitting them with [] attacks and block their charged attack at you. Also use COC when surrounded. Its a long way to the top, so the enemies keep on coming at you, but it won't be a problem and moreover, you'll be getting some valuable red orbs. When you finnaly reach the top, take either path and collect the two chests at the lower level before taking either one of the set of stairs up. Climp up and head forward for a save point. Collect the green chest next to it before saving. Open the door.

Head through the door and move up for a scene and a battle follows it. You will face just one Knight and two normal enemies who throw projectiles at you, hit O at both the normal enemies and complete the one button mini-game to instant kill them. Then use POP to break the Knight's shield, then use POP and VOH to kill him, just watch out for his attack where he swings his weapon. Head all the way forward, examine the steed, and hit the O button at the shiny platform south of the room. You will be able to see four pillars on the walls of the room. Two on each side, what you have to do is catch the crank and shine the light on the upper ones, so that they open and you will be able to acces two statues. Push/Pull/Kick the left statue in line with the lower pillar, then go back to the crank and shine it on the statue, the pillar will open as the light is carried to it, revealing another statue. Now take the statue from the pillar that just opened and do the same thing to the other one. Line it adjacent to each other, then turn the light on the statue and the pillar will open. Now that all four pillars are open and all the four statues are accessible, its time to take on the puzzle. You will see

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          four pressure platforms on all sides of the room.
          What you need to do is, take the Stautes pointing
          North and place them on the two lower pressure
          (E)   | |           (W) platforms, then, take the statue pointing East on
          | |           the upper left pressure platform and take the one
          | |           pointing West and place it on the Upper right
          | |           platform. The ground below will open and another
          (N)   |_|       (N) connecter. Now, shine the light from the crank
          #           straight North and head to the platform just below
          #           steed and hit the O button facing the steed and
          #           start tapping it to face a very quick scene, the
          #           very shabby ASCII of the area is given left.

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S - Steed  
E - Statue Pointing East  
W - Statue pointing West  
N - StatuesPointing North  
() - Pressure Platforms  
# - Crank.

Get near the steed and hit the O button for a scene. Go back to where the carnk was and hit the O button again. Once you reach the bottom, you will find thre bridges to take, the left one leads to a chest and a breakable statue. The centre one leads to a Pheonix Feather chest and another breakable statue. Take the path leading right and open the door. Head through

the set of doors, continue moving forward and collect the chest on the right side just next to you. Collect the health chest on the way and follow the path to the end and start ascend the large stairs. Just next to you is a half broken statue, push it all the way forward, double jump near it and break it. Get on it, face the hole in the wall and hit the L button and start tapping O. Get down, climb up the wall and hit the O button next to the steed for a short scene. Head through the open doors and follow the path to the very end. Make your way down the wall for a short scene at the bottom.

The scene will end with a battle, these are just Undead Soldiers of Morpheus and shouldn't put up a challenge at all, the Efreet works best with them and they are also grabable, but that doesn't instant kill them. Once the battle is over, move forward, make your way across the bridge and take a left turn at the end for another battle. You will face Gorgons and Undead Soldiers in this one, bust your Efreet on this battle, completely. Then if there are any enemies left, use [] attacks until all are dead. Follow the path and start making your way across the bridge to the end for a save point. Move a bit ahead of you and start turning all the three cranks 90 degree anti-clockwise hit the O button at the shiny spot and you will encounter a scene, watch it.

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|   hains of Olympus /-----O
|   -----O-----\ 5.6 The Realm of Hades   (ROHD010) |
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Just ahead of you is a save point, save and start scaling the wall. Head all the way left, then start heading forward. Break all the obstacles blocking your way, continue moving forward and hit R at the end to drop down. Break the frozen statues and jump to the next platform. Make your way up the ramp, then jump to the wall and kill all the enemies. /\ attacks works best with these guys and maybe O if you can get close to them. Jump right to the next wall and defeat all the enemies here before climbing up the ledge for a short battle with three Gorgons. You will face just one to start with, use POP and VOH on her and complete the mini-game. When the next two arrive, use the Efreet on them, along with POP. Once the battle is over, upgrade your Blades of Chaos before heading through the door. Jump over to the broken stairs, but head up quick as part of it breaks. Continue moving up the path for a battle here. Kill the undead soldier at the start, then you will encounter two cyclops and one undead soldier. Although it doesn't take long to kill a cyclops, their attacks are devastating and can deal a lot of damage to you. Use the Efreet until your magic is over, then, head to the far end of the room and start using VOH on them, the first two attacks probably won't hit either cyclops, but if the main attack connects, they will die soon. Once they are dead, another one will pop out, use the same strategy and kill it and the undead soldier. Once all the enemies are dead, jump on the platform next to the fire and go around it, you will find a chest here. Head back and double jump to the next ledge above you, you will need to jump once, when you have reached the highest point of your first jump, hit the X button again and you will be hanging on the platform if done right.

Head forward and start attacking the damn flying creatures that annoy you. The wall on the left side is breakable, so use POP and break it for two chests, but doing that will cause a Gorgon to appear. Head to the right side of the room and start using your VOH on the wall left of you, the one with the box at the centre, when the wall breaks, you will have access to the box. Bring it outside, near the high ledge with the health chest on it, then using that jump and catch the ledge. Collect the health orbs, then jump onto the ledge above and start scaling the wall East, through the blood. Drop down when you reach the end for a short battle. Defeat the three enemies and head

into the door for a save point. There is also a chest right next to you, so get that and save your game. Now what you need to do is, head back outside and you will notice a shiny pillar on the right side. Go to the right side of the pillar and hit O to push it down. Get back inside and use the fallen pillar to reach the ledge above you. Start scalling the wall on your right all the way up. Continue along the path to the very end for a battle. Here kill the flying creatures that bug you, then focus all your attacks at the two Knights here. Break their shields, kill them both and collect the health and magic chest near you. Also don;'t forget to read the book next to the large gate before backtracking all the way and entering the door left.

