



- Go over what you'll need to max out your weapons and magic.
- Cover the Extras the game has to offer, from challenges, combat arenas, to unlockables and costumes.
- Cover the bestiary of enemies you'll fight, their general A.I. and a good bit of information on to how survive and win against them.
- Cover the Frequently Asked Questions about the difficult fights on the harder modes.

Most importantly of all, this guide is for those who want to go through the game and get everything. For those gamers who simply wish to know the gist of what they'll be up against. It's not super detailed or bogged down with facts and information that's not needed in the main walkthrough. Plus the story of the game is mostly untouched and not spoiled unless unintentionally done so.

I'm a firm believer that most gamers only need a general push in the right direction, and games are meant to be played and experienced for oneself. Part of the fun is figuring things out for yourself, what works and does not work. This game is a great stress reliever, or a stress inducer if you attempt to play the harder difficulties.

#### == Tips ==

Generally the only tip I have to offer would be to play on an easier or normal setting the first time through, then if you would like to try it at a harder mode go ahead. That way you'll be aware of the enemies and what they're like. If you need to know some more general attacks or tactics against them, check out the Bestiary section later on. Try to make up some new strategies and share them with me.

Other than that, here's a general list of tips.

- Keep more than one save, alternate between them, and save whenever possible.
- Don't get discouraged, if something is too hard, take a break and try again.
- Take the game's hints to heart, and try to play with all the moves.
- When in doubt, [ ] [ ] /\ (Square, Square, Triangle). One of the easiest and shortest combos but really useful.
- When you can't take the hits, try to block, deflect, or even reflect the enemy's attacks back at them. Holding L1 will block, tapping it before the attack hits will either deflect or reflect the attack.
- Take advantage of the Eye of Atlantis and Horn of Boreas' moments of invulnerability. If you can afford to use your magic, do so.
- When all else fails, dodge, dodge, dodge. Whittle your enemy's HP down.
- Finally, just have fun, enjoy the greek mythos with Kratos.

If you have any questions or comments, I'll try to get back with you quickly. I check my email daily.

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| NOTE: All sections are searchable using Ctrl+F and the appropriate textlink. |  
 | Also, the links next to the Boss Sections will take you to the |  
 | Bestiary for them. |  
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== || WALKTHROUGH || ==
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NOTE: If you haven't done so already, check out the introduction and tips
section above the Table of Contents.
If you are having trouble with enemies, check out their tactics in
the Bestiary Section.

== Atlantis [W-01] ==

The game begins with Kratos aboard a ship in the seas surrounding Atlantis, as he approaches the city he is faced with Atlantian Sentries. After defeating two small waves of enemies, you must work your way to the bow of the ship. Kick the door to your right open, you can see it by a faint glow. Inside the cargo hold more enemies will break into the ship, defeat them and you can grab the GREEN CHEST on your right for more health. At the end of the room you can break down the broken door on your left for a RED CHEST. Kick open the only other door to reach the bow.

Your goal here is to defeat the tentacles which have taken hold of the ship. Fend off those little crab-spiders and take out the main tentacle. After Kratos crashes into the rocks, you'll have to fight the first part of a Boss Fight.

== Scylla [ BSCY ] ==

The first stage of this fight has Scylla lashing out at you with its tentacles, which you can block. As well as crushing you beneath its claws, you can deflect this attack. When it's just waiting for you to attack it, do so. Eventually after staggering twice, it will run to the other side of the arena. In this second stage Scylla will dump some crab-spiders on you, while lashing out with its jaws. Try to kill off the smaller enemies and block Scylla's strikes. After being staggered twice again, it will return to the front of the arena. In the third stage of this fight, you'll have to face a much more ferocious Scylla. Block its attacks and stagger him to break free the crank wheel above you. Use it to hook into its jaw, then perform the QTE to force Scylla into retreat.

With Scylla out of your hair for now, climb up above the crank wheel and head over to the left to find a semi-hidden RED CHEST. Then continue your climb up to reach a SPECIAL CHEST that contains a GORGON EYE and a rope to slide down. Once in the water below, be sure to swim dash the wooden barricade here to find

another RED CHEST. Then get out of the water. Save at the Save Point.

== Ruins of Atlantis [W-02] ==

From the Save Point climb up to the upper ledge and work your way around to the other side. Atop the next platform you will have to face another small wave of sentries, then you can grab the GREEN CHEST. From there break down the wall in front of you. At the end of this path will be a grapple point, swing over to the next platform where a Minotaur and some sentries will be waiting for you. Defeat the enemies and head over to the lever to be ambushed by another one of Scylla's tentacles, free yourself and then use the lever to lower the gate of the next doorway. Climb up the ledges and all the way to the left to find a hidden area with two RED CHESTS, open them then climb back over and up to move through the now open doorway.

Follow the path to the left, on the right side of the path will be some blocks, destroy them to find a SPECIAL CHEST. Continue onward to reach a few atlantian soldiers and fend off some more sentries before climbing up on the wall. Open the GREEN CHEST and keep on climbing the next wall. Work your way around the ledge and up onto the next level. Here you will have to take out some new enemies which throw boomerangs at you. You can kill the citizens for health.

Lift the grated door here to find a stone block. Move it out of its room and to the wall on your right. Jump up to find a hidden RED CHEST. Now move the stone, while avoiding the enemies that attack you, to the center of that long path to a pressure switch to stop the waterfall on the left and reveal a grapple point. Before using it, grab the SPECIAL CHEST that contains a GORGON EYE in front of you always back, then jump into the water beneath the grapple point. In an alcove open a RED CHEST then swing your way across the gap.

Once again defeat the small horde of enemy sentries before opening the GREEN CHEST here and following the path before you. Climb onto the wall before you slide all the way down. From here head to your left to find two RED CHESTS. Go back and head through the doorway down here.

== Death Gate [W-03] ==

In this room you'll learn about the gates to the domain of death. Head around this semi-circular room, but first go over to the left to find a RED CHEST. Ignore the center platform you can't do anything about it now, and save at the Save Point. Continue into the next room and kick down the door at the end of the path to find an elevator. Pull the lever to ascend, fighting off a small wave of enemies. Follow the stream of water while fighting more of those annoying boomerang enemies before you slide your way down into the city.

== City of Atlantis [W-04] ==

Open the GREEN CHEST before you, then head up the stairs to the central arena. Here you will have to face a Cyclops. After its death you will have to face a mere three sentries before the gates will lower. Venture over where the Cyclops came from for a RED CHEST. Then climb the stairs in the center to go inside the building. The path to the right will lead you to a Poseidon statue, kick it aside and dive into the water.

To your left will be an entrance to a room with two RED CHESTS, to your right will be your next destination. From this room grab the GREEN CHEST ahead and lift the door open. Once again outside, finish off the small wave of enemies and try to cross the bridge here. It will begin to collapse so quickly make it across alive. Save at the Save Point and open the GREEN CHEST before you go up to the Temple of Poseidon.

== Temple of Poseidon [W-05] ==

Inside the temple you will be inside one of Kratos' memories. Follow the young Kratos inside and get ready to fight the next Boss.

== Callisto [ BCAL ] ==

Callisto is fond of swiping you to the ground, grabbing you and throwing you against a wall, and charging at you and pinning you down. When pinned against the wall, break free from Callisto's jaws, pummel its head and when it's eventually knocked out, go up and finish it off with the QTE icon. Be sure to pick up Callisto's Armllet which should be laying right next to you. It allows for perfect success on all QTE events.

In the next room you will be caged in, and you must grab the Eye of Atlantis. You now have your first Magic Spell, use it against the horde of sentries that will be spawned for you to slaughter.

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| NOTE: While using the Eye of Atlantis, you are invincible to attacks. |  
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Once the gates have come down, run along the right path to find two SPECIAL CHESTS which contain a GORGON EYE and PHOENIX FEATHER. Then head down the left path. When you approach the balcony here, you will be dragged down by Scylla. You'll be dragged all the way to the volcano in the distance.

From where Scylla left you, follow the path to find a SPECIAL CHEST that contains a PHOENIX FEATHER, a GREEN CHEST, a BLUE CHEST, and a Save Point. Save at the Save Point.

== Methana Volcano [W-06] ==

Climb up the wall of the volcano and begin your way into its depths. While climbing across the ceiling you'll need to break away the stalagmites and fend off some of the new fire crab-spiders before dropping down to a RED CHEST and some grapple points. Jump up the ledges here and follow the path to find the next room.

== The Caldera [W-07] ==

As you cross the lava rock steps here, they will break forcing you to jump onto the platform in the center. You must fight a group of firebirds before you can jump onto the ledges straight ahead. Along the path you'll find a ledge to jump onto, and a weird type of door that you can't open yet. Keep going to find a BLUE/GREEN CHEST and a Save Point. Save at the Save Point before going forth to meet the Keeper.

== The Keeper [W-08] ==

Drop down to the level below to find two doors, one large, one small. The small door cannot be opened without a Gear, so head over to the large one first. Just ignore the warning and open the door. Follow the path to find the titan Thera.

== Thera [ BTHE ] ==

Pretty simple, go up to the circular spot and begin a QTE to forcibly extract Thera's Bane. This will allow you to imbue the blades of athena with fire, cool huh? No pun intended. Thera will now attempt to crumble the path you're on. Run as the path begins to fall apart and when you return to the previous room, you

will have to face an armored automaton. Only the fire from your blades can hurt it, defeat it to get the Gear needed to open the other door.

== The Caldera Cont. [W-07.2] ==

Once back at the Caldera, open the SPECIAL CHEST that contains a GORGON EYE and use your Fire Blades to break the gears holding the archimedean screw together. You may now backtrack to that new type of door you saw earlier, and break it down. Inside grab the GREEN CHEST and a RED CHEST before continuing along the path. When you slide down the next ramp you'll land onto a platform where you have to face two Minotaurs and some firebirds. Grab the BLUE/GREEN CHEST and then pull the lever here.

Jump onto the lava rock and you will float along the lava flow. You will fight a small wave of fire crab-spiders before eventually needing to jump onto a wall as the lava rock begins to burn away. At the top open the SPECIAL CHEST that contains a MINOTAUR HORN and be sure to save at the Save Point. Sidle your way across the ledge to your right then break the gears on another one of the archimedean screws. Climb up the ledge here and keep moving.

At the end of the path open both the GREEN CHEST and BLUE CHEST before breaking down another fire door. Open the SPECIAL CHEST and sidle your way through the crevice here and around into the Volcano Core.

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| NOTE: If you find all the SPECIAL CHESTS some will only contain Orbs, but if |  
| you miss some, the others will compensate. |  
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Before you can get completely around this wall, Scylla rears its ugly head once again. Time for round two!

== Scylla Part Two [ BSCY ] ==

As Scylla grabs you, you will be taken down into the water. As you are hanging on, repeatedly stab Scylla right in the face. After several attacks, you'll end up pulling its ugly mug right into another one of those screws. Finally ending its life.

