

# God of War: Chains of Olympus FAQ/Walkthrough

by TheGum

Updated to v1.0 on Apr 22, 2008

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*God of War: Chains of Olympus*
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God of War: Chains of Olympus FAQ/Walkthrough
For PSP
Version 1.0 (3/13/08)
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Version 1.0 - completed main game, and there may be an update at some point.  
(3/13/08)

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\* 1. A Brief Foreword \*  
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Took a while, but perhaps the PSP finally has it's very own killer app, whereas the DS just tossed out as much Mario and Sudoku as possible. I'll be honest, I just got this PSP a few weeks ago, not even for this game, but the timing is more than coincidence. To anyone thinking of getting a PSP just for this game, also grab Tekken.

As far as this game, it's short, and I would have thought it shorter had I not been writing this guide while playing, among other things that interrupted playing time. You get six hours, seven hours tops, but that should not be a knock against this game. Just like Call of Duty 4, this game cuts out the filler and delivers solid gameplay from start to finish. Just think of it this way: if you like condensed, more solid gameplay that is short, you'll not feel cheated at all, and if you prefer as much playing time as possible with as much repetition as can be tolerated, go grab Mass Effect or Assassin's Creed (yeah, those games are great, but not perfect).

This game is way smooth for visuals - something about maxing out the processor or something like that. It's got great graphics, sounds awesome, good enough story that even ties into the other two titles, and the combat is pure fun. If you got a PSP, no reason to pass this up.

TheGum.

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\* 2. Controls ( CON2222 ) \*  
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- X Button - jump
- O Button - grab, use, most-used in button-pressing sequences
- Triangle - heavy attack
- Square - light attack
- L Button - evade with R and tilt stick, block
- R Button - evade with L and tilt stick, used with other buttons for magic

Analog Stick - move, learn to spin for finishers  
D-Pad - Down will change weapons when you get the second  
START - upgrade screen, move list, and inventory  
SELECT - pause and options

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\* 3. Starter Tips ( TIPS333 ) \*  
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\*Combos are over-doing it - seriously, they may be fun to perform, but most just lead to you getting hit mid-combo. While an enemy is on the ground is probably the best time to do a long combo, otherwise, stick to simple moves.

\*Watch for the O prompt, and sometimes don't - early on, the mini game to kill most enemies is the best way to kill them. But late in the game, it may be best just to use the Gauntlet's charged up Square attack or an Efreet.

\*You can block most attacks - simple as that. It's usually a better tactic than rolling or jumping away, and you'll know the attacks you can and can't block from each enemy.

\*Grab the right enemies - you can just walk up and grab a lot of the early enemies, but later enemies won't be so easy. Late in the game, most enemies require some damage before you can grab them.

\*Efreet, nuff said - yeah, use it to kill big enemies or large groups of bad guys. You get a lot of blue orbs throughout, so don't be afraid to use this to save you from death, and yes, you are invincible while doing it. It's even better with upgrades.

\*Gauntlet of Zeus > Blades of Chaos - yes, the equation doesn't lie. It's mainly because the gauntlet will stun enemies and even stop their attacks. This is the weapon to use to finish off enemies that have the O above their head, just it's Square attack is enough.

\*You have a move list screen - Just press start and R to see all the combos and moves you have while in game. Refer to section 5 for advice on each attack and all the combos.

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\* 4. Walkthrough ( FAQ4444 ) \*  
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God Of War: Chains of Olympus Walkthrough

This is on the normal difficulty.

The Shores of Attica ( TSOA111 )  
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\*NOTE: Remember, you have a move list if you press Start and then R.\*

Start by killing the first wave of enemies, learning to combo both attacks and finishing with the heavy attack for the power slam on the ground. Use the grab

and the double jump, and remember you can attack while in the air. Eventually you will see a focus on the ballista and more enemies will appear. Just kill them and then go pull back on the arrow, fire, bust the crates on this roof, check the body on the side, and then jump down.

\*NOTE: You could save the upcoming chest, if you are at full health.\*

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BOSS: Basilisk ( BAS222 )

Just a few enemies to finish off down here, more crates, and a health chest. When you try to open the door, be ready to mash the O button in the scene, and then a fight with another monster. This fight is a joke, as about every other hit will spill health. Just attack and be ready to dodge both attacks, but it doesn't matter a whole lot. When the O appears above the Basilisk's head, go follow the button sequence. Then out the door.

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On the beach, just watch for the glowing red circles on the ground as you push the ram to the gate, but before you bust it down, go open the red orb chest on the right and save your game on the left. Use the ram to bust down the door and go through for a fight.

At the broken bridge you just swim over the water and kill the archers, and remember you can jump and dodge to avoid the arrows. There is a health chest if you need it. For the crank, you just turn it to lower the door and then run through before it closes. It's simple, just turn it so that you end up on the side in the direction of the door, run, and then do a dodge to roll under the door.

There is a fight and then break the wooden boards that reveal a ladder. Climb up to the next level, jump off, and open a chest for a Gorgon Eye. At the top, press O to knock down the block, fight, and then go left for an orb chest. Then go right and across a beam, careful to keep your balance, and then you hit a health chest and a door.

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BOSS: Persian King ( PERKING333 )

After the scene, you got a fight with a Persian King, which is odd. Either way, he is dangerous, so know when to block, when to double jump away, and when to dodge. For his normal swinging attack, just block (L), but for his charging attack where his blade turns red, just jump away or roll. For his big attack where you see a big red guy above his head, be sure to roll away. Just keep using your Square button to pelt him with small, ranged attacks, and combo when you see fit, but when you do combo you must be ready to avoid any attack he may use. You don't have to focus on the minions, but don't let them swarm you or anything if you know what I mean; just attack them when he is not nearby. Once you see the O above his head, do the button press sequence, which is done only after the cutscene.