Follow the path to the very end and ascend the stairs. Collect the two chests in this room and break all the pots before heading out through the door. Here you will have a battle with the same enemies you fought previously, two Knights and some flying creatures. Still, not a tough challenge, the only thing you got to watch out for are the blades on the floor, just don't fight on their path. Once all the enemies are dead, take the path to the very end for a red orb chest and a save point, ring the bell for a scene.

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|           Boss Battle - Charon           |
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|This battle is pretty easy if you are fully prepared, which you may not be |
|especially after the fight you just had in the sawblade room, but since you|
|saved the game, you can go in this with a cool head. The first thing to   |
|note on this battle are, each and every attacks used by Charon are block- |
|able. For most of the time, he will just be swinging his weapon around. His|
|other attack is a projectile which he will throw out, but not just one, but|
|three. Be sure to reflect that right back at him and no, you can't block.  |
|                                       |
|For you offense, you just need to use VOH, POP and the Efreet. Your basic |
|strategy should go like this. When Charon starts attacking, block all his |
|attacks, when you block the last one and he gives it a rest, start using  |
|VOH, you will able to connect the entire attack. Then Evade back and use  |
|POP at him without mercy. Soon, he will go away from you and throw his   |
|projectiles out, that should be parryed to reflect back to him. After the |
|projectile wave is over, get near him and blow out your magic using the   |
|Efreet. Continue this strategy. Once his health is reduced to half, he will|
|retreat to a safer location and start charging. He will then put out an   |
|unblockable attack which takes away all your health. Don't worry, that's  |
|what is supposed to happen. That ends the battle.                         |
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Watch the scene, soon after you will have to hit L and R together to break out, head to the save point, just below you.

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|   hains of Olympus  /-----O
|   -----O-----\ 5.7 The Depths of Tartarus    (DPTT011) |
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Right next to the save point is a chest containing a Pheonix Feather in it. Start moving along the path up, note that your health is pretty damn low at this point, but you can kill the other imprisoned people for health orbs. Continue moving up the path, you will spot a large chain next to you as you move up the slope, break it for some extra red orbs. Move to the very top of the slope and you will see a fork. Take the right path and kill all the prisoners and get ready for a battle. The trick here is to grab, grab and

grab. You probably won't have too much magic after the previous boss battle, but if you do have any, bust it all on the Efreet or use the Light of Dawn on the damn archers bugging you from the higher platform. Get up and kill them all, also collect the magic chest next to you. Now head back and take the left path, there is also a chain between the two paths, so break that as well.

Head up the left path for a short scene will result in a short but annoying battle. You will fight some flying creatures here, but not like the ones you used to face, these guys are meaner, tougher and their attacks can't be blocked, only evaded, what's worse is that, if they attack you, you not only lose health, but also drop down. You will also find three chains in this room break them before moving forward. In the next area, you will find another chain and some more prisoners tied up, kill them if you need health. Continue moving forward and break all the chains you come across, open the door at the very end of the path and head through it for a battle with undead soldiers. These guys can be grabbed, but it would prove to be much more effective to use the Efreet on them. You will face approximately 7 soldiers, kill them all and jump to the platform left of you and kill the archer here before opening the multicolored chest. Take the route North and move past the chain to save.

After saving, get on the wall next to you and start scaling it. You will encounter a few enemies here, but they'll all go down in a flash if you use / \ attacks. Continue moving right and at the very end, head up and climb the platform above. A battle occurs here, with some more of those damn annoying flying creatures. They are followed by a Gorgon at the end, finish her off with the Efreet. Read the books next to the large statues, then pull the Hades' and Posiedon's statue, to reveal a crank. Twist it anti-clockwise until you see a path directly above you. Head through it and the path will change again. Continue along the path ahead of you to the very end and enter the large room for a battle. This big guy puts up a decent challenge because of two things; one, his attacks deal quite a lot of damage and they cannot be blocked, two, there are archers around you that annoy you so much, trust me, this battle will be a lot easier if you killed the archers first. They are followed by three more, kill them all before taking on the giant enemy. You will encounter another Minotaur after this guy is dead. Now before doing anything else, upgrade your Efreet, you'll probably have 11,000+ orbs if you have been following this guide. Head through the door leading West and ascend the stairs to find a save point, there is also an enemy here, so kill him.

Right next to you is a cracked wall on the right side, break it open and make your way down the ledge for a chest, head back and start moving along the thin ledge to the East. Once you reach the other side and you will spot another crack on the East wall, break it open and pull the lever back, also don't forget to collect the chest next to it. Drop down and you will find a multicolored chest on the left side of the room, sorry I didn't mention it earlier, take the door leading West and collect the two chests here if you need to, then ascend the stairs to the top for a short battle. You are facing just four archers here, a lousy challenge, kill them, read the book and pull the lever on the upper right corner of the room. Ascend the stairs and open the chest next to you for a Gorgon Eye. Head near the chair and hit O next to it, then complete the short mini-game to kick it down. Also, don't forget to take the Crypt keeper's key, which is located on the right side of the room. Descend the stairs and save your game. Descend the stairs, go near the body of the Crypt keeper and hit O to carry it. Place it on the pressure platform just below you and run up to use his key on the lock. Move forward and cross the bridge ahead of you, for two chests, next to a save point.

