God of War: Chains of Olympus FAQ/Walkthrough

by Zenithwillrule

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About Me:			
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Hello, everyone. My name is David DeGregorio and I am a sophomore in			
college. I have recently decided to start writing FAO's for my favorite			

games. This is my fourth FAQ to date and there will be more to come.

This game came out a while ago for the PSP and it is a great prequel so I decided to do a FAQ on it. I have done my best to make sure there are no errors in the FAQ. If you find any, let me know and I will update as soon as I possibly can (and I'm not busy usually so it won't take long). Also, if you have any questions, comments, concerns, etc. just email me and I will email back. I check my email every day. It doesn't even have to be about the game. I will take any emails you send me. Anyway, I usually start to ramble around this time so I will get back on track.

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Spoilers:

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As usual, I will refrain from using spoilers in this guide. I don't believe in spoilers. They ruin the story for you, the gamer, and take away from the experience. So, yeah, no spoilers will be included in any of my guides. If you see something that looks like a spoiler, please let me know and I will edit that part or take it out completely. Thank you.

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Getting Started:

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First of all, you will need a copy of God Of War: Chains Of Olympus. Buy it, rent it, or borrow it from a friend if you have to, however you will need the game to use this guide.

Pop the disc into your system and you're ready to go. You are in control of Kratos, the badass from the first two God Of War games. He isn't quite as badass in this game but he can still hold his own.

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Controls:

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Button ~ Function

Menu Controls

Start ~ Access menu screen

Select ~ Pause game

Analog nub ~ Highlight menu item D-pad ~ Highlight menu item

X \sim Select item Circle \sim Previous screen L \sim Scroll left R \sim Scroll Right

Controls (On Ground)

Analog nub ~ Walk, run, climb

R + L + analog nub ~ Dodge roll

X ~ Jump

X+X ~ Double Jump

Square ~ Normal attack (weak but quick)
Triangle ~ Heavy attack (slower but stronger)

Circle ~ Grab attack

Circle (hold) ~ Action, interact (open door, move object)

L ~ Block (parry if timed right)

 $R + [], /\,$ or circle ~ Use magic

Triangle (hold button) ~ Launches enemy into the air

X (enemy in air) \sim Super jump Circle (enemy in air) \sim Chain grab

D-pad ~ Switch between weapons

Controls (In Air)

Square ~ Horizontal attack
Triangle ~ Vertical attack

Circle \sim Air grab L \sim Block R + [], /\, or circle \sim Use magic

=-=-=-Walkthrough:

The Shores Of Attica:

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Kratos is on an adventure once again. This game details the tasks Kratos had to complete while he served the gods (before the first game). You begin on top of a building, fending off a Persian invasion. At the very beginning of the game, a few soldiers will show up to kill you. This is a tutorial where you will learn the controls and how to attack.

Use square for light attacks, triangle for heavy attacks, and circle for grabs. The combat system is simple but deep, so take some time getting acquainted with the controls and combat possibilities.

Kill the soldiers and a cut scene will play. Destroy the crates for red orbs. Red orbs can be used to upgrade weapons and magic in the start menu. More enemies will climb up the ladders, so kill them and go to the crossbow on the left.

Press circle and hold back the analog nub to fire the crossbow and destroy the boat. Another boat will create a hole in the building behind you. Jump down and kill the enemies.

The chest behind you has green orbs. These restore your health. You can open chests by holding circle. There are a few types of chests. Red chests have red orbs, green chests contain health, and blue chests contain magic. There are also unmarked chests, which contain either red orbs, Gorgon's Eyes (collect 5 to increase overall health), or Phoenix Feathers (collect 5 to increase overall magic). Some chests alternate between colors so you can choose what you want to pick up.

Open the door in front of you by pressing circle to grab the handle and pressing circle rapidly to open the door. Before you can finish opening the door, a Cyclops bursts in. It will try to crush you with a pillar. Press circle rapidly to fend of its attack. It will stumble backwards and get eaten by a larger monster.