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You obtain The Efreed. Then you can test it out on the few enemies, and then go hit both gates to open them. On the left is a save and the door to go

beyond, but you want to go into the cell on the right for a hot naked encounter with two prisoners (you can only earn orbs once, but feel free to play as many times as you must). Take the path out after you save.

The object in this area is to kill the enemies, knock down both ladders, and then turn the ballista into position to fire at the Basilisk. Don't forget to use the health/magic chest for whatever you need. Before you leave, go to the ballista and turn it to look straight ahead, where it should lock into place. Look into the distance and notice a structure, but you will probably look at the wrong place. Either way, just fire a bolt and you should see part of a wall break. That is for a hidden chest later on.

Break some jars on the sides and then up the ladder (I hope you realize that crates and barrels are always around, so I shouldn't have to mention them all the time). Up the ladder will be an orb and Phoenix Feather chest. Then go turn the crank to go below.

In the open you run into another Cyclops. Just pelt him with combos, aerial and press Triangle is my preferred attack, and then roll away as soon as he starts to attack. Don't forget to use your Efrete and when he's low, go do the button press. Then use the two chests and go out the gate.

Through it will be some archers, and then grab the orb chest and the Gorgon Eye on the left. Save and go up the ladder to wall climb. At the top, make your way right and knock down two ladders, then jump across a gap to land on a roof with two archers. Kill them and grab the orb chest and the Phoenix Feather. Now jump back and go kill the other archer on the other roof, and go ahead and kill the others and knock down the ladders. Now, if you used the ballista way back to make a hole in this structure, go inside for the Gorgon Eye and don't forget to use that multi-chest. Then go break the wall on the right and pull the lever that will take you down, and you can't come back up.

\*NOTE: If you didn't use the ballista to make the hole, you could have gone the relatively-short distance back to do it still.\*

Down here, go left for orbs in crates and a chest. At this time you should go to the pause menu where you will find the Power Up screen, as well as other screens if you press L or R. But if you press X while you have the Blades of Chaos selected, you will spend your orbs toward an upgrade. You should be about 600 or so short, so keep that in mind as you progress. And yes, you could spend them on your Efrete, but don't. Anyway, go through the door atop the steps.

After the scene, go kill the soldiers. Where you find the archers, there will be an orb chest, and then go around the corner for an alley with two more. After you comb the area for crates, go find the big box and kick it onto the pressure pad by the door. Then pick up the body you saw the Basilisk drop and take it through to drop it on another pressure pad. Go through the second door.

An orb chest, save point, health and magic, then a Phoenix Feather, and all of it in this hallway. Open the door and go out into the wide open area for what else, a boss fight.

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BOSS: Basilisk Round 2 ( BASR2444 )

Run to the end of the bridge and he will show. The trick is to attack, but not up close. He has three attacks while on the bridge: claw swipe, chomps twice, and fire sweep. You dodge the swipe by rolling, even into the claw just before it strikes will work, usually. To avoid the chomping, you must not be

too close and hopefully on the left side, so that all you have to do is roll backward, but not too far so that he will move up closer. And the fire is jump-overable.

As far as attacking, just stay on the left and attack his claw, but make sure you aren't attacking the sides and missing him. He may also get you in a bite, but shouldn't see it unless you are at the end of the bridge; and you just tap L and R one after the other. The object is to fight him back toward the door where he will jump above and spit fireballs. Just don't get too far from him so that he moves farther from the door, but attack the claw from a medium distance and pelt with Square attacks.

When he is above the door, run toward his claw and notice the fireballs. Jump when they almost hit the ground and press O when you can. All you have to do is spin the joystick left from the top around in "light" circles, and I say light because spinning as fast as you can doesn't seem to work, but not too light; just make sure you are pulling him toward you.

Then you must repeat pushing him back one more time, which will be just the same process. After this time, there will be one more go at his claw on the bridge, and as soon as you stun him, quickly run to his throat and press O. Follow the button presses and you're done.

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Don't forget to upgrade the Blades of Chaos. Go open the chest for a Phoenix Feather, then climb over the ledge for an orb chest, and then climb down to the bottom.

The City of Marathon ( TCOM555 )

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Save and break open the door for a quick scene. You can test out your new moves on him, and it's good because you should block his attacks too while not doing the Cyclone of Chaos, and feel free to use the Efreet too if he's blocking. Go through the doorway and break the wooden boards you see in front of you for an orb chest and a another chest which doesn't have an eye or feather.

\*NOTE: Grabbing these guys as they block works too, and there is a death animation when they are almost dead.\*

Run into the open for a fight with three undead; remember to do cyclones and use the Efreet when they block. There is an orb chest in the first house, and then you run into another fight as well as undead archers that fire faster than humans. Quickly kill the soldiers and then cyclone the archers to death. There is health and magic chests, as well as another orb chest in a house on the left side of the street, and then two in the next house on the right.

At the fog and after the quick scene, push the box through the fog for a short distance to open the door. Inside, near the door will be a chest with a Gorgon Eye. Move ahead to fight a Gorgon. You can Efreet over and over until the O appears above its head, or attack and dodge or block its attacks. When these things shriek, quickly tap the L and R one after the other and roll away to avoid the attack, or block. If you do the button press, there are just two. You will probably have to fight one more, but whatever you do, quickly turn the crank on the right to close the gate and stop the flow of Gorgon.

Kill the archers down the way, grab the orb chest on the right, and then go

back for a torch on the statue. Bring it to the wagon down the slope and toss it in. Start pushing it through the fog until there is an archer on the left. Stop and then go and kill him and open the chests. Then push the wagon a bit farther for an enemy on the right. Kill him and collect a Phoenix Feather in a chest for what should be your fifth to gain more magic. Keep pushing the wagon to the end and run forward.