Head inside the Temple of Zeus for a short battle with two Knights. Kill them and hit O next to the shiny spot at the centre of the floor and twist the analog stick to break the statue. Pick up the GAUNTLET OF ZEUS. This weapon

is powerful, even more powerful than the Blades of Chaos, its also the best weapon to use in the entire game, its just that I prefer the Blades of Chaos, doesn't mean its the best. You will face some shield enemies, try out the Gauntlet of Zeus on them, use charged attacks of [], to break their shields, then hit them with [] to kill them. /\ will launch an enemy into the air and you too, if you hold it. After the battle is over, read the book, head out of the temple and save your game. Cross the bridge back and keep moving forward until you see a shiny cracked wall. Use the Gauntlet of Zeus to destroy it, continue forward and the spikey wall behind you will start close in on you. Don't worry, just keep moving forward in your normal speed and you will soon hit another wall. Break it with the Gauntlet of Zeus(only the Gauntlet of Zeus, Blades of Chaos will not work)and continue moving forward to the next room. Here, break the large Zeus statue with the Gauntlet of Zeus and head through. Break the Posiedon statue with GOZ for a Gorgon Eye chest and the Hades' statue to proceed. Continue to the very end and open the door.

Be sure to upgrade the Gauntlet of Zeus now, you will probably have exactly 4000 orbs, so upgrade that, move ahead for a very quick fight with a few flying creatures. Now you will see a large chain at the left side of the room use it as a bridge to get across. Climb the wall to the top, then head right and climb up the ledge. Right next to you is a chest and a save point. Move ahead and follow the path to the very end and drop down for a battle. For this one, you will be fighting an Armoured Cyclops and a few of those flying creatures. As far as anything goes, I think the Blades of Chaos is the best weapon in this battle, seriously, the VOH combo can bust his armour in a few successful connections. After the armour is gone, use POP and the Efreet to kill him. Then go for the flying creatures. Once all of them are dead, break the rock on the left side to release a crank, there is another at the right side of the room. Turn both of them in a clock-wise direction and take the large chain just above you back to the other side. You will face two enemies here, use POP or charged attacks from the GOZ to break their shields, then kill them. Just next to you, at the North-West corner of this platform is a wall which you have to take to the top for another battle. This time, its Gorgons and Undead Soldiers who have shields. This time, your weapon of choice in the GOZ, yes, charged attacks does miracles to the Gorgons and can finish them off in seconds, same goes for the undead soldiers as well. Once they are dead, turn the crank clockwise. There are also two chests to the left side of the room, so collect them if you need to replenish health or magic. Get back down, head up and start jump over the platforms to reach the next ledge, head to the end of the path and open the door and enter through.

Kill the three archers and head along the path next to the door. Follow the path to reach another door at the end, open it for a scene. Head right to find a chest, then all the way forward to start climbing the wall. But don't get on the ledge above just yet, there is another path leading towards the left side which you can take. Follow it all the way to the top, where you have to open the door. Continue along the path to find a chest on the left side. Drop down to find three more. Climb back up, head all the way back and head to the ledge above for a short battle. You will be facing a single Titan Minatour here and some archers at platforms a little far away. Kill the Titan Minatour with the Efreet or use the Blades of Chaos, then open the chest at the left side of the room, then use the Light of Dawn to kill these damn archers. You can also deflect their arrows back at them. Turn the left crank for a red orb chest and the right one to proceed. Cross the chain and save.

Move ahead, enter through the door and follow the path all the way to the end where you will find a door for you to open. Move ahead for a battle. The most important thing to do is, kill the archers first. Use O to grab and instantly kill them. Then take on the other soldiers, this battle ain't a challenge at all. Pull the two levers near you and start climbing the wall next to them.



The wall is located on the right side of the large room. Move all the way to the top, past the large chains and drop down at the platform at the other end. Just ahead of you are two chests, get them both before pulling the lever at the end of the path. Return back the way you came from and drop down. Just at the South-West corner of the room, you will find a path that just opened, move along for a scene. Just next to you is a wall which you have to scale, you will fight some enemies on it, but the /\ attack can take all of them down in one shot. Head to the end and down for a save point just ahead.

Jump over to the next platform and kill the two harpies here. Now start to move the crank in an anti-clockwise direction. Continue moving it and soon you will see enemies pop out of the ground. Use VOH and quickly get back to moving the crank, as the crank slowly moves backwards, if you let go of it. Don't for heavens sake use the Efreet, although it can take care of all your enemies in one shot, it will take a while to complete and the crank could have gone way back by then. Push it all the way to the end and drop down to the next platform. This crank requires you to push it in clockwise. So do that, here too, you will face enemies and this time with shields. Use the GOZ on them, charged attacks to destroy their shields and normal ones as they are destroyed. Continue moving it and soon, you will face a couple of harpies accompanied with another soldier, use VOH from the Blades of Chaos on these guys. Push it all the way to the end and jump to the next ledge. BTW, for those guys who played God of War II, you will find a high similarity with this part of the game, with the River of the Forgotten in II, same sort. Climb up to the next ledge and hit the O button next to the shiny object and tap it. Get on the chain and follow it all the way to the end for a scene.