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Personally, I have no idea why they call this a basilisk. Basilisks are giant snakes and this is actually a lizard. Anyway, you have to fight it, so get ready. This fight is everything you'd expect from a first boss. It's easy, the boss has a giant health bar on the bottom of the screen, and his attacks barely do any damage. If you don't want to get hurt for some reason you can avoid its attacks. It will either try to bite you or it will breathe fire. Roll (R + L + analog nub) to avoid this and you won't get hurt. Attack the boss as much as you can. After a couple of combos, the boss will drop health orbs. This will happen every so often, so you can't really die. When its health meter is down to around half, a circle command will appear over its head. Press circle to start a button pressing sequence. Press the onscreen buttons and the basilisk will be stunned. Press circle next to the giant stone column (next to the boss) and the boss will be defeated for now.

Walk outside of the building. A cut scene will play. Now, walk along the beach and destroy the wooden structures for red orbs. Avoid the balls of fire from the Persian ships and locate the battering ram on the left side. Push it up to the large doors.

Go to the right and open the red chest. Go to the left and open the chest for a Gorgon's Eye. Save your game at the save point. Return to the battering ram and rapidly press circle to break down the door.

Kill the soldiers here and walk forward. Archers will assault you from across the way. Jump in the water and swim across. Jump out of the water and kill those pesky archers. Once they're dead, kill the soldiers and go to the crank.

When you start to turn the crank, two soldiers will pop out of nowhere. Kill them and turn the crank again. Before you can go through the door, more soldiers will appear. Take them out and turn the crank a third time.

Run forward and roll through the door before it closes. Clear this area of enemies. Kill the archers first and then focus on everyone else. Go to the right and break through the wooden structure for chests with red orbs.

Go back and destroy the wooden structure on the left. A ladder will be revealed. Climb about halfway and jump to the platform behind you. A chest is hidden here that contains a Gorgon's Eye. Continue climbing the ladder to the top.

Press circle to kick down the blockade and continue forward. Kill the enemies and go left for a red orb chest. Go right now and balance across the beam. If you stumble, press X to pull yourself up. Go right and open the chest for health. Open the door and go through for a scene.

Persian King

This guy isn't too hard but there are a few things you should watch for. His normal attack is a dual-slash combo with his sword. This is easily avoided. Next, his sword will catch on fire and he will do a single slash downwards. Roll away from this and he should miss by a lot. Lastly, he will summon a giant monster that will do a single ground pound. Everything in a small radius around this attack will be

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tossed aside. Roll away when this monster is summoned. There are a handful of Persians in this room that will try to distract you from the boss. They keep dropping into the room, so ignore them. Instead, focus on the king. Avoid his attacks and then get in a few combos on him. Green orbs will keep pouring out of him, so health isn't a big concern. Keep attacking and the circle command will appear above him. Press circle and the following onscreen buttons and a cut scene will play. When it's over, rapidly press circle to kill this wimp.

You now gain the Efreet spell. This is the giant monster summon that the King used. Test it out (R + triangle) on the enemies that appear after the boss is dead.

When they are no more, two gates will open in front of you. Go through the gate on the right and you will be treated to the famous sex minigame. Press the onscreen buttons and you will be able to pleasure the women. They will drop red orbs for you. I guess they were virgins then, haha. They won't drop any more orbs but you can replay the game as often as you wish.

Go through the gate on the left and save your game. Open the door and kill the soldiers here. Kick down the two ladders by pressing circle next to them. After all the enemies are dead, open the chest for health or magic and walk to the crossbow.

Grab the handle on the left and turn it towards the basilisk. Fire an arrow at the beast and it will leave the area. Open the door on the right and go through to the next area.

Ignore the crank for now. Climb the ladder at the far end and jump to the platform. Open the chests for red orbs and a Phoenix Feather.

Return to the crank and rotate it to descend to a new floor. Go down the hall and a cut scene will play. Now you have to kill a Cyclops. The Cyclops isn't too hard. Just stay at a safe distance and keep attacking. Use the Efreet to stun it and do some good damage. Eventually, the Cyclops will fall.

Open the health and magic chests and go left. Open the door and run down the hall. Kill the archers. Open the chests for red orbs and a Gorgon's Eye. Save your game. Climb the wall in front of you.