== Volcano Core [W-09] ==

From Scylla's lifeless body, climb onto the wall here and slide down all the way on the left. Fight off a few crab-spiders and grab the RED CHEST and a SPECIAL CHEST that contains a GORGON EYE. You should now have upgraded health. Now climb all the way up, and at the top you'll find a few grapple points that will swing you to another ledge. As you jump and climb across the ledge after this one, the rock will fall and drop you onto a ramp. Jump off the ramp and really get climbing up this wall, be too slow and you'll sink into the lava.

Make your way over a few jumping stones to reach another grapple point to send you flying off onto another wall to climb up. As you make your way around this wall you will have to jump up and back and forth to avoid falling rocks. Climb up safely to escape the volcano's eruption. Unfortunately Atlantis isn't so lucky.

== Island of Crete [W-10] ==

Open both the GREEN CHEST and BLUE CHEST before going forth and saving at the Save Point. Climb up the ladder here and kill the citizens. Before crossing the beam here go to the left and climb down a hidden ladder to reach a SPECIAL CHEST that contains a PHOENIX FEATHER. Now go across the beam. Jump up to the

ledge here and move over, drop down to the ledge below and move over, then drop down to the citizens. Kill them all. Open the RED CHEST here before sidling over on the ledge here and jumping up to the one above.

Climb over and around the corner here, then drop down to the ledge below. Move over and climb up to the area here. You now have to fight some new enemies, the undead soldiers. Finish them off and any citizen survivors and open the BLUE/GREEN CHEST before climbing the ladder to the right of the chest. You will have to leap between the two ladders here before reaching a platform with a rope and SPECIAL CHEST that contains a GORGON EYE.

Once you have made it across the rope, run over the bridge here to fight a few more soldiers. Grab the GREEN CHEST from the right side and a BLUE CHEST from along the way. Jump across the rooftops and drop down into the hole there. Grab both RED CHESTS before pushing the stone block out into the next area. From here, use the block as a barricade to prevent the small amount of archers on the other side from hitting you. Jump up to the upper level and open the BLUE/GREEN CHEST before climbing up another ledge to the left.

Grab both of the SPECIAL CHESTS which contain a PHOENIX FEATHER and a MINOTAUR HORN in this circular arena and then slide down the rope to reach a Save Point. Save at the Save Point before entering the Temple of Athena.

== Temple of Athena [W-11] ==

First and foremost pick up Athena's Owl, as it helps to find treasures. Ignore the glowing spot on the floor near the big door as you can't go through here just yet. Instead climb your way up the rope next to it. Pull the lever on the platform to lift yourself up to the next level and climb up the wall. Be sure to destroy the wooden planks in your way.

As you enter the next area you will hear some dogs growling and barking, before heading off in their direction open both the GREEN CHEST and BLUE CHEST. Run over along the path and drop down into the dog pit. Pick them up and kick them into the gear here to eventually break it completely. Finish off the remaining dogs and then use the lever on the platform beyond to descend. As you approach the next lever, go to your left to reach a ledge with two SPECIAL CHESTS that contain a PHOENIX FEATHER, you should now have upgraded magic. Now use the lever.

Grab hold of the grapple point that gets drawn to you, then hold onto it to get to the next area. Drop down and open the RED CHEST, then repeat a similar act with the next lever. When you make it into the next area you will see a man trapped within some debris. Open the SPECIAL CHEST that contains a GORGON EYE first then use the lever near it to move the giant stone block above him. Climb up and let the block drop with the pull of a lever.

Return the block to its original position, then place the man's body on the pressure switch nearby. This will open the gates on the upper level. Go back and drop the block again, this time making sure to get on top of it before it ascends again. Open both of the RED CHESTS here before making your way to yet another rope. You can also destroy the stone citizens for orbs.

After leaping across both ropes and into the next building you'll have to fight three Gorgons. At the end of the next hallway is another RED CHEST and to the left is the bathhouse, your next destination.

== The Bathhouse [W-12] ==

Open the SPECIAL CHEST that contains a MINOTAUR HORN just beyond the Save Point

then save at the Save Point. Dive into the water and on the opposite side of the chest, break the rocks to gain entry to the next area. At the far end of the pool will be a RED CHEST. Get out of the pool, and along the next walkway will be a BLUE CHEST and a GREEN CHEST. Lift the gate at the end of the path. Ignore the left path for now and head to the path in front of you where someone is calling out.

== Gates of Crete [W-13] ==

To your right will be a large arena with another one of those doors, you still can't open it, but you will get to fight some new enemies in exchange. These armored soldiers can only be broken with fire, without their shields they go down easily enough. After the wave of enemies has been defeated, continue to your left. Follow the short path and slide down another rope to reach another area. Open the RED CHEST and the BLUE/GREEN CHEST before taking on the eagles up ahead. Then just climb up the ledges beyond.

== Heraklion [W-14] ==

Steadily make your trek across the series of beams here to reach a Save Point. To the left you will find a ladder to a SPECIAL CHEST that contains a PHOENIX FEATHER, return and save at the Save Point before continuing into the building. Once inside, head up the stairs and break down the wooden gate before you. When you jump down into the cracked arena below, you will have to fight an armored Cyclops. You ought to know how to handle it...Fire Blades!

After defeating the Cyclops break down the fire door before you and open the GREEN CHEST that lay beyond. Climb your way up the spiral staircase here, and break into the next area. But before you jump over to take on those archers, go next to the doorway you just went through to break another wall to reach two RED CHESTS. Drop down and kill the small wave of archers before grabbing two more SPECIAL CHESTS that contain a GORGON EYE and MINOTAUR HORN.

Jump back to the rope and climb across. Open both the GREEN CHEST and BLUE CHEST before continuing to the collapsed bridge. Use the grapple point to swing into the room below and you'll have to fight a Minotaur and two soldiers. If you fail to kill them in time, the ceiling will collapse upon you. Open the gate at the end of the room when you are finished. Nab both the GREEN CHEST and BLUE CHEST here and save at the Save Point.

== Heraklion Forum [W-15] ==

Follow the path along to the right to find a room where you'll have to fight three gorgons and some firebirds. After the battle break down the fire door to your right. Climb up the ladder and grab the RED CHEST to your right. Move on to the next area. In order to grab a RED CHEST and a SPECIAL CHEST that holds a MINOTAUR HORN which should upgrade your fire, you will have to purposefully fall off one of the beams here. Then backtrack to this room. After crossing the beams kick open the door in front of you and keep moving along the path.

In the next room you'll need to move the tall stone block to the far end to use it as a platform to reach the top ledge. Open the gate to your right then jump back down and move the stone block to that ledge. Do so by moving it through the corridor to the right of this room. Once on the upper ledge again, push the stone to the left and climb up to reach a RED CHEST and a SPECIAL CHEST that contains a PHOENIX FEATHER. Then push the stone block down to the cracked floor and jump down after it.

In the next area you'll find the Key of Crete which will allow you to open the giant doors all over the place. Test it out on this new door.

== Streets of Heraklion [W-16] ==

Run along the street here and drop down to fight a small band of skeletal soldiers. After their demise climb up to the ledge on the right and jump down to the next area. Open the GREEN CHEST here and save at the Save Point. Now go into the next area, when you reach the lava flow grab onto the ledge to your left and jump over to the other side. Open the RED CHEST before moving forward.

Climb up the ladder at the end of this path and open a SPECIAL CHEST that holds a GORGON EYE, then keep moving to the right. In the next area you'll have to face a wave of those nasty wraiths.

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| NOTE: If you are having trouble with the Keres Wraith, check out either the |  
| Bestiary or Frequently Asked Questions sections. |

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With the enemies dispatched head off in the direction they came from, you'll find a RED CHEST and a BLUE/GREEN CHEST. As you step foot on the next path the whole floor will begin to crumble beneath you. You need to be quick to escape the death that awaits you if you fall. Just break down the doors in front of you and make sure to land the jumps at the end of the slides and grapple points along the way.

If you made it to safety, follow along the path to reach a spot where Kratos will have another flashback. Then open the RED CHEST and SPECIAL CHEST that contains a GORGON EYE and another upgrade for your health before moving onward. Use the lever on the elevator to ascend back to the Save Point before the Temple of Athena. Return to that door you couldn't open before, you now have the key.

== Temple of Athena Cont. [W-11.2] ==

Once through the giant door you will come to an arena where you will have to fight yet another new enemy, the lightning globe thing...yes I know I have some creative names for these baddies. Defeat it and continue into the building. Inside grab the BLUE CHEST and GREEN CHEST before heading left to another area with two SPECIAL CHESTS that contain a PHOENIX FEATHER and a MINOTAUR HORN. Use the key to open the gate here.

== Gates of Crete Cont. [W-13.2] ==

You are now in that left area I told you not to worry about awhile back. After you defeat the small wave of firebirds and armored soldiers, retrace your steps a little bit. Go past that fellow that called out before and open the giant door in this area. Run across the wooden bridge here to reach the Mounts of Aroania.

== Mounts of Aroania [W-17] ==

Open both the GREEN CHEST and BLUE CHEST and save at the Save Point before you continue. When you reach the end of the bridge you'll fight some new acid crab-spiders before climbing up a wall to your left. Fight your way through more of those acid crab-spiders before grabbing a BLUE/GREEN CHEST at the end of the wall. Now climb up on the ledge here to push over the statue here to clear a way to sidle across the corner.

After a bit of ledge jumping and sidling, you'll be able to jump over to the platform ahead of you. Doing so will trigger a fight with several of those acid crab-spiders and two Cyclops(s). Before you climb the wall here, break down the

ice barrier to your left with your Fire Blades to get two SPECIAL CHESTS that contain a GORGON EYE and PHOENIX FEATHER. Now climb up the wall. Open the GREEN CHEST before breaking down another frozen wall to reach that spartan warrior you saw earlier.

To the right and toward the screen you'll find a ladder and a RED CHEST, climb up the ladder to lower an elevator down to the ground. Then drop down and push that bundle of stone blocks onto it. Turn the crank wheel again to lift the blocks to you, and push them to the edge of the platform. Toss the pile into the scaffolding here to release six ice harpies, defeat them then lower the other elevator off in the distance. Get on before it ascends.

At the top break down another ice wall to get a SPECIAL CHEST that contains a MINOTAUR HORN before jumping onto the suspended stone block. Climb around to the side and jump off onto the ledges in the distance. Climb over and up onto this first ledge and sidle you way through the small crevice here to find three RED CHESTS. Go back and climb the rest of the way up the ledges. Save at the Save Point before opening the BLUE CHEST and GREEN CHEST.

== Chasm of Solace [W-18] ==

From the chests climb onto the rope here and begin making your way across the chasm. Don't worry about that giant bird flying near you, you're not fighting it...not yet at least. On the other side you'll have to fight more ice harpies and some archers. Grab the RED CHEST near one of the archer platforms before heading into the mountain.

Use the grapple point here to swing over to the next ledge, but before going any further jump backward to find a SPECIAL CHEST that contains a PHOENIX FEATHER, and another upgrade for your Magic. Now move forward and grab the GREEN CHEST just inside this next cavern. Before you get very far you'll be attacked by this yeti-like beast, as you use the Fire Blades to break its armor smaller versions will spawn. Defeat them all to keep moving. Break down yet another frozen wall to find a broken bridge with three archers on the other side.