By the way, don't forget to upgrade your Blades of Chaos, if you didn't do it. Next to you is a wall, head up and follow the path to the end where you will come to an open area. Grab the two chests on the left side and break the wall ahead of you with the GOZ. You will return to the Saw-Blade room, you don't actually need to fight the enemies here, you can just take the path out next to you, but if you want some extra orbs, I'd suggest you do it. Head along the path to the end to reach a save point. Break the gate with the Gauntlet of Zeus just ahead of you and head up for a scene and a rematch with Charon.

O=====O  
| Boss Battle - Charon |  
O=====O

| Fortunately, Charon is the same Boss as you fought him the last time, in |  
| fact, a little easier as you upgraded your Efreet. Again, all his attacks |  
| can be blocked, but only his melee ones. Use VOH and square attacks on him. |  
| He will throw three projectiles at you just like last time, deflect all of |  
| them right back at him. Once his health is reduced to hal, he will retreat. |

| But this time, don't just stand there, equip your Gauntlet of Zeus and hit |  
| any one of the three pillars below him. You'll probably break one the first |  
| time before he gets back down. He will now use an attack which has to be |  
| evaded an pray, don't get caught in that. Start using the VOH on him and |  
| whenever he uses his new attack, evade it. Reflect the projectiles he |  
| throws at you and soon, he should go back up and retreat to the higer area. |

| Break another pillar and when he gets back down, he will learn a new attack |  
| a ground wave. He goes all around the room using it. The only two ways to |  
| dodge it are, by jumping into the air, or by going to the other end of the |  
| area. Thats the attack he will be using throughout this phase of the battle |  
| move to the other end when he is doing the wave at the corners, but when he |  
| comes to the centre, either use the Efreet, or double jump his wave, then |  
| start punding him with VOH or POP. He retreats as his health reduces half |

|go to him and break the third and final pillar. Head near him and hit O. |  
 |  
 |Get near the mask and hit O for a quick scene. Yes, the battle isn't yet |  
 |lover yet, but all Charon can do now is go high in the air and throw his |  
 |projectiles at you. Deflect them all back at him and as he falls, hit the O |  
 |button for a brutal mini-game, which also involves tapping the O button at |  
 |the end, which kills Charon. Watch the scene. You will now acquire Charon's |  
 |wrath, an attack that doesn't require any magic. You will now face enemies |  
 |here, test the new attack, it stuns them temporarily. Defeat all of them. |  
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Head along the path for a save point and a green chest right next to it.

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 |  -----O-----\ 5.8 The Temple of Persephone (TOPH012) |
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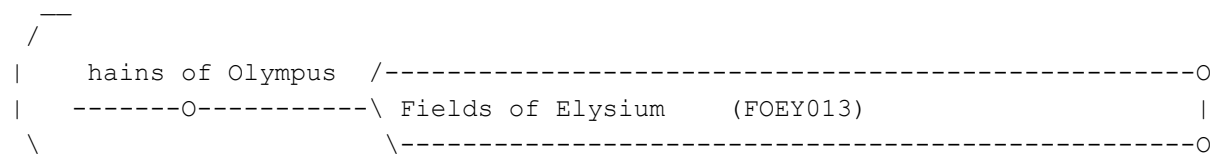
After you have finished saving, just continue along the path ahead and enter the Temple of Persephone. Just ahead of you is a book and another one on your right next to a chest, with another one on your left next to another chest. When you are done with reading them, head all the way forward and open the door at the end. Move ahead for a battle. You will be fighting two Tiger beasts and some enemies who throw projectiles at you. Its easy enough, but a thing to note is not to initiate the O mini-game at either of the enemies you face right here, unless you are an expert at turning the analog stick. It can be frustrating and hard to correctly turn it. Use the Efreet onc, near all the enemies, the start using VOH on the Tigers. They will not attack you if you continuously keep attacking them. As for the other enemies, use VOH or POP. There are two chests directly below the path you just came through and one more at the end of the path left(seen by the camera angle). Ascend the stairs on the right side all the way to the top and open the door here.

head through the next door too and another battle will start. You will have to break all the heads on the wall right of you to fight freely. Use the GOZ to do that, after that, using the GOZ, start attacking the birds that appear. Use charged attacks for the other enemies and the Efreet, if your health gets too low. Continue heading forward for a save point next to three chests. Open all the chests and head through the door above you. Ascend the stairs for a battle. Here you will be fighting three Armoured Cyclops and some of the tougher flying creatures. Simply use the GOZ's charged attacks to break the armour of the ctclops, then with the BOC, use VOH on them to kill them all. As for the birds, use the plaing [] attacks or POP to kill them. There are two paths to take now, the one on the left takes you to two chests, including a multicolored one, so choose wisely. The one on the the right takes you to a set of stairs which you have to ascend to open another door.

Oh, don't forget to upgrade your Gauntlet of Zeus. Its new moves are amazing. Head through and you will find yourself in a familiar looking place. Its very similar to the place you fought a little earlier. Your weapon of choice, is yet again the GOZ. Break all the statues you can before fighting the actual enemies. The L + /\ is a very effective move, espcially when used in air. Now once all the heads are destroyed, all you need to do is kill all the enemies using the GOZ with a little help from the Efreet. You will face quite a bit of them. Head through the door when you are done and open the next one. Damn it, where is this girl running off to. Get ready for a hard battle here, one with two Titan Minators and a few normaol soldiers, followed with another Titan Minatour. Now their attacks can hurt pretty hard and morover, you can't even block them. A very important attack to note is their charged one, the

one where they come ruuning and dash into you. Now this can hurt and you need to dodge it. Break their armour using charged attacks with the GOZ, then use the Efreet until they die. Use the GOZ agains the normal enemies, then, finish off the last enemy using the Efreet. Head through the door to the end. Open the door at the end and start turning the crank in an anti-clockwise direction. In a short bit, you will see a cracked wall to your left, don't open that one as it just contains a bird which will trouble you. Continue turning it upward and soon you will see a room directly above you containing two chests. A little upward you will find another cracked wall on the right with another bird. A final cracked wall a little more above you with a chest, will come shortly after. Turn it all the way to the top for a battle.