Kill the soldiers and archers that appear. Go left and kill more enemies. Open the chest for health or magic. Head back and go right this time. Jump across to the other building and kill the archers. Open the chests for a Phoenix Feather and some red orbs.

Jump back to the walkway and go right. Destroy the wall on the right and pull the lever. You will descend to a lower level. Open the chest for health and go left. There is another red orbs chest here.

Go back to the health chest and go forward. Open the door and go into the next area.

Kill all of the archers and soldiers. Jump up to where two of the archers were to find a red orb chest. In the right side of the area, there is a small path leading to two more red orb chests.

Now that you have all the goods and the enemies are dead. Go back to

ledge the archers were on before. Go towards the camera to find a large wooden crate. Push that to the pressure switch where the other archers were.

One of the doors is open but we're not done here. Grab the dead body that the basilisk dropped. Carry him to the next area and drop him onto the switch. The next door is open.

Walk down the hall, open the red chest, and save your game. Replenish your health and magic and continue forward. There is a chest with a Phoenix Feather a little ways down the passage. Walk to the end and open the door.

Run forward and the basilisk will appear once more.

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Basilisk Final

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This isn't a hard battle. The basilisk has two main attacks. It will try to bite you or it will swipe at you with its claws. Roll to avoid the bite. To avoid the second attack, stay in the middle of the platform and he won't even use the attack. Start attacking the boss normally until it backs up. It will breathe a river of fire right afterwards, so double jump over it. Keep attacking and the boss will try to chomp on you. Alternate between L and R to avoid getting eaten. Keep forcing the boss to back up and it will climb the building. At this point, it will rain down fireballs. Just avoid them and run towards it. Press circle and rotate the analog nub to pull it down and drop a column on it. Repeat this pattern a second time. You can use the Efreet to make it faster if you want. After damaging it twice, attack the boss normally until the circle appears overhead. Press the onscreen buttons to finish off the beast. Watch the scene that follows.

Open the chest next to you for a Phoenix Feather. Slide down the rock wall and open the chest for red orbs. Go left and climb down the next wall. Save your game on the right.

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The City Of Marathon:

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To the right of the save point is a staircase. Go up and break through the wooden panel that is blocking it. Go into the next room. A new type of enemy is introduced here. It's not too difficult to kill but I recommend using Efreet here just in case.

Go forward and break through the next wooden blockade. There are two red orb chests here. Go back a little and head left. You are now outside of the building.

Go forward and kill the enemies that appear. The building directly in front of you, with the open door, has a red orb chest.

Head left and kill more enemies. Roll down to the far end and kill the archers. Return to the green chest and get some health. Open the blue chest on the left.

The building directly behind the blue chest has a red orb chest inside.

To the right of the blue orb chest is another building with two red orb chests. Go forward for a cut scene. Jump onto the platform to the left of the burning box. There is a chest with a Gorgon's Eye here.

Push the box forward (flames dispel the fog) and open the gate. Go to the right and up a bit. To your left is a chest with another Gorgon's Eye. To the right is a chest with green orbs.

To the right of the chest is a door covered in fog. Gorgon-like enemies will continually spawn from this doorway. They won't turn you into stone, although they can stun you with their shrieks. After the first three are killed, they won't drop any more orbs, so turn the crank nearby and close the gate. They'll stop spawning now.

Head right some more and kill the archers. Open the red orb chest to the right. Return to the gate you just close. Jump onto the platform to the left of it. There is a statue here with a torch. Grab it and head into the fog where the archers just were.

You will come to a wheelbarrow full of hay. Throw the torch into it to set it on fire. Push the wheelbarrow forward. As you go, archers will appear on the left and right sides of the path. Jump over the fog, kill the archers and open the chests you find there. The first area has a red orb chest. The next one has a health chest and a chest with a Phoenix Feather.

Continue forward and you will get past the fog. A new enemy will emerge from the fog to kill you. It is like a saber-toothed tiger. It's not too difficult to kill, just stay at safe distance and attack. Use the Efreet and roll to avoid its attacks.

When it's dead, go right and break through the blockade of rocks. Kill the archers and open the chests for health and red orbs.

Climb the wall in front of you and save your game.