Now you encounter a Sabre Tooth Tiger? Whatever it is, you can Efreet it until the O appears and then follow the three joystick sequences. Either that or pelt him with Square attacks and dodge and roll his attacks, or just cyclone and block if you can. Then break the rock on the right, kill some archers, open some chests, and then climb up the wall.

The Temple of Helios ( TTOH666 )

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Save and then check out the points of interest at this shrine, but nothing you can do now. Just save and cross the bridge. A quick fight with soldiers and a Gorgon, so feel free to Efreet and cyclone followed by some grabs. Move along to the rocky area where you can bust some little spikes by the wall for orbs. Climb the cliff, ignoring the steps half-way up that leads to a locked door, and there will be a long cutscene at the top.

Check the statue and then go straight left across the pool for a Gorgon Eye which should give you five and more health. There is an orb chest in the corner of the other pool, and then go save and don't use the health chest if you don't need to. Take the lift up.

Fight some bombers and then go into both little paths on the right for jars and a Phoenix Feather. Left of the lift will be a fight with some more nimble enemies with two blades. Just block and then attack, and always grab one every now and then. When you grab one that is low on health, be ready to spin the joystick from one side to another in a short time to a quick kill. Then use the chest and pull the lever. Then take the lift back down and save.

Swing into the courtyard and up the steps to go left. There is a pretty tough fight, but blocking, cyclones, and Efreets will get you by, just don't grab too much, and if you find the spinning joystick finisher hard, just don't do it.

After the fight, go through the open gate, kill the bomber, pull the lever, and then go to the shiny door and spin the joystick to open it. Lots of plantars, an orb chest, and a breakable statue in this long hallway. At the end will be a fight with some birds (not Harpies I think). Just press O for all of them to grab and stomp them for easy kills. An orb chest in the corner and you can pull out both statues to reveal levers. Pull both and read the tablet in the center.

\*NOTE: Either get the upgrade for the Efreet now or just wait for the Chaos upgrade. You'll get about 5000 soon, so it's up to you. But I do say get the Efreet.\*

Take the left door for a hall with many statues to break and a save point. There is also a multi-chest that could give you enough orbs for the upgrade for the Efreet. Anyway, go back to the lever room and then take the right doorway. You have a fight with some new enemies, but all they do extra is perform a jumping attack that is unblockable, so roll away when they go to the air. Just pelt them with Square attacks and wait for the O prompt to do a one button press sequence. Then pull the lever and go through the open door, saving if

you like.

In the next big room, below the stairs on the right will be a Phoenix Feather and some orb chests nearby. Then step on the lift and break the two clamps to get the lift dropping. It's the same new enemies you just faced, so keep the roll buttons ready. There are five or maybe six of them and the lift will stop at the bottom, whether you're done with them or not. Then you will have to fight what I will call an Armor. The game gives you the Square, Square, Triangle button combo to break it's shield, so do that and then follow up with an Efreet and maybe another. It will be hard to see, but you should either have the O prompt above its head, or you are close to getting it. When that is over, step off and open all the chests along the wall.

Up the steps and through the door will be a big room. Go right for a quick statue and then left for two orb chests. Push over the pillar for a scene with chests of the other sort - ha ha, boobies. Read the tablet on the left and then go right for a blinking point on the ground that will let you grab the wall and bring down a piece. Cross over and then come forward, or backward depending on how you look at it, and you'll find an orb chest along with a Gorgon Eye. Then into the middle room; you can go left and right for orbs and an orb chest now or later. Then beat up on the throne to get the Sun Shield.

You will fight just three enemies and you can test out the Sun Shield; just tap L right before the enemy attacks to reflect it. It's hard to do this, so if you miss the first attack, just consider rolling away, or just don't try it, it's up to you. After the fight, take the stairs on either side all the way up for statues, chests, and a Gorgon Eye. Feel free to upgrade the Sun Shield as it is cheap. Then go into the bottom room and into the recovery area for health and magic and a save point. Go up the stairs to be back at the start of the temple.

Go left for a fight with archers and Sabre Teeth. The Efreet does wonders against the tigers, and it helps clear the archers too. After the fight, use the shield on the center of the circular area to reveal steps. Take them down to a room with two big statues that you can move. Push them forward and get an orb chest on the left. Then come to the big wall and pull it out. Quickly jump up to the top to the horse statue and open the door on the left for two orb chests. Then go back to the wall and pull it out again. As it retreats, go around the left side and jump in the opening to get on the other side.

Go around to the right to find a Phoenix Feather. Then go pull both statues back so that the light goes into the two spots on the wall. Then jump on the platform, stand on the glowing spot, press L to use the Sun Shield, and then tap O to use the light. Then go back to the previous room and go up to the horse statue to set a light back at the shrine. Take the big steps down and you'll hit a health chest.

In this big room, go right for a Gorgon Eye. And then left through a portal.

The Caves of Olympus ( TCO0777 )

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Save and jump in the water. Go right for a Gorgon Eye and two orb chests (I got the Chaos upgrade 2 here, you may be close or already have it). Then go left and start climbing the rock wall. Then you'll find Triton's Lance and you can jump off the side and into the water. Swim left and dive with Square. While underwater, Square dives and X rises, and holding R will let you dash. Go all the way left for a multi-chest and an orb chest. Then swim all the way right and dash through the bars to get through.



Dash through a second set of bars to find two orb chests and a Phoenix Feather. Keep going until you hit the lever. Pull it to reveal another path along the rock wall. Take it up, noting the ceiling commands for the short distance, and at the top you will open a door.