This one will have harpies, two purple Gorgons and an Armoured Cyclops at the end. Use POP and VOH at the gorgons to kill them. The harpies can just be grabbed at or killed by the normal attacks, as for the Armoured Cyclops, bust all your remaining magic on the Efreet, then use VOH from a safe distance to kill this enemy. You will be near a multicolored chest and two doors. The right one takes you to two chests and the right path leads you to two more chests and a save point. By now, you will have enough red orbs to max out the Sun Shield and Charon's Wrath, remember that Charon's Wrath doesn't require magic and can prove to be useful in stunning enemies. Save, heal and open the door. Ascend the stairs and head all the way forward to reach the Groves of Persephone. Continue heading forward and enter the building for a scene. Hit O and complete the mini-game and enter the portal for a scene.



Now what you need to do is tap the O button until you regain control. Then start grabbing the white souls that wander around until you get back your Blades of Chaos, then attack all the white souls you see and you will slowly start to get back all your weapons and magic. Continue killing all until you see a scene. Now start attacking all the normal enemies, when all are dead, head forward for a battle. Start by using the GOZ to kill all the archers and the undead soldiers, also break their shields with charged attacks. You will face one Tiger, continuously use the VOH on it and he will die. A Knight appears, break his shield with POP, then continue using POP to kill him. Kill any remaining archers, then move ahead and open the two chests before saving.

Upgrade any remaining magic to the max before ascending the stairs. You will encounter a scene here, which starts off the last and final boss battle.

```

O=====O
|           Boss Battle - Persephone           |
O=====O
|
|Yeah, this is the final boss battle, kinda sucks as there are only three of|
|them in the entire game and one lousy mini-boss. Anyway, start by hitting |
|her with normal attacks, for now, almost all her attacks she uses can be |
|blocked, except the one where she kicks a huge rock towards you. But that |
|one can be easily blocked, and her strikes. Use POP and VOH as much as    |
|possible and also it would be very effective to use the Efreet on her,    |
|seeing as she just stand in one place and doesn't move around a lot. She  |
|will give you health and magic orbs from time to time, but it ain't much at|
|all. Use the Efreet a lot and VOH combined with evading as your strategy. |
|Soon, you will automatically face a mini-game where you have to quickly tap|
|the L and R button, which is followed by an immediate button press, also |

```

```

|followed by four more. That ends the first segment of the battle.
|
|The second segment can be either harder or easier, if done the correct way.
|As it starts, start pumping out your Light of Dawn(R+[]) on her. She will
|too throw a projectile or two, so just deflect that back at her. she will
|descend a bit and take a rest at on of the pillars. Now head up to her,
|jump and use the Cyclone of Chaos like a madman, you will probably finish
|with four full attacks. Now she has a new attack, the projectile which she
|used to throw, also now starts to come from the ground. The only way to
|dodge is to evade. Empty your magic with the Light of Dawn and be sure to
|reflect all the projectiles she throws. She will soon rest again at one of
|the pillars, be sure to attack her like hell. You will again manage three
|four strikes at her. After 5 or 6 more times like this, once her health
|gets really low, she will fall down, here's your chance, head to the fiery
|spot in the ground, face here and hit the L button and start tapping O,
|which in the end results in a three button mini-game, which defeats her.
O=====O

```

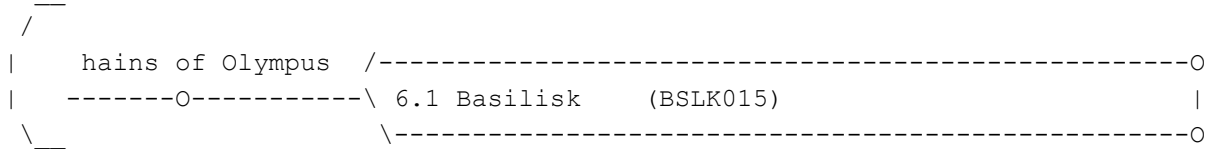
Watch the long scene. Also, there is another scene after the credits, so be sure to watch that too. Congrats, you ahve beaten the entire game. Well, not exactly the 'entire' game. There is still two more difficulty levels, some consumes to unlock, The Challenge of Hades, which I wil soon put out. Enjoy the ending and I wish you congrats again for beating the game. :).

```

*=====*
|-----|
|6. Boss Guide      (BSGD014)
|-----|
*=====*

```

This is a guide for all the Bosses in the game. But if you had been following the entire guide, this section is completely useless.



SEGMENT 1

This segment is really very simple. Trust me, you will not die, even once. Hit the Boss with your Plume of Promtheus combo, which is, [] [] /\ . This is your best combo at the start and a very useful one throughout the entire game. It is very quick to use and quite powerful. The Boss will strike at you with its teeth, but this can be avoided with the L Button. It sprays out a stream of fire from time to time, so just roll to either side when it does, but keep hitting him with your normal attacks until the O symbol appears above his head. Hit it near him, to iniciate the mini-game. This one should probably be X and X. After it is done, hit O next to the pillar to send him off. Heal if you want too and head out through the broken door.