The Temple Of Helios:

There's nothing you can do with the levers for now, so go left and cross the bridge. A cut scene will play and enemies will attack. Kill them and continue forward. Climb the wall at the end of the path and a scene will play.

Go forward and open the red orb chest on the left. Go back and jump into the water to the left of the staircase. There is a Gorgon's Eye in the chest to the left. Return to the Athena statue.

Go forward and go through the archway. Save your game and replenish your health.

Pull the lever and you will ascend to the next level. Kill the enemies and go right. There is a chest with a Phoenix Feather here. You can't go through the door to the north yet because of the enemy behind the gate who is constantly attacking you.

Instead, go left and defeat more enemies. Open the chest for health or magic and pull the lever. A gate will open to the left. You can't reach it from here, so go back to the elevator, pull the lever, and descend

to the previous room.

Go back out to the courtyard and climb the stairs. When you get to the top, enemies will attack. Kill them to open the way forward. Continue down the path, go through the open gate, and open the chest for health or magic.

Turn right and kill the enemy that stopped you from opening the door. Pull the lever to open the gate in front of you. Now you're back at the door. Open the door and go down the hallway.

Continue down the hallway and you will come across a red orb chest. Open that and continue forward. In the next room, harpies will attack you. Kill them off quickly using grab attacks. To the left is a red orb chest.

Pull both statues forward and pull the levers behind them. Enter the door on the right and kill the enemies that spawn. Open the chest for health and pull the lever.

Exit this room and go through the open door on the left. Save your game.

Go right and open the chest for red orbs. Head through the open passage and go down either staircase. At the bottom, there are two red orb chests and a chest with a Phoenix Feather. Walk onto the circular platform.

Destroy the shiny objects that are holding up the platform. It will slowly descend as enemies attack you. When you kill all the enemies, the elevator will reach the bottom and a new enemy will appear.

Use the plume of Prometheus combo (square, square, triangle) to break its shield and attack from a safe distance. Keep attacking and the circle command will appear. Rotate the analog stick to decapitate it.

Get off the elevator and open the chests to the left of the stairs. There are three red orb chests and a health/magic chest. Climb the stairs and go through the door at the top.

The door will close behind you. To the right is a dead end, so go left and open the red orb chests. Knock over the pillar and walk across for a scene. Go to the right of the platform and you should see a shiny white orb on the ground.

Press circle to knock down another pillar. Walk across and head right. Open the chests for red orbs and a Gorgon's Eye. Go left this time and walk up the stairs. Go through the door and this will close behind you as well.

In this room, head left and open the red orb chest. Go up the staircase and head right. In this area there are two red orb chests and a Gorgon's Eye.

Go back down the stairs and destroy the throne to get the sun shield. You can use this to block and parry enemy attacks. Kill the enemies that appear and go to the door in front of you.

Open it and enter the next room. Save your game. Replenish your health and magic to the right and start to climb the large spiral staircase.

You will emerge in the courtyard with the Athena statue from earlier.

Go up the stairs again and kill the enemies. Kill the archers first and use the Efreet on the saber-toothed enemies. When they're all dead, place the sun shield in the middle of the glowing circle and stairs will unravel.

Descend the stairs and open the door in front of you. In this next room, go to the left and open the red orb chest. Push the two statues until they lock into place. This will activate a handle on wall to the north.

Pull out the wall to create platforms. Open the door behind the horse statue and open the red orb chests you find there. Jump back down and pull out the wall again.

This time, before the wall retracts, run to the left side of the wall and enter the alcove in the wall. This will allow you to enter a room behind the wall.

Pull the statues back until the lock in place. A sun circle will appear on the ground. Jump up to it. Press L to activate the shield and rapidly press circle to shoot a sun beam at a symbol.

The stairs will be extended permanently and the horse statue will start to glow. Run to the back of the wall and open the chest to the left for a Phoenix Feather. Return to the other side of the wall and jump up to the horse statue.

Use the sun shield and one of the horses will be activated. Also, a staircase will lower back towards the door to this room. Descend the stairs and follow the path. At the end, go right and open the chest for a Gorgon's Eye.

Go left and enter the portal.

Go forward and save your game. Jump into the water and swim to the right. You will find a chest with a Gorgon's eye and two red orb chests. Swim to the left and climb the wall.