Use the block here as cover to get close enough to the archers to kill them. Be careful they use locked arrows to hit you. Then move the block over to the wooden platform before you, it's got two torches near it. Grab both the GREEN CHEST and BLUE CHEST before climbing your way up. Slide along the rope to get to wall that you need to climb. Break the frozen door to your right before continuing to climb up and to the left for another frozen door. Go in through here.

Smack the frozen automaton with the Fire Blades to free it, kill it to get a new Gear. Return to that first door you broke open and use the Gear to lift the big gate in the middle. Climb back out and head toward it. Drop down and go inside this nice little cozy room. To the right is a SPECIAL CHEST that holds a GORGON EYE, then open both the GREEN CHEST and BLUE CHEST and save at the Save Point. Dive into the water next to you.

== Aroania Pass [W-19] ==

Before swimming through this underwater waterway, swim toward the screen a ways to find a RED CHEST. Right around a bend you'll have to swim dash through a strong current to reach a grapple point. Pull yourself to it and dash into the large spinning door in front of you. Break through one of its weak areas and find a small hidden area to the right for another RED CHEST. Now you may return to the surface through the opening above.

At the end of this next path jump down to fight a swarm of those ice dog things and some ice harpies. Open the BLUE/GREEN CHEST before moving on. As you cross the next bridge open both the GREEN CHEST and BLUE CHEST and go to the right. At the end of another wooden bridge will be a RED CHEST. Return to the two chests and take the left path. As you approach the mid-section of this stone pass, you'll have to face our next Boss.

== Erinys [ BERI ]==

In the first stage of the fight, Erinys will claw at you, knock you down, and throw two types of void magic at you. You can block, deflect, and even reflect most of these attacks. She can summon three eagles to attack you, but they're not too difficult to kill with a grab or two. After ripping off one of her wings, Erinys starts to fight harder. At this point I'm particularly fond of using the Eye of Atlantis to bring her to the next QTE to rip off her other wing. When you've clipped her wings, she'll grow them anew and transform.

In the second stage of the fight, as a giant eagle Erinys will come swooping in at you. Grab hold of her with your blades and force her into the stone floor. Get a few hits in on her and she'll destroy the ground you're standing on. As you slide down the falling debris, grapple onto Erinys and get ready to move fast. She'll throw you onto a small platform which will collapse if you don't get off of it quickly enough. Slide down the final slope and latch onto Erinys to take off into the sky.

In the third stage of the fight, you'll be free falling after Erinys. You'll want to dive to pick up speed and catch her, but be sure to avoid the strong gusts of wind her wings will throw at you to slow you down. When you're in range to grab hold of her, ignite your Fire Blades and stab away. After she's had enough both of you will fall to the ground.

In the final stage of the fight, all you need to do is avoid her void orbs and get close to her to initiate the final QTE. For defeating Erinys, you'll gain the magic spell Scourge of Erinys.

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| NOTE: Although you are not immune to attacks when using the Scourge Magic, |  
| it has the benefit of grouping enemies together for your brutalizing. |  
|

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The large open area ahead of Erinys' corpse will spawn a wave of enemies like archers, soldiers and the like. Take them out with your new void powers, then keep along the path. Open two SPECIAL CHESTS that contain a MINOTAUR HORN, and a GORGON EYE and save at the Save Point. Follow this path to reach Sparta.

== Sparta [W-20] ==

Once inside the gates of Sparta, Kratos will only walk, strut is more like it. From the giant statues head left to find a RED CHEST and keep walking into the city.

== The Brothel ==

Here is the infamous sex scene the God of War series is known for. I suggest you give it shot. It's not everyday that Kratos can have an "eight-some"?. By completing the minigame three times you'll get Aphrodite's Ambrosia, which will grant Kratos the new move, Might of Sparta.

Once you have your head back in the game, continue through Sparta, and grab the RED CHEST along your way. As you walk through your homeland, you will see two young kids running along. Follow after them to see another one of Kratos'

memories. In his memory you must fight Deimos, defeat him and the flashback will end. Walk forward through the now being lifted gate to find a Save Point, and the entrance to the Jails of Sparta.

== Jails of Sparta [W-21] ==

From the Save Point drop down into the jails by using the ladder here. Open both the GREEN CHEST and BLUE CHEST before going forward and opening the gate with the lever. As you enter this arena, the gate opposite you will rise and you will have to fight a few Satyrs, defeat them and the gate to your right will open. Before heading in that direction, break down the first gate on your left for a RED CHEST.

At the next gate using the lever will free the Dissenter, and you will have to lift the gate yourself. In this area, break down the gate to your left for a SPECIAL CHEST that contains a MINOTAUR HORN, you can also break down the wall behind where the Dissenter was being kept, to find another SPECIAL CHEST. Now follow after the Dissenter. Open the GREEN CHEST at the end of this right path before taking the right path for another ladder. At the top go to the right for two RED CHESTS before opening the next gate with the lever.

You will have to fight some acid crab-spiders and a Minotaur to raise the gate on the other side. This is a good time to see how brutal that Might of Sparta move is. Open both the GREEN CHEST and BLUE CHEST next to you and move on to the next arena. The Dissenter will lower a gate to block himself off from your grasp, but also unleash our next Boss.

== Piraeus Lion [ BPIR ] ==

The Piraeus Lion can be tricky, but it's nothing more than an overgrown cat. It has three main attacks, a swiping claw attack that you can deflect for some punishing payback, a biting attack that will pin you down, and a roar that will stagger you. Other than that, it's just a matter of putting this kitty out of Kratos's way.

== The Dissenter [ BDIS ] ==

Since he has a title and we see it and we fight him. I'm counting him as a Boss, get over it. Just walk up to him, terrorize him, and keep kicking and throwing him through your sealed paths. Pick up his corpse and throw him onto the pressure switch in the next room to lower another ladder. Open the two RED CHESTS here before climbing up.

== Mounts of Laconia [W-22] ==

To your right will be a GREEN CHEST and BLUE CHEST, and in a ditch to your left will be a SPECIAL CHEST that contains a GORGON EYE. After opening all of these, follow the path. Kill the small pack of dogs that will attack you, and climb up the ledges at the end. Be sure to save at the Save Point. Use the grapple point here to reach a small landing, open the RED CHEST here before using the next grapple point.

Climb up the wall you land on, and head across this rope here, defeat the two enemies on it and leap over to the next rope. At the end drop down and open the RED CHEST before sidling over the ledges to the right. You'll need to go back and forth between sidling and dropping down to climb around the ledges. At the end you need to drop off the ledge and hit a grapple point.

When you reach the next enemy area, you'll need to fight off some gorgons and satyrs. Once defeated, open the BLUE/GREEN CHEST before moving on. Use the

grapple point at the end of the path to climb onto another wall. Slide down and grab the RED CHEST before climbing up and taking on some soldier enemies. At the top of the wall head right for a SPECIAL CHEST that contains a PHOENIX FEATHER and then go all the way to the left.

Obviously, before you can cross the rope here, you must take out the archers off in the distance. Do so by breaking down the fire door here. Kill the three archers and the one armored soldier before grabbing two RED CHESTS. Slide down the rope to reach the rope you skipped just a second ago. Climb your way over. Open the BLUE/GREEN CHEST before climbing up the wall to reach a Save Point. Be sure to save before you head toward the Temple of Ares.

== Temple of Ares [W-23] ==

Once inside the Temple of Ares, head up either side of the stairs. Open up both of the SPECIAL CHESTS which contain a PHOENIX FEATHER, and the last GORGON EYE for the final upgrade to your Health on either side of the throne, and keep heading back into the temple. Fend off your younger reflection and throw him into the mirror. After you crush your...well, you into the mirror you can grab the revealed Skull of Keres. With it you can now return to Atlantis to enter the domain of death.

Leave the temple and head out and around to go beyond the temple. Open the RED CHEST that lies upon the way. Around the next bend you'll run back into one of your soldiers who will give you a new weapon, the Arms of Sparta. A powerful shield and spear. As you enter this big area with your new weapon, you'll have to fight a group of archers and soldiers. Kill them with your new arsenal and keep moving. When you reach the Save Point open both the GREEN CHEST and BLUE CHEST before saving.

== Path of Reckoning [W-24] ==

From the Save Point you will have to use your shield to get close to those archers on the other side. Then open the SPECIAL CHEST that contains a MINOTAUR HORN for another upgrade to your Fire, before heading along the path. Use the lever to activate the elevator.

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NOTE: You can stand at the far end of the bridge and use the Arms of Sparta
Spear Throw to kill the enemies without them even attacking you.
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== Mounts of Aroania Cont. [W-17.2] ==

Make your way back to the bridge you crossed awhile back, and fend off some ice harpies and archers with your spear. On the other side of the bridge, use your spear to collapse the bridge above and use it to climb up to the next ledge. Open the GREEN CHEST and two SPECIAL CHESTS which contain a MINOTAUR HORN, and a PHOENIX FEATHER here before using the lever with the elevator ahead.

As you head across another bridge you'll be attacked by one of those yeti-beast things. A few well placed kicks to the face will bring it down fast. Be sure to save at the Save Point ahead, before taking on the Ice Peaks.

== Ice Peaks [W-25] ==

Slide your way across the ledge here to get across this chasm, then open the RED CHEST and BLUE/GREEN CHEST before crossing the next bridge. Take care of the archers on the other side of the bridge, and jump over. When the bridge ends use the grapple point here to swing over. As you come around the corner you will reach the Shrine of Boreas.

== Shrine of Boreas [W-26] ==

You must use your shield to block the biting forceful wind of the shrine. When you break into the shrine you need to pick up the Horn of Boreas, your final magic spell. It's a lot like the gorgon's gaze only it freezes instead of turning enemies to stone.

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| NOTE: Much like the Eye of Atlantis, when using the Horn of Boreas, you are |  
| invincible. Hold down the button to continually use the spell and it |  
| will slowly drain away your magic, but provides a nice buffer. |

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After taking out the wave of soldiers that attack you head into the shrine. Open the SPECIAL CHEST for a MINOTAUR HORN and open the RED CHEST as you enter the shrine. Then follow the path to a Save Point. Save before entering the Canyons of Sorrow.

== Canyons of Sorrow [W-27] ==

Follow the path to reach an area where you will have to fight several wraiths, kick them to death for an easy victory, then grab the GREEN CHEST and BLUE CHEST before sliding down the lava rocks at the end of the path. As you slide be sure to hit that grapple point and slide down another path to reach an area where you must fight some archers and satyrs. Open the BLUE/GREEN CHEST before jumping onto the ledge and onto the next path.

Open the GREEN CHEST next to the golden corpse, then break away the debris to the right of it to reach a ledge. Climb up to the ledge and sidle to the right to find a SPECIAL CHEST that contains a MINOTAUR HORN. Move back and climb up the next ledge. At the torch in the corner here, you can climb up the ledges to find two RED CHESTS. To follow after the guy that ran away earlier, you can see where he went via the gold trail. But to reach it, you need to jump from the ledge on the right.