SEGMENT 2

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O=====O
|
|          Boss Battle - Basilisk
|
O=====O
|
|As the second segment of the Boss Battle begins, better note that you can't
|evade his flames anymore, your only option is to double jump as the flames

```

|cover the entire bridge. Secondly, don't ever attack either of his hands, |  
|as he swipes at you with them and the attack cannot be blocked. His other |  
|attack is that he, lunges at you using his teeth, this attack is blockable |  
|so, you need to stay near his head through the entire battle. |

|For harming him, just keep hitting his head with [] and /\ attacks, you may |  
|not have the time to do a POP combo before he attacks you, so don't lose |  
|any health trying to do so. Use the Efreet from time to time and he will |  
|give you health and magic orbs too, but as soon as he does that, he uses |  
|his flame thrower attack, so don't forget to double jump. Soon, he will |  
|retreat to a safer location on the building, sticking his right hand out. |  
|Evade the fire balls he throws at you and carefully work your way towards |  
|it carefully. Move from side to side so that you do not get trapped in the |  
|flames. Hit the O button near his right hand and you will be launched into |  
|a mini-game where you have to quickly turn the analog anti clock-wise |  
|direction, then Kratos will slam a huge rock on its head. |

|Now, you will now need to do the same gig once again, just like you did it |  
|the last time. Hit him on his head and double jump his flames. He will once |  
|again retreat to the same location giving you chance to do the same mini- |  
|game again. Just be careful to avoid his fire blasts when getting there. |

|Now he gets really mad at you. He starts attacking without pausing giving |  
|you no time to perform any combo. Don't worry about it, just keep using the |  
|Efreet at him, even if the Magic metre is low, also note that the Efreet |  
|is more powerfull if you use it just as he strikes you. You are also |  
|invincible during the short while where you use the Efreet. Sooner or later |  
|an O icon will appear below his head, hit it for another mini-game with the |  
|boss which kills it. Watch the scene. Note that you can turn on and off |  
|subtitles with the [] button. |

O=====O

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|  
| /  
| hains of Olympus /-----O  
| -----O-----\ 6.2 Persian King (PRSK016) |  
| \-----O-----\ |
```

Note that this is just a mini-boss.

Once you gain control, the first thing you need to do is kill all the normal enemies before taking on the actual mini-Boss. Watch out for the Boss's magic attack where he turns himself into a big man and slams the ground. Just jump or evede. Just stick with your plain attacks and kill any normal enemy if they drop on the floor as they will cause a nuisance when fighting the boss, but for the most time, just concentrate on the Boss itself. Evade when the Boss runs and strikes at you and hit him with your Plume of Promtheus. Soon the O will appear above his head which starts the mini-game. Once the mini-game is over, a quick scene occurs, complete the mini-game to kill him.