Climb to the top and go right. Grab Triton's Lance from the statue. Climb back down.

Dive down into the water and head left. Open the chests for red orbs. Go left and pass the first metal gate. Go to the second gate that is torn open. Go through and swim dash (Hold R and release) to break through the next gate.

Swim down the passage until you reach two chests. The left one has red orbs and the one on the right has a Phoenix Feather.

Continue down the passage, breaking through gates, until you reach the lever. Pull it to open the gate in front of you and raise a section of the wall to make it climbable.

Resurface and start climbing again. When you reach the fork, go left

and climb to the top. Open the door and enter the next room. A giant enemy will appear and try to destroy you. Keep your distance and attack. Use the Efreet and roll to avoid its attacks.

When it's dead, open the chest for health or magic and go forward. Turn the crank in front of you and the bridge will extend. Open the door and watch the scene.

Walk left a bit and open the chest for magic. Continue forward until you reach deep water. Dive down and you will find a chest with a Gorgon's Eye. Resurface and continue swimming forward.

Kill the enemies that assail you and open the green chest for health. Save your game and go forward. Press circle to grab the primordial fire.

This will allow you to repel enemy attacks by press L right before the attack hits you. The three statues will come to life. Repel their attacks to destroy them.

When they're destroyed, you will gain the light of dawn. This is a new projectile spell that you can use to take out faraway enemies. Just hold R and press square to utilize this.

Take out the enemies that appear where the statues used to be and the floor will return to its previous state. Go left and open the chest for a Phoenix Feather.

Go right and open the chests for red orbs. Go back and go down the middle path. Open the door and kill the enemies that appear. Open the chests for health and magic and jump down into the water. Swim over to the save point and save your game.

Go back through the portal.

Use the shield of Helios on the glowing part of the floor and walk down the path. Go left once you reach the platform and head down the path. Open the door in front of you. Go down the stairs and return to the lift you rode in before. Use the shield to raise the lift.

Kill the birds that attack you. Grab attacks work well for a quick kill and you can get a massive combo in this small area. Open the chests for red orbs and climb the stairs.

Go forward and open the chests for health and a Phoenix Feather. Save your game. Open the door and walk in for a cut scene.

Kill the enemies and look around the room. Go to the upper right corner and open the red orb chest. Go to the bottom left corner for a Gorgon's Eye. Now we have to solve this puzzle.

Go to the glowing part of the floor and use the shield to raise a beam of light. You can rotate the light left and right.

Push the lever so that the light beam turns left and hits a symbol. A

statue will be revealed. Grab the statue and pull it to the circle on the lower left. Rotate the light again so it hits the statue and shine on a new symbol. A new statue is revealed.

Move this new statue to the lower right circle and shine the light on it to reveal a third statue. Leave this statue for now. Rotate the light to the right and it will hit a final symbol and reveal a final statue

Now we have to use these statues somehow. Place the statues facing north on the lower pads. Place the right facing statue on the upper left pad and the left facing statue on the upper right pad.

A new statue will rise from the floor. Shine the light on this statue and all the beams will connect. Behind the center statue, under one of the light beams, a circle of light will now appear.

Jump into the center of it and hold L and rapidly press circle to shine a beam of light at the horse statue. It will rise. Insert the shield at the base of the horse to activate the second statue.

Return to lever that rotated the light. It has sunk into the floor but there's a glowing light here, so insert the shield to descend to a new level.

Go forward and open the chest for a Phoenix Feather. Return to the main hub and go left for a red orb chest. Go back once more and go right. Open the door and walk down the hallway.

Open the red orb chest and continue down the hallway. Open the chests for health and magic and climb the stairs. In this next room, go to the upper right corner and open the chest for a Gorgon's Eye.

This puzzle is much easier. Push the right statue until it locks in place and destroy the top. Jump on top, hold L, and rapidly press circle to reflect another light beam. Jump on top of the ledge and use the shield on the base of the horse.

A door will open next to you. Walk through it and go down the path. Slide down the wall and return to the horse statues from earlier. As you go, enemies will attack and you will be forced to battle. They aren't too hard. Use the Efreet and attack without mercy and the enemies will fall.