At the end of this short path jump over the lava flow and run under the bridge. Kill off the harpies that attack you and go over in the distance and open the BLUE/GREEN CHEST. Head back to the bridge and use the ladder on the left. At the top is a RED CHEST on the left, and a fire door to the right across the bridge. Break it down and go in. Turn the lever to open the gate on the other side of the canyon. Sidle the ledge of the broken bridge to leap over to the other side. Take care of any acid crab-spiders over here.

Before going through the now open gate, jump over to the right to reach a SPECIAL CHEST that contains a PHOENIX FEATHER. Jump back and head through the open gate.

== River of Lament [W-28] ==

At the end of the path, you must use your spears to break the stone columns, and then pull down the ceiling. Now climb up on the wall and make your way across. At the bottom of the golden lava, pick up the King's Ring which will grant you 10x the normal Red Orbs. Toward the screen will be another RED CHEST to open. Now you have to keep following the golden trail. But before you climb up the ledge in front of you head to the right to find two RED CHESTS. Atop the ledge will be a SPECIAL CHEST and a Save Point. Save before moving on.

Slide down the rope at the end of the path here, making sure to jump to the left at the first ledge to reach a SPECIAL CHEST which contains the final PHOENIX FEATHER and you should get the final upgrade for your Magic. At the

bottom be sure to take care of the archers with your spear. Open the GREEN CHEST and then use the crank wheel to lift the large wooden gate before you. Destroy the small wave of armored soldiers in this next area and open the BLUE CHEST. Jump over the lava flow to reach another RED CHEST. Also, keep an eye out for the ledge near that chest for another hidden RED CHEST.

Follow the path to find a golden chest and a golden Cyclops, too bad we can't get the chest, but at least we don't fight a Cyclops. Drop down at the end of the path to fight some more soldiers then open the GREEN CHEST and BLUE CHEST. Jump across the platforms straight ahead from the chests for a SPECIAL CHEST that contains a MINOTAUR HORN. Jump back over and run up the path on the right to reach a rope to slide down. Open the RED CHEST slightly hidden to your right.

Climb up the rope to your left. If you climb all the way up, you can jump off to find a hidden SPECIAL CHEST. Then climb down the rope and jump off on the ledge below. When you reach the large pool of lava you must jump onto the rocks and jump quickly across else they will burn away. Cornered at the back of this cavern is our next Boss.

== King Midas [ BMID ] ==

This fight is so easy its almost sad, for King Midas that is! All you need do is QTE him to unconsciousness, pick him up and carry him out to the lava flow outside. You will have to fend off some dogs, and keep an eye to make sure when you do that Midas doesn't crawl too far off. Throw him into the lava to finish him off and turn the entire thing into gold.

Jump off the ledge here and before you climb the golden wall, head over to the end of the golden flow and jump over to a RED CHEST. Once you climb up the wall grab the BLUE/GREEN CHEST and the RED CHEST before saving at the Save Point. As you approach the exit of the cavern open the RED CHEST before you and leave. Kill the small swarm of soldiers you encounter outside the cave, open the GREEN CHEST here and break down the gate. Inside you will find another SPECIAL CHEST.

Follow the path around the corner to find a ladder. Climb up and head into the next arena. Kill the soldiers on the ground and the archers on the ledge. Open the BLUE/GREEN CHEST, and the RED CHEST near the archers. Then continue along your way. Open the RED CHEST before you break down the gate near it. Take care of the archers when you come around the corner, then walk across the beams.

When you cross safely, you can throw your spear to break that wooden debris to the right, it will lead to a SPECIAL CHEST. Lift the gate at the end of the path to reach the Port of Atlantis. Save at the Save Point. Head toward the screen to drop down and find two RED CHESTS. Now continue forward.

== Port of Atlantis [W-29] ==

At the port, use the Fire Blades to break the chain near the elevator, then defeat the swarm of lavabirds and three Cyclops. Open the BLUE/GREEN CHEST before breaking the final chain with the Fire Blades to drop the elevator down to the lower level. Run all the way until you reach a SPECIAL CHEST that contains the final MINOTAUR HORN for the final upgrade to your Fire. Then take out the harpies to your left. Open both the GREEN CHEST and BLUE CHEST before using the crank wheel to lower the bridge.

== The Vortex [W-30] ==

This is one hell of a battle. All I can really say is stay alive throughout the whole battle. You'll fight wave after wave of enemies, and even have to deal

with lighting striking the boat all over the place. There's only one BLUE CHEST and that's got to last. Best of luck.

== Sunken Atlantis [W-31] ==

Open both the GREEN CHEST and BLUE CHEST before you save at the Save Point. Now start exploring the sunken city. Dive into the water and swim dash through the crumbling tunnel. When you reach the water current, swim up and to the left to break down a gate which leads to two RED CHESTS. Swim back and head right to reach a RED CHEST and an area to surface. Kill any fleeing citizens.

At the end of this tunnel use the grapple point to swing onto the wall, then climb up. Before you head down this path, jump back and over to a hidden area to find two RED CHESTS and a SPECIAL CHEST. In the next arena you have to fight another one of those lightning globe things and an boomerang dude or two. Just keep moving along after that. Kill off the sentries that attack you in the next tunnel and climb up the wall to reach the next ledge.

Open the BLUE/GREEN CHEST next to the Save Point, and break the wall to your left. Open the two SPECIAL CHESTS and ignore the other breakable wall, behind it is an enemy. Save at the Save Point then continue to your right.

== Flooded Hall [W-32] ==

Dive into the water at the end of the path and break down the gate in front of the RED CHEST down here. Then swim upward to find two levers and a gate. Skip them for now and swim up to surface in a circular area. To your right will be a wall that you can break down to find a SPECIAL CHEST. Now dive back into the water and head to those levers. You must pull both of them and swim through the open gate. But you have a time limit so do it fast, swim dash to make it. You will also need to hit a grapple point to pull yourself through the water current. In the next tunnel, break the gate down, then surface at the end.

At the end of the next path you will need to use a grapple point to swing onto an elevator. Pull the lever and fend off those boomerang and sentry enemies. When you reach the top, a bridge will extend, go across and open the GREEN CHEST and BLUE CHEST. Then run up the stairs ahead of you to reach a grand open area. Ignore the large center stairway and head down the right path for now. When you reach the very end, the door will close behind you, save at the Save Point here.

== Nexus of Atlantis [W-33] ==

Eliminate the sentries that attack you, and crush the bottoms of the columns to your left. Tear them down to reveal a wall that you can climb. At the end of the wall use the grapple point to your left to swing over and reach a RED CHEST. Drop down to the next level. In the circular arena here take out the sentries and three gorgons that attack you. Climb the next wall and take the next grapple point to reach a GREEN CHEST, a BLUE CHEST, and a Save Point.

Save at the Save Point before lifting the door. Kill any fleeing citizens in the next long tunnel before you run into another circular arena. You have to fight considerably more boomerang enemies and another automaton. Take its Gear and continue on. In the next area, when you're near a bridge, head toward the screen to find a SPECIAL CHEST, and across from that a RED CHEST and a BLUE/GREEN CHEST. Make your way across the bridge and use the Gear.

Start backtracking. When you reach a room like where you fought the automaton be prepared for waves of Minotaurs and Gorgons. Keep moving and lift the door when you reach it. Save at the Save Point here before grappling over to a wall

and climbing up to the next platform. Open a RED CHEST here before you go off inside the hallway. At the end open both a GREEN CHEST and BLUE CHEST before going to the right and climbing along the wall there.

As you approach that guy from the volcano way back in the beginning, he'll shut the gate on you. Climb over to the left, killing the acid crab-spiders that attack you, and drop down to a safe platform. Use your spear to kill him, freeing the gate. Make your way back there using the wall, drop down and kill the automaton with its own Gear, take it and keep moving. Once across the dangers of the electric water, open both the GREEN CHEST and BLUE CHEST near you before moving on.

Lift the door at the end and then cross the bridge in this area. Take care of the sentries and archers here, then use the Gear here like last time. Cross the newly extended bridge to your left and dive into the pool at the end. At the bottom open both RED CHESTS before swimming the long channel before you.

When you reach a corridor with crushing walls, wait for them to slam together then swim dash like mad to safety. Use the grapple point to pull yourself out of the danger then swim into the next current. Make sure to grab this next grapple point and pull yourself out of another one of those crushing walls. Keep following the channel to reach a RED CHEST and another wall to break down. Surface in the next area, take care of the sentries, and open the GREEN CHEST, the BLUE CHEST, and a SPECIAL CHEST.

Head to the left and kill the boomerang enemies at the top of the stairs and keep going. Jump down from the end of the path to find yourself back at the large staircase I mentioned to ignore earlier. You'll have to fight some harpies and three of those lightning globe things before you can head up the stairs. Use your Eye of Atlantis power to raise the bridge. Cross the bridge and save at the Save Point.

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| NOTE: The fight with the Geryons here can be quite tough, if you are having |  
| trouble check out the Frequently Asked Questions for tips on how to |  
| get past this fight. |

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== The Vortex Cont. [W-30.2] ==

From the Save Point, climb up the wall.

== Death Gate Cont. [W-03.2] ==

Go up to that center platform and use the Skull of Keres to extend a root bridge to the portal to the domain of death.

== The Domain of Death [W-34] ==

Pick up the Bonds of Ares from the ground here, which gives you infinite magic. Save at the Save Point, before continuing. Open the GREEN CHEST and BLUE CHEST at the end of the path, and use your spear to break the cages to reveal a grapple point. Swing from that onto the platform below. Eliminate the waves of Satyrs and Minotaurs before climbing down the wall to your right.

On this path you will need to use the Fire Blades to destroy the roots in your way, and then jump across the crevice to reach the next platform. Climb up the ledges here and make your way over to the next ledge. Kill the eagles on this path and open the RED CHEST and BLUE/GREEN CHEST before jumping up on the ledge in the middle. Make your way through this root filled path, eliminating the small wave of eagles in your way. When you reach a doorway, use the Fire Blades

to destroy the large root, and then go in and destroy the next large root. Use the grapple point that is revealed.

At the next ledge climb up the wall here and go around to another wall, climb up that one to reach a new platform. Fend off a wave or two of eagles and some wraiths. Then go to the right and move the statue for a SPECIAL CHEST, then push the other block to the far left wall and climb up. Open the GREEN CHEST to your right and follow the path to the left. Open a SPECIAL CHEST hidden to the left of this path or just toward the screen from the Save Point. Save at the Save Point before moving on.

== Hall of Damnation [W-35] ==

Continue from the Save Point and climb up on the ledge before you. Continue to your right to find an open area with a bunch of dogs. Kill them all, then open both the GREEN CHEST and BLUE CHEST. Now head up the stairs. Fight the waves of soldiers and armored Cyclops(s) before opening the BLUE/GREEN CHEST. Now head up the next set of stairs and into the temple.