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|  
| /  
| hains of Olympus /-----O  
| -----O-----\ 6.3 Charon (CHRN017) |  
| \-----O-----\ |
```

=====O  
| Boss Battle - Charon |  
=====O  
|  
| This battle is pretty easy if you are fully prepared, which you may not be |  
| especially after the fight you just had in the sawblade room, but since you |  
| saved the game, you can go in this with a cool head. The first thing to |  
| note on this battle are, each and every attacks used by Charon are block- |  
| able. For most of the time, he will just be swinging his weapon around. His |  
| other attack is a projectile which he will throw out, but not just one, but |  
| three. Be sure to reflect that right back at him and no, you can't block. |  
|  
| For you offense, you just need to use VOH, POP and the Efreet. Your basic |  
| strategy should go like this. When Charon starts attacking, block all his |  
| attacks, when you block the last one and he gives it a rest, start using |  
| VOH, you will able to connect the entire attack. Then Evade back and use |  
| POP at him without mercy. Soon, he will go away from you and throw his |  
| projectiles out, that should be parryed to reflect back to him. After the |  
| projectile wave is over, get near him and blow out your magic using the |  
| Efreet. Continue this strategy. Once his health is reduced to half, he will |  
| retreat to a safer location and start charging. He will then put out an |  
| unblockable attack which takes away all your health. Don't worry, that's |  
| what is supposed to happen. That ends the battle. |  
=====O

## SEGMENT 2

=====O  
| Boss Battle - Charon |  
=====O  
|  
| Fortunately, Charon is the same Boss as you fought him the last time, in |  
| fact, a little easier as you upgraded your Efreet. Again, all his attacks |  
| can be blocked, but only his melee ones. Use VOH and square attacks on him. |  
| He will throw three projectiles at you just like last time, deflect all of |  
| them right back at him. Once his health is reduced to hal, he will retreat. |  
|  
| But this time, don't just stand there, equip your Gauntlet of Zeus and hit |  
| any one of the three pillars below him. You'll probably break one the first |  
| time before he gets back down. He will now use an attack which has to be |  
| evaded an pray, don't get caught in that. Start using the VOH on him and |  
| whenever he uses his new attack, evade it. Reflect the projectiles he |  
| throws at you and soon, he should go back up and retreat to the higer area. |  
|  
| Break another pillar and when he gets back down, he will learn a new attack |  
| a ground wave. He goes all around the room using it. The only two ways to |  
| dodge it are, by jumping into the air, or by going to the other end of the |  
| area. Thats the attack he will be using throughout this phase of the battle |  
| move to the other end when he is doing the wave at the corners, but when he |  
| comes to the centre, either use the Efreet, or double jump his wave, then |  
| start punding him with VOH or POP. He retreats as his health reduces half |  
| go to him and break the third and final pillar. Head near him and hit O. |  
|  
| Get near the mask and hit O for a quick scene. Yes, the battle isn't yet |  
| over yet, but all Charon can do now is go high in the air and throw his |  
| projectiles at you. Deflect them all back at him and as he falls, hit the O |  
| button for a brutal mini-game, which also involves tapping the O button at |  
| the end, which kills Charon. Watch the scene. You will now aquire Charon's |  
| wrath, an attack that doesn't require any magic. You will now face enemies |  
| here, test the new attack, it stuns them temporarily. Defeat all of them. |

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/  
| hains of Olympus /-----O  
| -----O-----\ 6.4 Persephone (PSPH018) |  
 \-----O

O=====O

| Boss Battle - Persephone |

O=====O

|  
|Yeah, this is the final boss battle, kinda sucks as there are only three of  
|them in the entire game and one lousy mini-boss. Anyway, start by hitting  
|her with normal attacks, for now, almost all her attacks she uses can be  
|blocked, except the one where she kicks a huge rock towards you. But that  
|one can be easily blocked, and her strikes. Use POP and VOH as much as  
|possible and also it would be very effective to use the Efreet on her,  
|seeing as she just stand in one place and doesn't move around a lot. She  
|will give you health and magic orbs from time to time, but it ain't much at  
|all. Use the Efreet a lot and VOH combined with evading as your strategy.  
|Soon, you will automatically face a mini-game where you have to quickly tap  
|the L and R button, which is followed by an immediate button press, also  
|followed by four more. That ends the first segment of the battle. |

|  
|The second segment can be either harder or easier, if done the correct way.  
|As it starts, start pumping out your Light of Dawn(R+[]) on her. She will  
|too throw a projectile or two, so just deflect that back at her. she will  
|descend a bit and take a rest at on of the pillars. Now head up to her,  
|jump and use the Cyclone of Chaos like a madman, you will probably finish  
|with four full attacks. Now she has a new attack, the projectile which she  
|used to throw, also now starts to come from the ground. The only way to  
|dodge is to evade. Empty your magic with the Light of Dawn and be sure to  
|reflect all the projectiles she throws. She will soon rest again at one of  
|the pillars, be sure to attack her like hell. You will again manage three  
|four strikes at her. After 5 or 6 more times like this, once her health  
|gets really low, she will fall down, here's your chance, head to the fiery  
|spot in the ground, face here and hit the L button and start tapping O,  
|which in the end results in a three button mini-game, which defeats her. |

O=====O

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|-----|  
7. The Challenge of Hades (CHHD019)
\*-----\*

/  
| hains of Olympus /-----O  
| -----O-----\ 7.1 Challenge 1 - Fiery Fate (CHFF020) |  
 \-----O

\*\*\*\*\*  
Objective - Burn 50 Soldiers using the Efreet  
Time Limit - N/A  
Difficulty - 2/5  
\*\*\*\*\*

For the first Challenge, having a Level 3 Efreet is a 100% must, if you had followed my guide, then you need not worry as you should have upgraded it, but if you didn't, upgrade it. The one very important thing to note is that, if you kill a normal enemy with a weapon other than the Efreet, you will fail the Challenge. Once the enemies start spawning, wait/evade/block until an entire group of them surround you, then use the Efreet, be sure to tap O as fast as you can, to get the highest power possible. Once the first wave is killed, and soon, a Cyclops should spawn. Now this guy's attacks hurt, and the best way to kill him is to, use the Efreet, just as he is about to attack you, that way, you will be invincible when he attacks, and he won't go out of range. As the Cyclops dies, more soldiers will spawn, these guys are easy and should just take a single complete hit from the Efreet to die, unlike the Cyclops. If your magic gets too low, get near the multi-colored chest and open it, do it when you have just killed a wave of soldiers and the next one is just about to spawn. Soon, you will face another cyclops, kill him the same way you killed the previous one. Soon after, two more Cyclops will spawn, now this part is quite hard, and also seeing, if you die now, you will have to start from scratch, now, they won't attack you at the same time, so watch out, make sure they are close to you before using the Efreet. A very stupid and annoying fact is that, the Cyclops don't count as kills, only the undead soldiers do, so you don't need to kill each and every one of them. Focus your attention on the undead soldiers, keep this going to complete this challenge.