When you return to the horse statues, rotate each lever to bring the horses back to life. Place the shield in the glowing circle and a scene will play.

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Hades:

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Save your game to the right and start to climb the wall. Go left and transfer to the ceiling. At the end of the path, drop down to the platform. Double jump to the right and walk forward a bit.

To your left you can see a couple chests. Double jump and grab onto the ceiling. Make your way to the chests and open them for red orbs and a Gorgon's Eye.

Go back to the path you were on before and jump forward onto another wall. Kill the enemies and head right. Jump to the right and climb to the top. Here you will face your first actual gorgon. They can turn you to stone, so roll twice to avoid their gaze and attack when they stop attacking.

Kill the three gorgons that attack and go through the archway.

Break the statue and go towards the screen. Climb down the wall and follow the path to reach a chest with a Phoenix Feather.

Return to the previous path and jump across the broken staircase. Follow the path and lots of enemies will attack. There are a three Cyclops and a bunch of fierce enemies. Don't let them corner you or surround you. Use Efreet if you have magic and keep attacking from a distance. Block with the shield to avoid damage and roll from the Cyclops. There is a health/magic chest to the left if you're having trouble.

When they're dead, jump onto the platform in front of you and open the red chest hidden behind the pillar.

Jump back down and follow the path. Jump the gap to the next area. Kill the birds that attack and break the wall to the north. A gorgon will attack. Kill it and open the chests for red orbs and a Gorgon's Eye.

Go to the right side of the area. There is a breakable wall on the left. Break through and grab the block. Push it against the upper right wall where the health chest is.

Jump up, open the chest for health, and jump up to the next ledge. Follow the path and climb onto the wall. Go right, behind the waterfall, and slide down at the end. Jump down into the next area.

Kill the enemies and press circle behind the pillar. It will fall over. Go under the archway and save your game.

Jump onto the fallen column and jump to the ledge. Climb the wall to the right. Run to the end of the path and kill all of the enemies. Kill the birds with grab attacks and take out the shield wielders with a quick plume of Prometheus followed by a fully upgraded Efreet.

When the enemies are all dead, a door will open back at the beginning of the path. Go through it and follow the path. Ascend the staircase and go through the archway. The door will close behind you.

Open the chests for red orbs. Go forward and enter the next room. Enemies will attack you here. Watch out for the moving blades on the floor and kill the monsters.

Go through the doorway and across the bridge. Open the chest for red orbs and save your game. Ring the bell for a scene.

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Charon

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It's finally time for another boss battle. The only problem is that you aren't supposed to win the fight. Once you get him to half health, you will succumb to him. To get to that point, you must know how he attacks. His first main attack is a scythe combo. Block, parry, or roll

to avoid damage. His next attack is when he hovers a short distance away and shoots green energy balls at you. Run away or roll to avoid getting hit by these. His last attack is after he reaches half health and it will kill you instantly. This is supposed to happen so don't worry.

Rapidly alternate between L and R to break free of the chains. Go left and open the chest for a Phoenix Feather. Save your game.

Go forward now. Kill the prisoners for health because it is low right now. At the fork, go right and kill the enemies. Watch out for the archers because they will shoot you wherever you stand. Use magic if you have enough and block frequently. When they are dead, jump up to the archers and kill them. Open the chest for magic.

Go back to the fork and go left. Watch the scene and kill all the harpies. They aren't too hard.

When they're dead, go through the door to your left.

Go to the end of the path and open the door. Kill the enemies here and jump to the right. Kill the archer and open the chest for health or magic. Jump back to the left and jump down onto the chain. Go forward and save your game.

Climb the wall and kill some enemies. When they're dead, go right and climb to the top. Kill the harpies and the gorgon. The Efreet works well here.

To the right is a red orb chest. Pull the left and right statues until the lock in place and then turn the crank. Go into the opening and the wall will rotate again.

Go down the hall and get ready for another fight. In this room, a bunch of archers will attack along with a giant monster. Use the Efreet and kill the archers first. Focus on the monster next. Attack from a safe distance and it will go down quick.