== Temple of Thanatos [W-36] ==

Run up the stairs to find a GREEN CHEST and BLUE CHEST to your right, and a Save Point. Save before continuing to the right. When you reach the next block, go left to find a SPECIAL CHEST. There is another SPECIAL CHEST on a ledge to the right before the chain, you will have to use the block to reach it. Now push the block forward until it is beneath the chain. Open the RED CHEST and jump up to the chain. Kill the enemies on the chain and go all the way to the RED CHEST at the end. Get back on the chain and jump over to the moving pendulum.

Climb over to the left side and jump onto another chain. Drop down and break down the fire door here and continue onward.

== Death Trap [W-37] ==

Open both the GREEN CHEST and BLUE CHEST, then save at the Save Point. Sidle across the first ledge, jump up to the next, then jump over to where that nasty death trap is waiting. When you first jump onto the ledge there, you can wait until the block hits and begins to move back into place. That is your time to get up and run into the right room. Follow the path all the way into a gear room. Use your Fire Blades to break the gears and stop the death trap. Kill off the swarm of skeletal soldiers and go back into the other room.

You can now push the death trap all the way back to reveal two RED CHESTS. Go through the now gateless left path and before you open the GREEN CHEST or the door, jump onto the chest and up to the ledge above. You'll find a SPECIAL CHEST at the top. Now open the GREEN CHEST and lift the door. Go straight and open a SPECIAL CHEST, then use your spear on the cage to your left to make a grapple point. Swing your way around a few grapple points and falling debris to reach a GREEN CHEST and a BLUE CHEST. Climb up to the ledge above.

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NOTE: In the next area you are going to be fighting against Keres Wraiths
and Cyclops(s), in the most difficult fight in the game on harder
difficulties. Check the Frequently Asked Questions section for tips.

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Kill the wraiths and armored Cyclops(s) then continue to your left. Kill the skeletal soldiers and open the GREEN CHEST and BLUE CHEST near you. Ignore the door to your left for now and go further to hit a lever to lower that gate back where you just fought the Cyclops. Go back to get two RED CHESTS. Now go and

lift the door to reach the next area.

As you ascend the next staircase, you will be confronted by a wall of flames. You need to use your shield to block the flames, then use the spear to hit both sides of the gate. The gate will fall and block the flames twice, giving you enough time to turn the bridge with the lever. To your right will be a RED CHEST, and to the left a SPECIAL CHEST. You want to center the bridge and push through the flames after that.

Climb up above the flames and keep going. Straight ahead is a RED CHEST, and up the stairs to the left will be a GREEN CHEST and a BLUE CHEST. To the right of those chests will be a Save Point. Save here before continuing through the temple.

== Temple of Thanatos Cont. [W-36.2] ==

Head up the stairs and open the giant doors, inside is...the next Boss.

== Deimos [ BDEI ] ==

First things first, use your Fire Blades to destroy the roots attached to Deimos, then use your spear to break him free.

Deimos isn't particularly difficult, but he does like to hit you hard and vent a lot of his frustration about his abandonment. He has a series of strong punches with his gauntlet, he can jump up and slam down on you with the same gauntlet, as well as defend himself if you try to pin him down with a charge. For all his anger and power, he's easily beaten. You can block or deflect all of his attacks, and can easily dodge the jumping slam. Aside from surviving his assault, you need to use the Fire Blades to break his armor and dish out some well needed brotherly punishment. When he's had enough he'll charge both of you out through the balcony.

After the fight's over, Kratos will try to walk to the end of the platform. When you fall down, force yourself up and off the edge of the platform you go.

== Suicide Bluffs [W-38] ==

Climb up the wall you land on, and break the rocks to your left. Keep climbing! As soon as you reach Deimos and save him, he'll join you for the final fight. Armed with the Arms of Sparta, you and Deimos have a meeting with Thanatos. Follow Deimos to a GREEN CHEST, a BLUE CHEST, and a Save Point. Save before continuing, you're about to face the final Boss.

== Thanatos [ BTHA ] ==

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| NOTE: Deimos now has the Arms of Sparta, when his meter is full you can have |  
| him throw his spear at Thanatos. |  
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In the first stage of this fight, Thanatos will attack alternatively between Kratos and Deimos with either a charging strike or just a strong downward slash which can easily be deflected. You can see it coming when he's building up the strength to use it. When he flies off to the cliffs, Deimos should throw his spear at him and bring him crashing back down. This will stagger you, and will make Thanatos either grab you or Deimos, to which you need to assist. When you throw him off of the cliff, he'll transform.

In the second stage of the fight, Thanatos will shoot orbs at you that you must reflect back at him to stagger him. Go up and use the Fire Blades to break the

armor on his left arm. Be careful though, when he recovers he'll swipe a large section of the arena, which will hurt if you get caught in it. After breaking his armored arm, you can switch back to the normal blades, repeating the whole staggering process until he flies off and returns in his humanoid form.

In the third stage of the fight, Thanatos will strike harder, faster, and in general be a lot more aggressive. He'll fly with his wings to slam down at you, which you can dodge. And also attack with a series of three strikes. The first can easily be deflected, the second must be blocked and the third has to be dodged. Other than that, he pretty much does the same thing as the first stage, after you hurt him some more he'll eventually go back and transform again.

In the fourth stage of the fight, you'll be once again reflecting his orbs back at him to stagger him, then running up and hitting his arm with your blades. Although this time when he recovers he'll either swipe the arena with his arm like last time, or smack the ground with his other fist. You'll need to jump before it hits. Just repeat the pattern until the QTE icon shows up. After that the final stage is set.

In the final stage, with rage fueling your power, you'll need to attack while at the same time dodging Thanatos' attacks. In his transformed state he'll alternate between swiping the arena, or slamming his fist into the ground. Nothing that you haven't seen before...Just dodge the swipe, and jump out of the shockwave of the slam, and keep the hits coming. When he staggers break his face and enter the QTE to force him back into his humanoid form. From there just walk over to him and finish the final QTEs off. The god of death will fall before the might of Kratos.

== Path of Solitude [W-39] ==

After the battle, pick up Deimos and carry him to the top of the bluffs. Watch the final scene and cut to Credits. Be sure to stick around after the end to see one extra scene.

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== || CONTROLS & COMBAT || ==
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== Basic Controls [C-01] ==

In this section of the guide, I will tackle the basic controls and what you'll need to know in order to navigate or play through God of War:Ghost of Sparta. But before we begin, you should be familiar with the buttons on your PSP, their counterparts here in my guide are as follows:

- Shoulder buttons : L1 or R1 (L or R)
- D-pad/Analog Nub : UP, DOWN, LEFT, RIGHT
- Face Buttons : /\, [], O, X (Triangle, Square, Circle, X/Cross)
- Select/Start : SELECT / START

Now let's get started on those controls, shall we?

--Menu Controls

- Navigate : L1 or R1
- Highlight : D-pad
- Select : X

-Open/Exit Menu : START  
-Return : O

--Ground & Aerial Controls

-Move in general : Analog Nub  
-Change Weapon : DOWN  
-Evade : L1 + R1 + Analog Nub  
-Jump/Double Jump : X/X + X  
-Light Attack : []  
-Heavy Attack : /\n  
-Grab : O  
-Hyperion Charge : Hold L1 + O  
-Block/Parry : L1  
-Magic : UP/LEFT/RIGHT  
-Interact : O  
-Open/Exit Menu : START  
-Pause Game/Options : SELECT  
  
-Horizontal Attack : []  
-Vertical Attack : /\n  
-Air Grab : O

== Combat Movelist [C-02] ==

In this section I'll detail the moveset for each of the weapons/magic you will acquire in God of War:Ghost of Sparta.

--The Blades of Athena

-Icarus Lift (Air) : X  
-Olympic Ascension : Hold /\n  
-Olympic Slash : Hold []  
-Orion's Harpoon : O  
-Athena's Reverse : Tap L1  
-Plume of Prometheus : [], [], /\n  
-Hyperion Charge : L1 + O  
-Hyperion Charge (Air) : L1 + O  
-Cyclone of Chaos : L1 + []  
-Cyclone of Chaos (Air) : L1 + []  
-Athena's Revenge (Parry) : [] or /\n  
-Spirit of Hercules : /\n, /\n, /\n  
-Valor of Hercules : /\n, /\n, []  
-Hyperion Rush (Running) : []  
-Hyperion Rise (Running) : /\n  
-Hyperion Rush (Evading) : Hold []  
-Hyperion Rise (Evading) : Hold /\n  
-Tartarus Retribution : L1 + /\n  
-Tartarus Retribution (Air) : L1 + /\n

--Thera's Bane

-Fire Blades : Hold R1

--Arms of Sparta

-Strength of Ares : [], [], []  
-Wrath of Ares : [], [], /\n, /\n  
-Spartan Ascension : Hold /\n  
-Aim : Hold R1  
-Aim (Air) : Hold R1  
-Spear Assault : Hold R1 + []  
-Spear Assault (Air) : Hold R1 + []  
-Laconian Guard : Hold L1



## --Red Chests

These chests are about as common as the rest, and will give you an abundance of Red Orbs, which helps to upgrade your weapons and magic.

## --Special Chests

These chests are plentiful but are mostly hidden. Inside are usually one of four possible things: Gorgon Eyes, Phoenix Feathers, Minotaur Horns, or a mix of either Blue/Red Orbs or Green/Red Orbs.

## == Chest Locations [I-02] ==

This section will guide you to all of the necessary chests to fully upgrade your Health, Magic, and Fire. In essence, if you don't know where to find all the Gorgon Eyes, Phoenix Feathers, or Minotaur Horns, you can find them here.

### --Gorgon Eyes

- #1 Just after fighting Scylla, before sliding down the rope above the arena.
- #2 Next to the room in which you find the block in the Ruins of Atlantis.
- #3 Down the right path after acquiring the Eye of Atlantis.
- #4 Found next to the first archimedean screw you have to destroy.
- #5 At the bottom of the wall next to where Scylla finally dies.
- #6 At the Island of Crete, just after jumping across the two broken ladders.
- #7 In front of the mechanism with the stone block and the trapped citizen.
- #8 In Heraklion, after defeating the archers and before you climb the rope.
- #9 Atop a ladder in the Streets of Heraklion right before the Keres Wraiths.
- #10 Right of the spartan statues where Kratos has another flashback.
- #11 After the two Cyclops in the Mounts of Aroania, break the frozen wall.
- #12 In the Chasm of Solace at the Save Point before diving into the water.
- #13 Before the Save Point just after acquiring the Scourge Magic.
- #14 Right after leaving the Jails of Sparta, found on a left portion of the path.
- #15 On one side of Ares' Throne in the Temple of Ares.