\*NOTE: You can save before climbing up the wall the second time, just in case you health is low and you don't trust your skills.\*

Then you meet a Minotaur. Do NOT use the cyclone attack. He has three main attacks: a double sword swipe, a headbutt, and a charge. For the double swipe, just jump and then stay low, or roll back. For the headbutt, you can try to repel it with the Sun Shield, but good luck with that; you should just stay a bit away and roll after a few slashes. And he only charges when you're far away from him. Just stay a bit away and do small slashes, and feel free to use up all your magic on Efreets attacks. Try to save the health chest for after the fight, but use it if you must. Though it's hard to see, he will have a O above his head, so try to get him away from the wall and use it; if you're close to the door you came from, it may block your view in the sequence.

After the fight, use the multi-chest for health, or magic if you haven't lost any health. Turn the crank and go across the bridge for a boob-tastic cutscene - like seriously, did anyone catch what she said, or what her face looks like? After that, go left for a multi-chest for magic. Keep going and dive when at the water to find a Gorgon Eye in a chest, which should be your tenth and give you yet another health upgrade. Swim to dry land and kill some enemies, or ignore. Save and use the chest if you like and go grab the Primordial Fire.

You will then see the three statues set their shields in front of you. Go to the back of the platform and wait for a shield to glow, face it, wait for it to fire, and tap L right before the fireball hits you. Do this three times and you get the Light of Dawn. Then you have to kill six enemies that throw fire at you. Pressing L is easy to reflect, or you can test out the Light of Dawn. Either way, after they are dead, go left and right for orbs and a Phoenix Feather and then go down the center; all of it is connected and it should be your tenth feather for another magic upgrade.

Open the door and go through, drop down, and it's another fight. You can fight, or just jump off the side into the water below. Use the save point and go back through the portal.

The Temple of Helios Part 2 ( TTOHP2888 )

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Back in the temple, you just use the point on the floor and then cross over the magical fire bridge to be at a place you've been before. You can go right, but that is only if you missed those chests before. If you got the chests on both sides, just go left and through the door. Back at the lift, use the shield in the center to go way up. There will be 70+ bird-Harpies! Just just press O toward each one for easy kills all the way up. Open the chests and go up the steps to a Phoenix Feather, health chest you shouldn't need, and a save point.

Then open the door and go through for a fight with fire tossers and an Armor; remember, Square x 2 and then Triangle to break his shield. Just Efreets once his shield is gone and then cyclone the fire guys to death and remember to reflect their attacks if you have to.

After the fight, go to the lower left corner for a Gorgon Eye, and then the upper right corner for orbs. Use the spot in the center to reveal a lever. Turn

it right to reveal a statue and go pull it out and place it on the pressure pad. Turn the lever left to reveal another statue and go take this to the pressure pad in the lower left. Then go to the lever so that the beam shines and the statue's beam will reveal another statue. Take it to the lower right pad and do the same .

With all four statues, you must place them on the pads in a certain way. You need to get the two that point up (north if you will) to be on the lower pads, and then get the other two to that face left and right to face each other on the upper pads. With all four on, a platform will rise with two more reflecting points. If the statues are on right, you will get on the lever, the beam will shine, and if you jump on the raised platform you will find a glowing spot where the two beams cross that you can use your shield. Then you will have a place to touch under the horse statue. After the scene, go touch the new spot where the lever was to take a ride down below.

At the platform, go forward for a chest with a Phoenix Feather, go left for an orb chest, and go right for a door. In the hall you get an orb chest and health and magic chests. Go up the big steps to a familiar-looking room. There is a Gorgon Eye in a chest to the right. Near the chest will be a statue that you need to push onto the glowing spot. Once there, beat the statue up to reveal a glowing spot on top of it. Get up there and press L. Then go up the wall and touch the spot under the statue to light the final beam at the shrine.

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Take the door and you'll be back at the climbside WAY at the start of this temple. Climb the wall down and press X to slide all the way down. There is a fight with some undead, and then keep going back. Then you get another fight at the platform between the bridges; the Triangel x3 combo from level 2 Blades of Chaos seems to work nicely against all of these guys.

Back at the shrine, save and then turn the levers to light the steeds, then use the point on the circular pad. Then it's a long cutscene to Hades.

The River Styx ( TRS999 )

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\*NOTE: Not sure if this is the Styx or Acheron, but Styx sounds better. Just calling this area Hades doesn't do it for me.\*

Save and then jump on the cliff wall and start going, and press R to drop when over solid ground. Jump the gap and you'll see two chests over to the left, so double jump onto a ceiling and go grab the orb chest and the Gorgon Eye. I hope you realize Triangle is the attack button while on a ceiling. Go to the gap to the north and double jump onto the the rock wall, but be ready for some enemies to appear, so slash them or they will grab you and force you into a tapping mini game. Just press Square to keep attacking them as you climb to the top.

You will fight two what I will call Medusas, as they are stronger than the Gorgons. They have the same attacks as well as a the stone gaze. So if you see the green glare, roll away and keep moving to avoid being turned to rock, and if you do you need to tap L and R to break free, quickly. Again, the Triangle attacks and combos do well against these.

After the fight, cross the ruined archway and come toward the screen to see a rock wall you can climb down. At the gap, double jump as far as you can and sidle the ledge to find a Phoenix Feather. Then double jump back over, climb up, get to the upper gap in the stairs, double jump, and you'll take the path

to a fight with two Cyclops.

The two big guys are not as hard, especially if you have the Blades of Chaos up to level 3. First though, get them close and unleash all your Efreets with O taps, and then finish them off by focusing on one and pelting it with Square attacks. When either one has taken a lot of damage, feel free to hold Triangle, which will send you into the air, and then do Cyclones to finish them off; just ignore using the O prompt, and remember to roll a lot or double jump away. When one is gone, soldiers will appear, and unleashing Triangle attacks on them followed by cyclones to quickly kill them; there are just three or so of them. And then to get one final Cyclops, which should be easy by just keeping your distance and doing the cyclone thing after a while. Don't forget you can use the multi-chest whenever you need to.