Kill the rest of the enemies and the door to the left will open. Ascend the stairs and kill the soldier. Break through the wall to the right and open the red orb chest. Return to the room and go up the next staircase.

There is a gate blocking the door, so we can't go that way. Go back to the hole in the wall and shimmy along the wall to the other side. Break through the wall to reveal a lever and a chest with a Phoenix Feather.

Pull the lever to open a gate down below. Jump down and go through it. Open the chests for health and magic and ascend the stairs. Kill the archers and pull the lever.

Go up the next staircase and take the crypt keeper's out of the lock to the right. Kick the chair forward and it will fall off the ledge and break. Take the body and place it on the button. Place the key in the lock to extend a bridge.

Cross the bridge and open the chests for red orbs. Save your game. Go into the next room and kill the enemies. Go to the light on the floor and press circle to knock over the statue of Zeus. Go over to the gauntlet and pick it up. You have acquired the gauntlet of Zeus.

New enemies with shields will appear. Hold square and release to break their shields. Kill them now that they're defenseless. When they're all dead, leave the room and go back across the bridge. Break through the door and run away from the spiked wall that follows you.

Break through the next wall and destroy the Zeus statue as well. Break the statue on the left for a red orbs chest and take out the statue on the right to reveal a new path. Walk down it.

Open the door and switch to your blades by pressing down on the d-pad. Climb the wall to the north and kill the enemies here. Switch weapons when the shielded enemies appear. Open the chests for health and magic and turn the crank.

Climb back down the wall and kill more enemies. Go to the right and go across the chain that's extended (the one to the right of the other chain).

Climb the wall and save your game. Go left and jump off the cliff. Kill the harpies and the Cyclops. Break the rock over the crank with the gauntlet and turn both cranks. Go forward and run across the chain.

Turn left and jump across the platforms. Go down the next path and open the door.

Kill the archers to the left and head right. Open the door for a cut scene. Climb the wall and kill the Minotaur. Use the light of dawn to kill the archers. Break the rock over the crank and turn both of them.

One of the cranks lowers a platform with a red orb chest. The other one extends a chain. Cross it and save your game.

Go down the next hall and open the door. Kill the enemies and pull both levers. To the right of the levers is a wall you can climb. Climb up and latch onto the ceiling. Go to the end of the path and drop down to the floor. Open the chest for health and red orbs.

Go left and pull the lever to open a path in the last area. Go back to the room with the levers and jump down to the ground. Go left and climb onto the wall. Kill the enemies and head left. Slide down the wall and save your game.

Jump onto the gear and kill the enemies. Rotate the gear and it will slowly move to the other side of the area. Enemies will attack randomly, so stop turning and kill them.

When you reach the other side, jump down to the other gear and turn this. More enemies will attack, so just kill them and continue turning.

When you reach the other side, jump over the ledges and go to the shiny object. Press circle rapidly to make a chain bridge. Cross it and watch the cut scene.

Climb the wall and go down the path. Break through the wall and you

will be back in the room with the saw blades on the floor. Kill the enemies and go right again. Break through the giant gate and your magic and health will be replenished.

Save your game and walk forward.

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Charon

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This fight isn't too hard. Charon retains the scythe and orb attacks from the first fight, so dodge or block them and attack him. The Efreet works well here. When he starts to use the green flame attack, use the gauntlet of Zeus to break one of the pillars. If you do this he won't get the chance to attack. If you don't make it in time, the attack won't kill you but it will do some damage. After you break the first pillar, Charon gains a new attack. He will breathe fire at you and it hits multiple times. Stay away from him and wait for him to attack with the energy balls. Reflect them back to gain health. Use the Efreet if he starts a scythe combo and wait for him to try the flame attack again. Destroy a second pillar. Now he will create shockwaves by hitting the ground with his scythe. Jump over this to avoid it and keep attacking. When he tries to do his flame attack again, destroy the third pillar. When you destroy the pillar, a giant explosion will happen and Charon is stunned. The circle command will appear, so press it to impale him. Walk towards the mask on the floor. Charon isn't finished yet though. His top half will try to attack you. His only attack is his orb attack, so reflect the orbs and he will fall. The circle command appears, so press the onscreen buttons to kill Charon for good. A scene will now play.