### --Phoenix Feathers

- #1 Down the right path after acquiring the Eye of Atlantis.
- #2 Left of the Save Point in the Volcano Scylla brings you to.
- #3 After climbing up the first ladder in the Island of Crete, it's at the bottom of a hidden ladder on the left.
- #4 Found in the arena above the archers you need to use a block to reach.
- #5 Left of the first lever in Athena's Temple to pull out the grapple point.
- #6 Heraklion after the beams, to the left of the Save Point atop a ladder.
- #7 Hidden on a left ledge where you push the statue into the cracked floor.
- #8 Back in Athena's Temple before opening one of Crete's gates.
- #9 After the two Cyclops in the Mounts of Aroania, break the frozen wall.
- #10 Chasm of Solace, jump backward after using the grapple point.
- #11 Mounts of Laconia, to the top left of the wall you must climb after the arena with the Gorgons and Satyrs.
- #12 On one side of Ares' Throne in the Temple of Ares.
- #13 Mounts of Aroania, after coming back with the Arms of Sparta, atop the ledge you make when you break the bridge down with your spear.
- #14 Canyons of Sorrow, to the left of a gate you must go through. Hint, it's the gate where there were those acid crab-spiders.
- #15 River of Lament, to the left of the first rope you slide down. First ledge.

### --Minotaur Horns

- #1 Just after jumping off the crumbling lava rock in the Caldera.
- #2 Found in the arena above the archers you need to use a block to reach.
- #3 In the Bathhouse just beyond the Save Point.

- #4 In Heraklion, after defeating the archers and before you climb the rope.
- #5 Beneath the beams in the Heraklion Forum.
- #6 Back in Athena's Temple before opening one of Crete's gates.
- #7 In the frozen wall before jumping onto the stone to reach the ledges above where you fought the ice harpies.
- #8 Before the Save Point just after acquiring the Scourge Magic.
- #9 In the room where the Dissenter is freed, break the left broken wall.
- #10 Path of Reckoning just beyond the bridge where you kill the archers.
- #11 Mounts of Aroania, after coming back with the Arms of Sparta, atop the ledge you make when you break the bridge down with your spear.
- #12 Inside the Shrine of Boreas.
- #13 On the first ledge pass the golden corpse, sidle over to reach it.
- #14 Just beyond the golden Cyclops, leap across some platforms to reach it.
- #15 Port of Atlantis, just before you board the ship to go to Atlantis.

== Key Items [I-03] ==

There are two types of Key Items in this game, the most widely-known are those which increase your Health, Magic, and final Gauge. (Final being Fire in this game) The second type are the plot-necessary items, which are found throughout the game only when needed to progress the plot. Here's a list of all of these Key Items and what you'll need to know about them.

--Gorgon Eyes

The acclaimed Gorgon Eyes, just a mere five of these sacrificed will grant you a boost in Health. Collect 15 of them to max out your HP.

--Phoenix Feathers

The mystical Phoenix Feathers, just a mere five of these sacrificed will grant you a boost in Magic. Collect 15 of them to max out your MP.

--Minotaur Horns

The interesting Minotaur Horns, just a mere five of these sacrificed will grant you a boost in Fire. Collect 15 of them to max out your Fire.

--Poseidon's Trident

Allows you to breathe underwater.

--Automaton Gear

Allows you to open doors and switches needing a Gear.

--Key of Crete

Allows you to open Gates in Heraklion.

--Skull of Keres

Allows you to open the Domain of Death's portal.

== Collectibles [I-04] ==

There are a total of six Collectibles in Ghost of Sparta. Some may be found just laying around, others are a bit more tricky to nab. Let's take a look:

---

NOTE: You may only use the Collectibles' effects if you start a new game on	
the same difficulty or lower, and choose to use your previous saved	
data/items/upgrades/etc.	

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--Callisto's Armlet

Found right where you fight the Boss Callisto, after defeating it, pick up the item from the ground. When you replay the game, you may use it to automatically

win all QTE Minigames.

--Athena's Owl

Found right around where Kratos destroys Athena's statue. When you replay the game, you may use it to help find chests.

--Aphrodite's Ambrosia

Acquired after successfully winning the sex minigame in Sparta three times. You will be able to use it to gain the most powerful attack in the game, Might of Sparta. It's kick packs quite a...a...well, a kick.

--The King's Ring

Found right where King Midas touches the lava river on accident. When you replay the game, you may use it to get 10x the normal amount of Red Orbs.

--The Bonds of Ares

Found on the ground just as soon as you enter the Domain of Death. When you replay the game, you may use it to grant yourself infinite Magic.

--Gravedigger's Shovel

Acquired after purchasing all the orbs/unlockables in the Temple of Zeus. You will need at least 1,000,000 Red Orbs before you can get it. It will allow you to play as the Gravedigger in the Combat Arena.

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|| ||                || ||
== ||  Miscellaneous  || ==
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== Leveling Weapons & Magic [M-01] ==

All throughout Ghost of Sparta, you will find Red Orbs. Whether it be from destroying various obstacles in your way, defeating enemies, or within chests, these Red Orbs will help you upgrade your means of offense. Not to mention, being able to purchase various unlockables in the Temple of Zeus (covered in a section later on).

--The Blades of Athena

- Level 1 : 2950 to Lv.2
- Level 2 : 8550 to Lv.3
- Level 3 : 17500 to Lv.4
- Level 4 : Maximum Level

--Thera's Bane

- Level 1 : 6350 to Lv.2
- Level 2 : 11200 to Lv.3
- Level 3 : Maximum Level

--Arms of Sparta

- Level 1 : 3750 to Lv.2
- Level 2 : 8500 to Lv.3
- Level 3 : 12750 to Lv.4
- Level 4 : Maximum Level

--Eye of Atlantis

- Level 1 : 4500 to Lv.2
- Level 2 : 11500 to Lv.3

-Level 3 : Maximum Level

--Scourge of Erinys

-Level 1 : 5650 to Lv.2

-Level 2 : 12350 to Lv.3

-Level 3 : Maximum Level

--Horn of Boreas

-Level 1 : 6350 to Lv.2

-Level 2 : 12650 to Lv.3

-Level 3 : Maximum Level

== Challenge of the Gods [M-02] ==

Common to all the God of War entries to the series, each game has its own unique way of providing new challenges even after beating the game. In Ghost of Sparta, you have a choice of not only which particular set of challenges to try but also which one of the challenges in those sets to choose. It's pretty obvious as to which set of challenges are the most difficult.

NOTE: Due to a glitch or intentional coding, maybe? The difficulty of the
challenges is equivalent to the difficulty of your last saved game
data.

--Challenge of Ares

-Six Ways to Die

--Open all 6 chests placed in the arena without dying.

--Hint: Open as many chests as soon as possible, and use the Scourge of Erinys to keep the enemies and Cyclops away while you open the last chest. This challenge isn't particularly difficult, it's all a matter of distracting the enemies while you hurry and open the chests.

-The Gauntlet

--Kill all of your enemies before they kill you.

--Hint: You must survive three waves of enemies. It would be wise to learn different ways of dealing with each enemy if you aren't familiar with them. Also keep in mind there is a BLUE/GREEN CHEST in the arena if you need any extra Health or Magic. I'd advise you to hold off on Magic until the final wave if at all possible.

FIRST WAVE: Since you're pitted against Triton Lords and Harpy Widows, you can easily take care of the Harpies with grab, either from the ground or my favorite, by air. And since you're immune while grabbing enemies, you can launch the Triton Lords in the air and juggle them til they die. Or you can deflect and counter their attacks for an easy win.

SECOND WAVE: Now here's where things get frustrating, you now have to fight against the notorious Keres Wraiths, plus Minotaur Brutes. You can deflect and counter the Minotaur's attacks which will whittle them down little by little until you can QTE some Health out of them. The Keres Wraiths on the other hand, you really need to watch out for. Be sure to use your Blades of Athena, maxed out preferrably, and be aware that after hitting them, they tend to go underground and do their grab attack. Dodge or deflect this move if you can. Luckily they don't last long against the Blades.

FINAL WAVE: In the final wave you must fight against Satyrs and Cyclops Tyrants. Your main priority should be getting that armor off of the Cyclops with your Fire Blades. Each subsequent fire explosion will yield some more

Health and stagger them. When they are unarmored, should the enemies be grouped together, now would be the time to use the invincibility with the Horn of Boreas to freeze anything in your area. With the remaining Satyrs, dodge or deflect their attacks until the last one is dead.

#### -Nocrates

--Retrieve all its red orbs before time runs out.

--Hint: Throw or launch your enemies into the crate to break the layers, then open the chest at the end. I also found that Hyperion Charging the enemies, can yield a fairly effective way of smashing the crates. But it's best to try and crush them against the crates. Or if you want, throwing the Spears with the Arms of Sparta can also break the crates. It's more of a pick your poison than anything.

#### -Unscathed

--Kill all the enemies without taking a single hit.

--Hint: You must survive without any damage against four increasingly harder waves of enemies. This probably one of the most frustrating of the Ares Challenges, since it leaves very little room for error.

FIRST WAVE: Just a single Cyclops, so all you need do is keep your distance while dealing damage. You can use plenty of techniques to finish this one off easily. The traditional [], [], /\ combo will do, while effectively dodging its attacks. Using the Scourge of Erinyes to hold it in place while you use the Arms of Sparta's falling spears to damage it. That tactic should grant you the QTE each time you use it, after three the Cyclops goes down.

SECOND WAVE: Just two Gorgons, for now...You need to hit them together as a group for the most effective way of killing them off. Once one dies, the next wave begins, plus another Gorgon. The best bet if you have magic, is to group them with the Scourge of Erinyes, then hammer them with the Arms of Sparta. Kill one with the QTE to hopefully stone the other one.

THIRD WAVE: In addition to the other Gorgon, you have to fight those Fire Harplings. Although you probably only need to worry about the Gorgon's grab and freeze beam, you need to be sure to block it's tail attack if it uses it. Be sure to pay attention to where it is while you dodge the bird dives and grab them or kill them any way you can.

FINAL WAVE: The final wave is against a bunch of Cursed Wretches, the ones that spit that damn acid at you. You can deflect their acid back at them if you feel confident in your parrying abilities, or utilize the invincibility you gain when using either the Eye of Atlantis or Horn of Boreas, should you still have magic left. If you have no other options, dodging with the occasional attack should eventually lead you to victory.

#### -Gear Up

--Collect 3 Automaton Gears before your health is drained.

--Hint: While using both the Eye of Atlantis and Horn of Boreas you lose no health, so keep that in mind. Use the Fire Blades to break the Automaton's armor, and each time a chunk falls off, you'll gain health.

---

| NOTE: You can only use the Collectibles in the Challenges of Athena. |  
| \_\_\_\_\_ |

--Challenge of Athena

-Airborne

--Stay in the air for 10 seconds without touching the ground.

--Hint: Launch an enemy into the air, follow it up, and just keep grabbing it while in the air for 10 seconds. It may take a try or two, but since you have all day to do this, it's not hard at all.

-Ground Pounder

--Hyperion Rush an enemy to the ground and land 10 hits in a row.

--Hint: Use the Scourge of Erinys to keep the other enemies off of you while you beat one enemy to death. Again, it's all about timing, just keep trying if you don't get it right away.

-Guard Break

--Break 5 shields simultaneously.

--Hint: Get them all within a radius of you and use the Horn of Boreas a few times to break all the shields. Must hit all of them each time. It should only take about three hits or so to break the shields.

-Ricochet

--Parry 5 arrows in a row.