After, there is an orb chest in a ruined building to the right, which you could have escaped to during the fight. At the gap nearby, just double jump to hit the higher ledge. There are some Harpies in the open, so grab to victory, and then go break the rock wall on the left. You fight a Medusa and then you get a Gorgon Eye and orb chest. You'll notice a rock box in a center area, but you can't reach it. Go to the right and break the half-ruined wall so you can grab the box. Drag it to the right under the health chest and jump up there.

Grab the health and jump on the rock wall. Climb your way to behind the blood-fall and you'll hit a fight with three enemies. Knock over the pillar on the right after and then go save. Use the pillar to double jump up to the ledge. Once up here, smash the cracking wall to reveal a Phoenix Feather. Cimb the rock wall nearby to be by a dead tree and closed door. Follow the path to the Gate of Hades to fight two Armor and Harpies. Kill the birds with grabs and then do the Square x2 and Triangle combo to crack their shields, then pound away with Efreets. Feel free to use the health and magic chests, just make sure you get some distance from the Armors so you can get the chests. For these guys, be sure to to the circle prompt as soon as you see it.

Killing both will open the big door by the tree, so go back. Follow the path all the way to a statue room place where you should get your 15th Gorgon Eye and health up. Go into the sawblade room to fight the same enemies from the gate. Just three Efreets on the unshielded Armors gives you the O prompt, but be sure to kill the Harpies first. Then take the path to find an orb chest and a save point. Then ring the bell.

=====

BOSS: Charon ( CHAR1010 )

To start the fight, just use the Square attacks. When you see him "rev" up his scythe, just hold down L until his spinning attack is over, and then resume your offensive. That's all you have to do over and over. At some point he will disappear and then pop up with three green orbs. Just stand back, wait for one to fire, and reflect it with L right before it hits, and if you are far back enough, you can reflect all three.

Keep up the offensive, blocking, and reflecting. Feel free to Efreet when he starts his attack to stop it. And at some point he will go recharge his health at the green fog, and that will be the end of this battle.

\*SPOILER\* Yes, you WILL die no matter what.

=====

-----  
\*NOTE: The chains coming out of the ground can be broken for orbs.\*

Break free and come toward the screen for what should be your 15th Phoenix Feather and a save point. Move along the path and kill all the prisoners you see to gain health, and yes, for no reason at all, more boobies! At the fork, go right to fight six soldiers and four archers, in two waves. Use up all your Efreets on the soldiers and kill the archers, then kill the prisoners and grab the magic chest where the archers were. Then come back to the fork and go left for a scene.

\*NOTE: If you haven't already, plan to get the level 3 Efreets soon.\*

You will then fight some meaner Harpies than the last ones. You can't grab them right off like the weaker ones, so just pelt them with some attacks and then grab them. After that, go into the tunnel for more chains and naked prisoners. Open the door for a fight with soldiers and archers, and feel free to use the level 3 Efreets if you got it. Go right and jump for a chest by another archer and then go across the big chain for a save point.

\*NOTE: Not sure if the all-white chests from here on out have Gorgon Eyes or Phoenix Feathers, but they may if you missed one earlier.\*

Climb the rock wall, kill the Harpies and the Medusa at the top. Left and right has two chests, and then pull out Hades and Poseidon. Turn the crank and go through all the way for a fight with a Minotaur and some archers. Just grab each archer to kill them and get them out of the way. For the big guy, get him close to a wall if you want and do a level 3 Efreets and then another; so long as you get the first and last hit from the Efreets on him, just two will allow you to do the circle prompt on him which is just a three button sequence. And then you get one more, so two more Efreets and a button press.

Use the multi-chest, most likely on magic, and then go up the left stairway. One soldier and then save your game. Break the wall and follow the walkway for an orb chest, and then sidle along the wall to get to the other side. Break the cracked wall and pull the lever. Drop down and there are two chests, but you probably don't need them. Go up for four archers you can grab, and then pull the lever. Go grab the Cryptkeeper's Key on the wall, and then kick his body over the side. Go right and save your game.

Jump back down to the open area and place his body on the pressure pad in the center, and then use the key on the lock. Cross the bridge for two chests and another save point, so use it and go into the shrine area. Fight the two armors where just two Efreets should do it. Then touch the center of the floor and you must quickly spin the joystick around to pull down the statue of Zeus. Grab the Gauntlets of Zeus.

\*NOTE: You can charge up ALL of the combos and moves for this thing, so keep that in mind as you get upgrades.\*

Then you must fight a bunch of soldiers with shields. You can charge up the Square attack to break them if you want, but the Efreets work fine too. After, cross back over the bridge, use the two chests on the right if you saved them, and then break the wall. Go through and a spiked wall will chase you to the revolving door, and you just use a few light Square attacks to bust the walls. Break the Statue of Zeus, then Poseidon for a chest, and then Hades for the path.

You'll emerge in a big room with a fight with just three Harpies. First, go right and cross over the lower chain to climb a wall where you hit a chest and a save point. Follow the path and drop into a battle with Harpies and an Armored Cyclops. Use the Gauntlet to break his layers of armor and then beat him up with charged hits and roll away to avoid his; kill the Harpies first, which should be a given, and you can just hit them with Square with the Gauntlet and then press O to kill them. And remember, Efreet does wonders against the big guy.