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  /
 |   hains of Olympus /-----O
 |   -----O-----\ 7.2 Challenge 2 - Perfection    (CHPF021)   |
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\*\*\*\*\*  
Objective - Kill 20 Fire Guardians without getting hit  
Time Limit - N/A  
Difficulty - 4/5  
\*\*\*\*\*

This one is tough as hell, yeah, those fire guardians will take the friggin' life outta you. The weapon of choice for this challenge is the Gauntlet of Zeus. Although you can complete it using only the Blades of Chaos, it is much easier to use the GOZ. Start by using plain attacks just to get moving. The L and R buttons should be hit each second, blocking will not save you, (although parrying will). The olympic thunder is also a very effective move (L + /\ in air) as it harms all the fire guardians around you, but it can be quite annoying when they hit you just as you fall down. Continue using normal hits and evading, yes, evading their attacks should be your first priority. One hit and the challenge is failed. Another powerful attack to use is the L + [] move, it gives reasonable damage to your enemies and even pushes them away from you. Be Brave, not foolhardy. Don't just go tapping the [] and /\ buttons to your comfort, think, evade and unleash your attacks, then evade some more, keep evading, continue attacking. YOU will die, plenty of times, but don't lose hope. You will soon get the hang of it after dying a few times.

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 |   hains of Olympus /-----O
 |   -----O-----\ 7.3 Challenge 3 - Life Is Short    (CHLS022)   |
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Objective - You are losing health rapidly, kill all your enemies to survive

Time Limit - N/A (As long as your health bar is)

Difficulty - 4/5

\*\*\*\*\*

Another royal pain in the ass. Well, this challenge is hard and for that matter, really hard. First of all, a minatour pops out, that's so lame. Use your Blades of Chaos for this guy, pound him with POP and VOH, but be sure to watch out for his spear attack. It will cause a real lot of damage to you, one hit and your chances of surviving the entire challenge are nil. Do you what you can best to defeat the minatour, personally, the BOC worked best for me, but you are more than welcome to send me an alternate strategy for this challenge. If you had lost any health in the fight, slash one of the tortured bodies for some extra green orbs. After the minatour is taken care off, some birds will start to spawn, an easy way to defeat them is to grab, or again use the BOC to rip them apart. After a lot of birds, the wave will finally stop, you will now start encountering normal fire enemies, destroy them all to successfully complete this challenge. Omg, I'm glad it's over. xD

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/
|   hains of Olympus /-----O
|   -----O-----\ 7.4 Challenge 4 - Crunch Time   (CHCT023)   |
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\*\*\*\*\*

Objective - Break all objects before time runs out

Time Limit - Yes (60 Seconds)

Difficulty - 3/5

\*\*\*\*\*

Well, this Challenge is easier than the ones you have faced so far, but still provides a decent challenge. The secret weapon here is speed and the trick is not to waste even a single second. That means you can't dawdle. As soon as the challenge starts, use the Efreet to break all the nearby objects, and remember, just to break the nearby objects, don't waste time by tapping O. Now, switch to your GOZ and start breaking the smaller objects around the room. Note that you will have to break 40 objects in 60 seconds. Now let's start on the enemies. For the Stoned Enemies, just charged attacks from the GOZ will do. After that, start on the Zeus statue. I think I hit it with 6 or 7 charged shots from the GOZ to break it. Continue on, there will be soldiers and medusa statues for you to break, use charged attacks to break them. There will be some more objects on the floor before the next enemy statues, so break them all. I completed this in about 53 seconds. Close.

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/
|   hains of Olympus /-----O
|   -----O-----\ 7.5 Challenge 5 - Epic Brawl   (CHEB024)   |
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\*\*\*\*\*

Objective - Kill all your Enemies

Time Limit - N/A

Difficulty - 2/5

\*\*\*\*\*

A really simple challenge compared to the previous ones, quite surprising, for a last. The Objective is quite simple as it sounds, just to kill all the enemies you encounter. Also, there magic and health chest incase of tight situations. For this challenge, you will need to Exploit the BOC full time. As the battle starts, you will face enormous amounts of harpies all around, but they are pretty weak, just keep slashing the basic attacks and the COC. You can even grab them to instant kill them, it's slow but effective. The next wave consists of your basic soldiers, either continue using the basic combos of BOC or switch to the GOZ and use charged attacks. Once the normal enemies are dead, Medusa's will start to spawn, now this part can be pretty frustrating as if a Medusa turns you into stone and at the precise moment some attacks you, it's game over. Now's the time to use the Efreet, and using the Efreet also gives you an advantage as you are invincible at the time of the mini-game. After the Medusa's are taken care, the enemies will continue to spawn whilst some cyclops' enter the scene. Still, not too hard, charged attacks from GOZ and POP from BOC will finish them off eventually. After they are down, some more Medusa's will appear, do the same stuff as before and take care of them. The amount of normal guards spawning will be lots, so keep connecting your combos. For the coming birds, same gig as the first phase of the battle, keep it going to complete this challenge.

REWARDS: McKratos Costume  
The Lost Levels Video

Nothing special, but just the fact that you beat the Challenge, seeing not many people did. Congratulations, you must be pretty proud of yourself, :).

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|8. Copyright Notice      (CPNT025)      |
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|9. Special Thanks      (SPTK026)      |
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I owe thanks to quite a few people. All their names go right here.

1. CJayC/SBallen, for keeping GameFAQs running smoothly.
2. My Bro, for being my best Gaming buddy.
3. Sony Computer Entertainment America and Ready at Dawn Studios - For making a fantastic game for me to play and write on.
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6. Everyone at GameFAQs - For being part of the gaming community.
7. A l e x - For letting me use his chapter heading art, and for being the best contributor in GameFAQs, according to me, oh and inspiration.
8. TheGoonerKid - For his brilliant walkthrough specially dedicated to the Challenge of Hades.
8. And finally, to anyone and everyone who has read this walkthrough.

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|-----|
|10. Final Conclusion   (FNCL027)     |
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You have now come to the end of this guide. I hope you found all the help you need with it. If you find any mistakes, grammatical errors or have any comments, questions or contributions, or if you just want to chat, email me at Axarl045@gmail.com.

I am working on many guides at the moment, but I'll finish this guide as fast as I can. I hope I have helped you with this guide and if you like it, please don't forget to reccomend it to other GameFAQs users. Cherrio fellas.