--Hint: Get good at reflecting the arrows back at them, and don't worry the archers keep respawning if you don't get it right away. You have time, just keep it up and you'll be fine. Another easy challenge.

-Fear Kratos!

--All must cower before the God of War (10 people).

--Hint: Gather as many people in one area, and keep them there. Eventually you will get all 10 cowering. This is just time consuming cause the people rarely go exactly where you need them. But all must bow before Kratos!

-Frozen in Flight

--Shatter 5 Ravens simultaneously.

--Hint: Use the Horn of Boreas to freeze them all when they're clustered. If it isn't clear enough, hold down the button for the Horn of Boreas magic, and you should be able to freeze them all and shatter them at the same time.

-Magic Maker

--Refill your entire magic meter.

--Hint: Kill the Gorgons to get your magic back. You can also throw any of the Rabid Hounds that attack you at the Gorgon. If you are having trouble, and want a quick win, just activate the Bonds of Ares to instantly win.

-Bone Crusher

--Kill 10 Cursed Remains with grab.

--Hint: You can try to grab them on the ground, which will take three grabs or so to kill them...OR you can Hyperion Charge them in the Air for an instant kill. But it takes some time to get it down right.

== Combat Arena [M-03] ==

The Combat Arena allows you to confront a horde of enemies, with all the

settings adjusted to your preference. So let's take a look at all the available options.

```
--Kratos      :   Health   (Normal/Infinite)
               :   Magic    (Normal/Infinite)
               :   Costume  (Pick your Costume (based on those you have unlocked))

--Arena       :   Backdrop  (Arctic/Atlantis/Desert/Troy/Hades)
               :   Difficulty (Easy/Normal/Hard/Very Hard)

--Enemies     :   Creature Slot 1 x0
                 Enemy      :   --- (Pick your enemy)
                 Count      :   1 to 3
                 Health     :   Normal/Infinite
                 Attack     :   On/Off
                 Respawn    :   On/Off

               :   Creature Slot 2 x0
                 (Same as above)
```

== Temple of Zeus [M-04] ==

The Temple of Zeus is the best place to spend all those hard-earned Red Orbs that carry over from the main game, as well as the Challenges and Combat Arena. On either side of this circular area, are five small columns and four large lion statues. The lions are the most expensive, whereas the smaller columns are the cheaper of the unlockables. As to be expected, the higher the cost, the more rewarding the treasure.

If you manage to purchase all the unlockables, you will be able to climb up to the statue of Zeus above and open a secret path in the center of the arena. There you will get the final hidden collectible, the Gravedigger's Shovel. But before getting it, you'll need at least 1,000,000 Red Orbs to buy everything.

If you are going to be trying to get the million Red Orbs needed, you can do so in several effective ways. But you'll be wanting to utilize the King's Ring in all of these attempts, just so you know. If you have the God Armor costume you can utilize it's special effect for even more orbs. Anyways, in order to use the Red Orbs from the game, apparently you must finish that game first. But if you want to gain Red Orbs quickly, go to the Combat Arena and fight to your heart's content. You should be raking in the orbs in no time!

--Left Side "Small Columns"

-10000 Red Orbs

UNLOCKED

[Arena Character Set]

Cyclops Tyrant

Hoplite Archer

Hoplite Sentry

Hoplite Guard

Cursed Wretch

-5000 Red Orbs

UNLOCKED

[Concept Art Galleries]

Environment Gallery 2

Miscellaneous Gallery

-20000 Red Orbs

UNLOCKED

[Arena Character Set]

Dredge of Boreas

Boreas Spawn

Harpy Widow

Raven

-40000 Red Orbs

UNLOCKED

[Challenge of the Gods Set]

Athena Challenge Set 1

-15000 Red Orbs

UNLOCKED

[Arena Combat Backdrop]

Artic

--Left Side "Lion Statues"

-70000 Red Orbs

UNLOCKED

[Challenge of the Gods Set]

Athena Challenge Set 2

-150000 Red Orbs

UNLOCKED

[Bonus Video]

The Marked Warrior

-75000 Red Orbs

UNLOCKED

[Arena Character Set]

Automaton

Gorgon

Rabid Hound

Harpy

Keres Wraith

-75000 Red Orbs

UNLOCKED

[Bonus Video]

Pride of Sparta

--Right Side "Small Columns"

-25000 Red Orbs

UNLOCKED

[Arena Combat Backdrop]

Atlantis

-25000 Red Orbs

UNLOCKED

[Bonus Video]

The Brother

-15000 Red Orbs

UNLOCKED

[Concept Art Galleries]

Character Gallery 2

Environment Gallery 1

-30000 Red Orbs  
UNLOCKED  
[Arena Character Set]  
Cyclops  
Geryon  
Triton Assassin  
Triton Lord  
Atlantis Soldier

-10000 Red Orbs  
UNLOCKED  
[Concept Art Galleries]  
Sparta Gallery  
Character Gallery 1  
Color Script Gallery

--Right Side "Lion Statues"

-250000 Red Orbs  
UNLOCKED  
[Bonus Costume]  
Robotos

-40000 Red Orbs  
UNLOCKED  
[Arena Combat Backdrop]  
Hades

-80000 Red Orbs  
UNLOCKED  
[Arena Character Set]  
Piraeus Lion  
Minotaur Brute  
Cursed Remains  
Fire Harpling

-65000 Red Orbs  
UNLOCKED  
[Arena Combat Backdrop]  
Desert

== Unlockables [M-05] ==

There are plenty of unlockables to acquire in Ghost of Sparta. In this section I will cover the Costumes, Videos, and Galleries that you can unlock. So first things first, the Costumes. By the way, Costumes can only be used on subsequent playthroughs of the same or lower difficulty that you beat and unlocked them on.

--Deimos

-Acquired by beating the game. (On any Difficulty)  
-Proficient with the Arms of Sparta, takes more damage and deals less when using the Blades of Athena.

--Ghost of Sparta

-Acquired by beating the game. (On God Mode)  
-Takes twice the damage, but deals quadruple damage with Thera's Bane. Fire meter also regenerates four times as fast.

--God Armor

- Acquired by beating the game. (On any Difficulty)
- Takes less damage, doubles the damage with Thera's Bane, increases Fire meter regeneration, and enemies drop Red Orbs as they are hit.

--Robotos

- Acquired by purchasing in the Temple of Zeus for 250,000 Red Orbs.
- Extends the ability to string combos together, damage dealt with weapons are decreased and magic costs twice as much to use.

--Legionnaire

- Acquired only via the Pre-Order Bundle Exclusive.
- Able to collect twice as many orbs (all types), magic costs half as much, takes a fourth of the damage, deals double damage with the Arms of Sparta.

Now let's move onto the variety of Videos and Galleries that can be unlocked for your viewing enjoyment.

--Videos

- In-Game Movies
- The Marked Warrior
- The Brother
- Pride of Sparta
- Credits

--Galleries

- Character Gallery 1
- Character Gallery 2
- Environment Gallery 1
- Environment Gallery 2
- Miscellaneous Gallery
- Sparta Gallery
- Color Script Gallery

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== || Bestiary || ==
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== Enemies [B-01] ==

In this section I will be talking about the general things you'll need to know about each of the enemies in the game. Whether it be their methods of killing you, or about the typical ways of disposing them, you will find them here. It should be noted this is simply how I observe their actions. I may be slightly off compared to the actual A.I. As well as, the tactics presented are very general stuff, you can modify or try out other methods at your leisure.

I've also made sure to try and compare what I call them to what they actually are called. As well as making a mini-table of contents to quickly jump to the enemy you want to know more about.

--Enemy List

- Atlantis F/M [ EAP ]
- Atlantis Soldier [ EAS ]
- Automaton [ EAM ]
- Cursed Remains [ ECR ]
- Rabid Hounds [ ERB ]

-Cursed Wretch [ ECW ]  
-Cyclops [ ECY ]  
-Cyclops Tyrant [ ECT ]  
-Gorgon [ EGN ]  
-Fire Harpling [ EFH ]  
-Harpy [ EHP ]  
-Harpy Widow [ EHW ]  
-Hoplite Soldier [ EHS ]  
-Hoplite Sentry [ EHS2 ]  
-Hoplite Archer [ EHA ]  
-Hoplite Guard [ EHG ]  
-Boreas Spawn [ EBS ]  
-Dredge of Boreas [ EDB ]  
-Scylla Brood [ ESB ]  
-Keres Wraith [ EKW ]  
-Minotaur [ EMT ]  
-Minotaur Brute [ EMB ]  
-Raven [ ERV ]  
-Satyr [ ESR ]  
-Geryon [ EGY ]  
-Triton Soldier [ ETS ]  
-Triton Lord [ ETL ]  
-Triton Assassin [ ETA ]

--Atlantis Female / Male [ EAP ]

ATTACKS

None

TACTICS

Pretty simple, they run and cower before you. Kill them as you see fit.

--Atlantis Soldier [ EAS ]

ATTACKS

Normal sword strike

Combo of shield and sword strikes (2 attacks)

TACTICS

You can block and deflect their attacks. It won't take much to kill them.

--Automaton [ EAM ]

ATTACKS

Ranged Vertical and Horizontal strikes (gear has to wind up)

Stomp attack when attacked at close range

TACTICS

You can deflect the horizontal attack. But you'll need to use the Fire Blades to deal damage to them and break their armor.

--Cursed Remains "Skeletal Soldier" [ ECR ]

ATTACKS

Swinging uppercut with sword

TACTICS

You can block and deflect their strikes. But you'll have to hit them hard to kill them. If you try to grab them, they're fond of falling apart to avoid it. But when you get close they reform which is when they are most

vulnerable to grab. But an even easier method to grab them is to perform an Aerial Hyperion Charge. L1 + O in the air.

--Rabid Hound "Dogs" [ ERB ]

ATTACKS

Two types of pounces, one goes for your arm, one for your neck

TACTICS

You can deflect their pouncing bites, but not much else. If you grab one you can enjoy kicking the pup to the curb. Killing isn't anything too complicated.

--Cursed Wretch "Acid Crab-spider" [ ECW ]

ATTACKS

Spitting jets of acid

Lunging at you with its claws

TACTICS

You can block and deflect their attacks, and reflect their acid back at them. Pretty much my favorite way of killing them is to rip them apart.

--Cyclops [ ECY ]

ATTACKS

Grab and toss you to the ground

Pound their fists into the ground

TACTICS

Since you really can't defend against their strong attacks, you should dodge them and fight at a reasonable distance if you can. The typical combos should do the trick, but you need to QTE them three times to kill them. If you go for that approach that is.

--Cyclops Tyrant "Armored Cyclops" [ ECT ]

ATTACKS

Grab and pin you to the ground while pounding away

Punch the ground twice, repeat, then stomp

Pound their fists into the ground

TACTICS

When pinned down succeed the QTE to break free. Also you can block and deflect the series of punches, but not the stomp. (You can roll out of the way) In order to deal damage you have to use the Fire Blades to break the armor. A good strategy is to jump up and combo the light attacks together.