\*NOTE: Don't forget the chains coming out of the ground and that you can press Down on the D-pad to switch weapons. Also, you can upgrade the Gauntlets if you want; the new move you get is similar to the Stinger/Streak from Devil May Cry 4.\*

Turn both cranks and then go across the new chain links to be back at the starting point. Kill the two soldiers and consider going back to the save point as there are Medusas coming up. Climb up the wall on the left and kill two Medusas and some shielded soldiers; Efreet the Gorgons and then pound the soldiers to death. Use the two chests on the left and then turn the single crank. Go back to the start area and double jump along the platforms. Follow the tunnel and open the door.

\*NOTE: Lots of people say they can't get across the gap, but I think they are not getting the cranks on both sides. If not, then you need to just jump better than you are.\*

Just three archers to grab, and then take the right path for more naked prisoners and then open a door for a quick scene. Go right for a chest and then up the rock wall. You'll notice at the top there is a small gap in the wall, so jump over it and follow it to a door at the top. Open it and go through for a chest in the tunnel, drop down for three chests, and then take the ladder back up. Return to the gap and go up for a single Minotaur (Efreet to death) and then either Light of Dawn them or reflect a lot of arrows (face them if you want to reflect them). Turn the right crank for a chain, and then turn the left crank for an orb chest, and don't forget the magic chest before you cross.

\*NOTE: Even getting the level 2 Gauntlets, I was still able to get level 5 Blades of Chaos around this point, so keep that in mind. And the new combo for it is pretty good.\*

Save your game and go into the next room for a fight. Kill the two waves of archers first with grabs, and then the soldiers. Pull both cranks and climb along the wall and ceiling. Open the two chests, pull the lever, and then go back to the chain room. Approach the new opening for a quick scene and then jump on the wall. You can wait for the enemies to come toward you and then do a Triangle attack to avoid risking being grabbed. Make it to the other side and save.

Get on the platform, kill the birds, and then start turning. Along the way, two soldiers pop up so kill them quickly and keep turning, then two more birds, and that should be it to the end. Jump onto the lower gear and start turning. Three soldiers that can be Efreeted twice, and then three birds and a shield soldier (just use the gauntlet to knock him off), and keep turning. Jump over and up to reach a chain you can knock across to make a long bridge. Cross the bridge for a cutscene and you'll be somewhat out of the depths.

-----

Climb and go to the open area with two chests. Break the wall and you'll be

back in the sawblade room, but you DON'T have to fight. Just go right to be at the familiar save point. Save, crush the gate, and go through.

=====

BOSS: Charon Round 2 ( CHAR21212 )

Same as before for the first part. Just Square attacks, block his attacks, and reflect his magic. This time, when he goes to power up, quickly run to the green pillars with your Gauntlets and break one.

Now he will do an attack I don't believe you can avoid, but you can try to roll away; he'll only use it twice, and then he goes back into the same routine as before. So remember to quickly smash a pillar when he recharges.

After the second pillar, he will start doing a ground point that sends shockwaves for a good distance. Just get some distance, wait for him to lift his scythe, and then double jump until the wave passes. He'll do it 3 or 4 times, and after the middle shockwave he will be stuck, so go up and use your best combos, maybe some Cyclones. Then he will keep the shockwaves, so keep avoiding and attacking after the center shockwave. Three Cyclones in a row and he may go back to his normal routine, or keep the shockwaves going.

When he goes to the pillars for the last time, bust it and he will be stunned. Go up and press O, and then go grab the mask, but the fight is not quite over. It's just his torso, and he only has the magic orb attack. Reflect three, go press O, follow two button presses and then mash the O button to end the fight.

=====

The Temple of Persephone ( TTOP1313 )

-----

You gain Charon's Wrath after the scene. Test this attack, which doesn't use magic, on the enemies here and kill them. Go onto the docks for health and a save point.

\*NOTE: After the first fight on the ship, Charon's Wrath then will consume magic, so feel free to use the Efreets over it.\*

Go in the temple and you'll be a room with some reading material. You can smash the pedestal things in here, two chests on both sides, and three tablets to read. Go up into the next room to fight two Sabres in a row along with bombers and normal enemies. Efreets saves all and use the Gauntlet. After, there are three chests to grab before you go up the stairs.

\*NOTE: The Gauntlet help in all these fights, at least to stun enemies, so keep the equipped by default. And you should have more than enough to get it to level 3. Don't forget Charon's Wrath and it's upgrades.\*

You're still chasing Calliope, and in this long room you'll fight birds, soldiers, and Medusa Statues. Use the Gauntlet's held Triangle attack to smash a few of the heads to make a safe area. Then kill the birds, and just Square attack the enemies to death. Don't need Efreets, but feel free.

After the fight, go into the next room for three chests and a save point. In the next room you face Harpies and three Armored Cyclops. Grab the Harpies and don't forget to Efreets the big guys to death if you want easy kills; and

you can pound them before they fully emerge to break their armor with the Gauntlet. After, open the top door to see two chests, and then take the other door.

You're back in another of these rooms, so quickly smash a few statue heads to make a safe area. More of the same as last time, so just Square attack with the Gauntlet for easy kills. Then into the next room for Minotaur action. Again, Efreets kill, especially if you back them into the walls. Olympic Strike (L + Square) is especially devastating. It's three Minotaurs, four or so soldiers, and then a final Minotaur, so spend all your Efreets on the big guys and just Gauntlet the smaller ones.

Use the chest and go to the lift down the hallway. As you go up, there will be a broken wall to fight birds, then a room with two chests, another broken wall with birds, then a broken wall with a chest, and then you'll be at the top. You fight some birds, then some purple Medusas, and then an Armored Cyclops. Birds and Cyclops are same as before, and all the new Medusas do is curl up tight and then launch at you to wrap you up, which turns you into stone so quickly tap to get free. Just Gauntlet them and the Cyclops; Olympic Strike is good for distance hits, but the normal Square attack is best.