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The Temple Of Persephone:

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You will receive Charon's Wrath, your final spell. Test it out on the enemies. It's not that good but it doesn't really matter because the game is almost over. Kill the enemies and walk forward. Open the chest for health and save your game.

Head forward and enter the temple. Go up the stairs and kick open the door. Kill all the enemies. The alcoves on the left and right have red orb chests.

Ascend the stairs and kick open the next door. Kick open the second door and enter the next area. Whip out the gauntlet and take out enemies. The statue heads will turn you to stone, so destroy them with the gauntlet. When the enemies are dead, kick open the next door and open the chests for magic, health and red orbs. Save your game.

Kick open the door and ascend the next staircase. More enemies will attack you here. Kill them and open the middle door. Descend the stairs and open the chests for health and red orbs. Return to the previous room.

Open the door on the right and go up the stairs. Open the next door and enter the next room. There are more statue heads here that can turn you to stone. Destroy them and kill the enemies.

Go through the next two doors and kill some more enemies. Open the

chest for health if you need. Use the Efreet if the Minotaur overwhelms you. Go through the door once the enemies are dead.

Go down the next hall and open the door. Turn the crank and ascend to the next floor. The gorgons here will turn you to stone (you can't block it because it's an animation), so rapidly tap L and R to break free. Once they're dead, an armored Cyclops appears. When they're dead, open the chest for health and open the door to the right.

Go down the hall and open the chests for red orbs. Return to the previous room and open the center door. Go forward and open the chests for health and magic. Save your game.

Open the door and follow the path. Watch the scene when you reach the end. Press the onscreen buttons to rid yourself of all your powerups. Walk through the door to the left.

Watch the scene. Press circle rapidly to push aside Calliope. Now, to regain your powers, you have to kill the people in the Elysium fields. Snap their necks until you regain your blades and then continue killing everyone in sight. Kill the enemies that appear as well.

When the scenes are over, head towards the save point in the background. Another battle will commence before you reach it. Kill the enemies and go forward. Open the chests to replenish your health and magic and save your game. This is the final save point. No turning back now.

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Walk up the stairs for a scene.

Persephone

Phase 1: She has a few attacks in this phase. She will charge at you and slam down her fist to create a pillar of energy. Roll or block this. Next, she will do a punch combo. Roll to avoid this. Lastly, she will throw rocks at you. Don't try to block this, just roll. Start off the battle by blocking her charge and then rolling to avoid the rock throw. For the most part, it's best stay a safe distance away from her. Attack and watch for when she charges at you. It's better to roll away because this can do some damage. Whenever she jumps away from you, get ready to roll or use Efreet because she will do her rock throw. You can't get hurt when you use Efreet but you need magic to use it. When she loses 1/6 of her health, she will drop green orbs. Continue chipping away at her health and she will drop more orbs. When her health drops to half, an action sequence will start. Press the onscreen buttons to enter phase 2.

Phase 2: Now she is mad. She has new attacks now. She will shoot a dark ball of energy at you. Reflect this back at her to avoid damage and hurt her. She will also shine a black light at you that explodes on contact. Roll to avoid this. Lastly, she will summon a pillar of darkness from the ground. Roll away and you shouldn't get hurt. Now, to damage her. Use the light of dawn or reflect her dark ball to hit her. After she has been hit enough times, she will be stunned. Run up to her, jump, and constantly attack. She will emit orbs after this and resume the attack. Later in the fight, when you reflect the orb back to her, she will also reflect it back, so keep on your toes and prepare to reflect a second or even a third time. When she falls to the ground and a black cloud surrounds her, go to the glowing circle and shoot a beam

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of light at her. Press the onscreen buttons and she will die.
CONGRATUALTIONS! You beat the game. Thanks for playing! Thank you for
using this guide. There will be more to come.
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Version History:
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Version 0.20: 12/2/08 Started FAQ. Wrote about me section, spoiler
section, getting started section, and controls section. Wrote
walkthrough up to the city of marathon.
Version 1.00: 12/3/08 Finished walkthrough. Wrote version history and
legal information.
Version 1.10: 12/23/09 Updated email address. Fixed a few minor errors.
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