After the fight, go through the door on the right for two chests and then through the upper door for a save point and probably two chests you don't need. Save, upgrade as much as you can (which should be almost everything), and then go through the door to the groves.

Run forward for a cutscene, and correct me if I'm wrong, or just way too immature, but her's are the first concealed jugs of the game. After, press O at the tree and follow the three commands to lose all your stuff. Then go through the portal for a cutscene.

Fields of Elysium ( FOE1414 )  
-----

Bravely fend off your daughter and then start killing the ghosts, all of them to gain your blades back. With them will be enemies that spawn on the field, but just ignore them and keep hunting down all the ghosts you see. You'll gain several abilities and everything else.

\*NOTE: Don't forget, you should officially have all your powers upgraded to the max!\*

After the scene where you leave Calliope, just run toward the ruins, ignoring the enemies in the field, and there will be a fight. Archers and soldiers, then a Sabre, and then an Armor and Archers; use the Gauntlet for all phases, and though it seems odd, the regular Square attack and charged Square attack works too great.

With the last of the normal enemies behind you, go use both chests, save, and then up the stairs. Don't forget to max out any upgrades left.

=====  
BOSS: Persephone ( PER1515 )

After the cutscene the final fight is on. There are two phases to this fight. The first is a standard fight. Just use the Blades of Chaos and pelt here with two or three or four Square attacks at a time, and then double jump away from her punches. She will either fly up with green fists and charge at you for a

double punch, or she will toss a rock at you; double jumping avoids the punches and just moving to the side avoids the rock. Feel free to back her up to a corner and Efreet, because if you do it in the open most of it will miss. And use up all the Efreet too because you'll get more.

At about the halfway point, be ready to tap L and R and then go into a button press sequence with Atlas. If you pull it off, you'll be in phase 2 of the fight with full health and magic.

\*NOTE: Remember you have Rampage of the Furies too, which is better than the Cyclone.\*

For phase 2, she will be in the air. Just get some distance, but not too far away, and be ready to reflect her dark energy ball. When she is stunned, feel free to use Charon's Wrath and then jump in the air and do Cyclones on her. She may do a beam of light after, so just run away. And then it will start to take more energy balls to stun her, so stay frosty. Be ready to run from many beams and pillars, and for the pillars you need to just run in zig zags. At some point she will start to re-reflect the energy ball, which will look like a fireball, so be ready to keep reflecting it as much as possible if you want to stun her. And yes, it will take more and more reflecting after each stun from here on out.

When she is almost dead, she will fall to the ground and you'll see dark mist around her. This is when you'll use the beam of light in the center of the arena. Press L inside to use the Sun Shield and then be ready for the button presses, and don't rush on the presses, but don't worry if you mess up as you will be right back at this point. It's just three buttons, and don't have your finger over any button as you will probably press that button no matter what.

=====

After this, just sit back and watch the final cutscene and credits. Stay tuned after the credits for one last scene that ties stuff together in that deus ex machina kinda way.

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*****
* 5. Attacks and Combo List ( COMBO55 ) *
*****
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```
=====
The Blades of Chaos
=====
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The good old favorite of the series, and the things you'll use the vast majority of the game. They are great, but the longer combos leave you exposed to attacks, so use them wisely.

```
Icarus Lift (air)*
-----
X
```

\*Not really an attack, just letting you know you have a double jump.



Hyperion Ascension\*

-----

Hold Triangle

\*Perhaps the best attack for the blades, and you can combo it with the Harpoon or any other aerial combo.

Orion's Harpoon (air)\*

-----

O

\*Just an aerial grab.

Plume of Prometheus

-----

Square, Square, and Triangle

Cyclone of Chaos\*

-----

L + Square

\*You'll need to hold off trying to abuse this.

Cyclone of Chaos (air)\*

-----

L + Square

\*You'll need to hold off trying to abuse this.

Spirit of Hercules

-----

Triangle x 3

Valor of Hercules

-----

Triangle, Triangle, Square

Hyperion Might\*

-----

Hold Square

\*Not much of an attack, just a strong hit.

Rampage of the Furies\*

-----

L + O

\*A long combo, and better than the cyclone.

Rampage of the Furies (air)\*

-----

L + O

\*A much better aerial combo than the cyclone in the air, but you fall quicker.

Hermes Rush (evading)\*

-----

R + L + move, Hold Square

\*Done while rolling.

Hermes Rise (evading)\*

-----

R + L + move, Hold Triangle

\*Done while rolling.

Tartarus Rage\*

-----

L + Triangle

\*Good, strong attack, but slow.

Tartarus Rage (air)

-----

L + Triangle

=====  
The Gauntlet of Zeus  
=====

This is way better than the Blades, especially after some upgrades. Just normal attacks will stun normal enemies, and then the charged attacks own big guys too. It's not like a game-breaker, but it's darn close.

\*NOTE: You can charge ALL of these attacks by holding the buttons down a bit.\*

Strength of Zeus\*

-----

Hold either Square or Triangle

\*Just charged version of the normal attack. Charged Square breaks shields easily.

Olympic Strike\*

-----

L + Square

\*This is just like the Streak and Stinger from Devil May Cry 4, only this move isn't nearly useful. It's nice, but not as nice to abuse.

Olympic Strike (air)\*

-----  
L + Square

\*This slams you down to the ground at an angle.

Hermes Cross (evading)\*  
-----

R + L + move, Hold Square

\*Done while rolling.

Hermes Revenge (evading)\*  
-----

R + L + move, Hold Triangle

\*Done while rolling.

Lightning Run\*  
-----

L + O

\*This is the base move for the next two.

Lightning Thrash (running)\*  
-----

L + O + Square

\*As you are doing a Lightning Run.

Lightning Surge (running)\*  
-----

L + O + Triangle

\*As you are doing a Lightning Run.

Lightning Thrash (air)\*  
-----

L + O

Olympic Thunder\*  
-----

L + Triangle

\*Powerful ground slam.

Olympic Thunder (air)\*  
-----

L + Triangle

\*While in the air, this will slam you into the ground.

\*NOTE: Again, you can charge ALL of those attacks by holding the buttons down

a bit.\*

=====  
The Efreet  
=====

Perhaps the best magic attack from ANY GAME EVER MADE! And I do mean that. The first upgrade allows you to keep pounding the ground, and the third gives Efreet a powerful finishing blow. Did I mention each upgrade makes it stronger? Perhaps get this as strong as you can BEFORE the Blades of Chaos, or at least get it's level 2 ASAP.

Demon Fury  
-----  
R + Triangle

Demon Fury (air)  
-----  
R + Triangle

Demon Inferno\*  
-----  
R + Triangle + Tap O

\*This is key, so tap as soon as you can or you'll miss it.

=====  
Light of Dawn  
=====

Eh, never used it. Why use it when the Efreet does so much more? Don't waste orbs on the upgrades.

Solar Flare  
-----  
R + Square

Solar Flare (air)  
-----  
R + Square

Radiant Sun  
-----  
R + Hold Square

=====  
Charon's Wrath  
=====

Good the first time you use it, and then you realize it consumes a lot of magic. Actually semi-useful against the last boss, but keep using Efreets

instead. Upgrades allow you to hit more enemies, yipee (that means don't bother until after you have everything else)!

At least you can aim it???

Charon's Wrath

-----

R + O

Charon's Wrath (air)

-----

R + O

=====

Sun Shield

=====

The normal reverse, which blocks melee attacks, is the most useful. I hardly used the counter moves. The reflect is mostly used for key situations, as it's not really worth using on arrows and such. Upgrade is best saved for after you have everything else.

Helios Reverse

-----

Tap L

Helios Flash (parry)

-----

Square after a successful reverse

Helios Offensive (parry)

-----

Triangle after a successful reverse

Helios Reflect

-----

Tap L on projectiles

\*\*\*\*\*  
\* 6. Bonus Stuff and Game Modes ( EXTRA66 ) \*  
\*\*\*\*\*

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Unlocked with first completion:

Challenge of Hades

Character images

God Mode

In-Game Movies

Inside Ready at Dawn Studios movie

Spud of War costume  
Bonus Play

-----

Beat Challenge of Hades:

Environments images  
The Lost Levels movie  
McKratos costume

-----

Beat God Mode:

Making of Attica movie  
Outtakes images  
Mime of War costume

-----

Bonus Play: Just start a new game from the difficulty you beat to get the option to use all your old powers and weapons, as well as any new costumes.

Challenge of Hades: Just five challenges that I have yet to complete. If some expert would like to make a guide for this for me, I'd gladly accept it as I need to tackle the Mass Effect DLC. I could even post three or so from three different people; just keep it short.

God Mode: Is just the hardest difficulty of the game.

\*\*\*\*\*  
\* 7. Author Info / Copyright \*  
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Credits

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FAQ's

Q: Will I tackle the extra game modes?

A: Not likely, but maybe in an update.

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Please contact me if you need any help, if you want to praise me, if you want to talk, or if you want to ask a question. And if you must send a flame, please be nice so that I'll consider it. Also, if you have a cool trick or comment that you want me to add to this guide, good luck, I don't accept just anything. You will have to present it well and I will have to like it a lot.

\*\*\*Please have 'GOW' in the title. Or anything to show it's not spam.\*\*\*

My email:

lunatic\_252000@yahoo.com

Extra points for good spelling, and the easier the question is to answer, the more likely I'll reply.

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I have other guides floating around too. They are:

Resident Evil 4  
Dead Rising  
Gears of War  
Lost Planet  
Crackdown  
GRAW 2  
Rainbow Six Vegas  
TES IV: Oblivion  
Shivering Isles  
Knights of the Nine  
The Darkness  
BioShock  
Halo 3  
HL2: Episode One  
HL2: Episode Two  
Call of Duty 4  
Assassin's Creed  
Mass Effect  
Advance Wars: Days of Ruin  
Perseus Mandate  
Sam & Max Episode 203  
Devil May Cry 4  
Rainbow Six Vegas 2  
Okami

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I've also been published in GamePro magazine, June 2007. Pretty cool if you ask me, and all because I write these little guides.

Also, I am in the October issue as well, which should be out at the time of

this guide's release. At least I ain't a one hit wonder.

In a nice surprise, I didn't even know I was in the March 2008 issue of GamePro, but I am. Maybe I'll be in more I don't know about...

Look to Gamerhelp.com for a slew of other articles written by me in the featured article section.

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Here is my list of sites:

GameFAQs (main host site)

GameSpot

GamerHelp

IGN

OCTModShop.com

MyGamingHelp

TheGameReviews.com

gametower.org

SuperCheats

GamesRadar

CheatPlanet

CheatCodeCentral (cheatcc.com)

GamersTemple (<http://www.gamerstemple.com/>)

gamerevolution.com

cheatingdome.com

unlimitedgamer.net

and more here and there, too many to keep up with

and even a few foreign ones too!

\*NOTE: There are many more with single guides, and then others with a few, and some that I just don't keep track of.\*

All other sites must ask permission if they want this. All I ask is that the guide be ad-free and in this text format.

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Here is my website: (just as it's written here)

[www.thechaosuniverse.com](http://www.thechaosuniverse.com)

You'll find all my other guides here too and perhaps something else you may like. It's just a small site, so don't expect much.

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