--Gorgon [ EGN ]

ATTACKS

Wrap you and try to stone you

Strike at you with two tail strikes

Try to stone you with a beam

TACTICS

When wrapped, you need to succeed a button press to escape. You can block and deflect the tail strikes, and need to dodge the beam. The best strategy is to use Plume of Prometheus and keep juggling them in the air. Fire Blades do the job a lot faster.

--Fire Harpling "Fire Birds or Lava Birds" [ EFH ]

ATTACKS

Dive attack

TACTICS

Pretty simple here, you can deflect or dodge their dive attack and can simply grab them to kill them.

--Harpy [ EHP ]

ATTACKS

Grab onto you and bite

Talon strike

TACTICS

When grabbed by a harpy, succeed the QTE to throw them off. You can block and deflect their talon attacks. I find particular enjoyment out of grabbing them either on the ground or air. Preferrably air.

--Harpy Widow "Ice Harpies" [ EHW ]

ATTACKS

Dive and claw at you

Talon strike

Ice beam to freeze you

TACTICS

Not to much different than the regular Harpy, you can block an deflect their strikes, and need to dodge the ice beam. Killing them is just as simple as grabbing them.

--Hoplite Soldier "Sword Soldiers" [ EHS ]

ATTACKS

Single strike with both swords

Running strikes with both swords, each used once

TACTICS

Since you can see the swords turn red, it's easy to block or deflect their sword attacks. Then it's just the method you choose to kill them with. If you grab them you need to win a button press to kill them.

--Hoplite Sentry [ EHS2 ]

ATTACKS

Single strike with both swords

Jump/flip strike with both swords

TACTICS

You can deflect both attacks, but only able to block the regular strike not the jumping one. Typical combos will take care of these enemies. If you grab them you need to win a button press to kill them off.

--Hoplite Archer "Archers" [ EHA ]

ATTACKS

Lobbed arrow

Straight arrow

#### TACTICS

Just like the harplings, you can see where the lobbed arrow will land so you can easily dodge it. You can also block or reflect the arrows that they shoot straight at you. Simple combos will kill them, but if you grab them you need to win a button press to kill them.

#### --Hoplite Guard "Shield Soldiers" [ EHG ]

##### ATTACKS

Shield and sword strike combo  
Single sword strike  
Single strike with both swords  
Running strike with each sword once

##### TACTICS

These buggers can't be hurt while their shields are there, but you can block and deflect their attacks. By using the Fire Blades to break their shields, they change into using the typical attack patterns. Of which once again you can block or deflect. Kill them just like the rest of those hoplites.

#### --Boreas Spawn "Ice Dogs" [ EBS ]

##### ATTACKS

Running bite  
Flipping freeze pound

##### TACTICS

These spawn typically try to freeze you by sacrificing themselves, and/or try to bite you. You can block or deflect the bite, but you have to dodge the freeze attack. A good combo of strikes with the Fire Blades bring them down quickly.

#### --Dredge of Boreas "Yeti-beast thing" [ EDB ]

##### ATTACKS

Running charge with strike

##### TACTICS

This one's kinda tough, you can't block its attack, but you can dodge it. The goal here is to use the Fire Blades to break its ice armor, but that tends to lead to spawning those Boreas Spawn. Use the Fire Blades to dish out the hurt and you'll need to do two QTE before bringing the beast down.

#### --Scylla Brood "Crab-spiders" [ ESB ]

##### ATTACKS

Bite  
Jumping bite with grab

##### TACTICS

These things that Scylla drops are annoying, if you don't block their bites or deflect their jumping grabs. But if they do grab you, break free with a QTE and tear them apart. They scurry around but are easy to kill.

#### --Keres Wraith "Wraiths" [ EKW ]

##### ATTACKS

Claws up from ground  
Three claw strike combo

Grab you from underground

#### TACTICS

The Keres Wraith isn't really tough above ground, you can easily block or deflect its claws as well as the ground claws. But when you start dealing damage it will retreat underground, then jump up and grab you, you can't block it, but you can deflect it. If it grabs you, you need to succeed a QTE to break free. The typical combo is good for these.

#### --Minotaur [ EMT ]

##### ATTACKS

Combo of three large horizontal strikes  
Strong vertical strike  
Running charge attack

##### TACTICS

You can deflect all of its attacks, and block the strikes with its weapon, but if you get hit with the charge attack you need to success a button press to wrestle it to the ground. Take care of it with the usual powerhouse combo.

#### --Minotaur Brute [ EMB ]

##### ATTACKS

Strong horizontal strike  
Strong vertical strike  
Running charge attack

##### TACTICS

Once again, you can deflect all of its attacks, and block only the hammer strikes. If you can fight a Minotaur, you can find this enemy.

#### --Raven "Eagles" [ ERV ]

##### ATTACKS

Swoop attack

##### TACTICS

Not too difficult, just annoying. You can block and deflect its attack, and just like the other birds of its kind, grabbing it will instantly kill it.

#### --Satyr [ ESR ]

##### ATTACKS

Combo of strikes  
Vertical flip strike  
Horizontal strike  
Sliding pin strike

##### TACTICS

You can block and deflect the majority of their attacks and/or dodge out of their way. But if you get pinned by one, it's going to hurt. Keep up your guard and get good deflect attacks in while their stunned. Otherwise just hit them with all your got.

#### --Geryon "Lightning-Globe things" [ EGY ]

##### ATTACKS

Lightning strike  
Teleporting globe smash

## TACTICS

Seemingly, the only way around its attacks is to attack from a distance and dodge away from it or from where you were depending on whether or not it's using that teleport technique. Hammer away with whatever combos you want to eventually initiate the QTE to kill it. An easier way to stay alive after fighting one of these guys, if you're not too concerned with your magic, you can use the Eye of Atlantis as it teleports to negate getting hit.

### --Triton Soldier "Atlantian Sentries / Sentries" [ ETS ]

#### ATTACKS

Stab with back of trident

Jab with front trident

#### TACTICS

Just block or deflect their strikes, and take them out easily enough with any regularly strong combo.

### --Triton Lord [ ETL ]

#### ATTACKS

Straight jab with pike

Jumping jab with pike

#### TACTICS

Much like the Triton Soldiers, just block or deflect their attacks and pay them back with counter-attacks. They go down fairly easily.

### --Triton Assassin "Boomerangs" [ ETA ]

#### ATTACKS

Ranged throw attack

Close throw attack

#### TACTICS

These enemies can be annoying if you don't block or reflect their throwing weapons back at them. But you can block each attack and reflect each attack, which means you can kill them with their own weapons. Or go in with some nasty combos to kill them quickly.

### == Bosses [B-02] ==

In this section I will compile all of the Bosses in the game, save for Lanaeus, as I really don't count him. Instead of searching the walkthrough for them, of which at least one is fought in different areas, this is an easier way of seeing the general fight against them. I've also streamlined the gist of the battle plans.

### --Boss List

-Scylla [ BSCY ]

-Callisto [ BCAL ]

-Thera [ BTHE ]

-Erinys [ BERI ]

-Piraeus Lion [ BPIR ]

-The Dissenter [ BDIS ]

-King Midas [ BMID ]

-Deimos [ BDEI ]

-Thanatos [ BTHA ]

--Scylla [ BSCY ]

FIRST STAGE

The first stage of this fight has Scylla lashing out at you with its tentacles, which you can block. As well as crushing you beneath its claws, you can deflect this attack. When it's just waiting for you to attack it, do so. Eventually after staggering twice, it will run to the other side of the arena. In this second stage Scylla will dump some crab-spiders on you, while lashing out with its jaws. Try to kill off the smaller enemies and block Scylla's strikes. After being staggered twice again, it will return to the front of the arena. In the third stage of this fight, you'll have to face a much more ferocious Scylla. Block its attacks and stagger him to break free the crank wheel above you. Use it to hook into its jaw, then perform the QTE to force Scylla into retreat.

SECOND STAGE

As Scylla grabs you, you will be taken below the water. As you are hanging out there, start stabbing Scylla in the face. After several attacks and a few dives, you'll end up pulling its face into an archimedian screw. Ending its life.

--Callisto [ BCAL ]

Callisto is fond of swiping you to the ground, grabbling you and throwing you against a wall, and charging at you and pinning you down. When pinned against the wall, break free from Callisto's jaws, pummel its head and when it's eventually knocked out, go up and finish it off with the QTE icon.

--Thera [ BTHE ]

Pretty simple, go up to the circular spot in front of Thera, and being a QTE to extract Thera's Bane and win.

--Erinys [ BERI ]

FIRST STAGE

In the first stage of the fight, Erinys will claw at you, knock you down, and throw two types of void magic at you. You can block, deflect, and even reflect most of these attacks. She can summon three eagles to attack you, but they're not too difficult to kill with a grab or two. After ripping off one of her wings, Erinys starts to fight harder. At this point I'm particularly fond of using the Eye of Atlantis to bring her to the next QTE to rip off her other wing. When you've clipped her wings, she'll grow them back and transform.

SECOND STAGE

In the second stage of the fight, Erinys will come swooping in at you. Grab hold of her with your blades and force her into the platform. Get a few hits in before she destroys your platform and forces you to slide down and jump onto her. Make sure to keep moving and be sure to not fall to your death. After two slides you can jump off and grab Erinys and you both take off into the sky.

THIRD STAGE

In the third stage of the fight, you'll be free falling after Erinys. You'll want to dive to pick up speed and distance, catch her and at the same time be careful of those gusts she sends your way. When you grab her, use your Fire Blades to deal some nice painful attacks. Do this enough times and both of you will come crashing down.

## FINAL STAGE

All you need do is avoid her ranged attacks and go over and perform the final QTE to kill Erinyes.

### --Piraeus Lion [ BPIR ]

The Piraeus Lion can be tricky, but it's nothing more than an overgrown cat. It has three main attacks, a swiping claw attack that you can deflect for some punishing payback, a biting attack that will pin you down, and a roar that will stagger you. Other than that, it's just a matter of putting this kitty out of Kratos's way.

### --The Dissenter [ BDIS ]

Just terrorize the poor fellow, and throw him around and through some doors in your way. Finish him off and that's the end of that.

### --King Midas [ BMID ]

The fight against King Midas is just plain sad, and so is the King himself. All you need to do is knock him out via a QTE and carry him to the lava. Be sure to kill the Rabid Hounds that appear, and occasionally defend against his golden touch when he wakes up. Get to the lava and throw him in to win.

### --Deimos [ BDEI ]

Deimos isn't particularly difficult, but he does like to hit you hard and vent a lot of his frustration about his abandonment. He has a series of strong punches with his gauntlet, he can jump up and slam down on you with the same gauntlet, as well as defend himself if you try to pin him down with a charge. For all his anger and power, he's easily beaten. You can block or deflect all of his attacks, and can easily dodge the jumping slam. Aside from surviving his assault, you need to use the Fire Blades to break his armor and dish out some well needed brotherly punishment. When he's had enough he'll charge both of you out through the balcony.

### --Thanatos [ BTHA ]

#### FIRST STAGE

In the first stage of this fight, Thanatos will attack alternatively between Kratos and Deimos with either a charging strike or just a strong downward slash which can easily be deflected. You can see it coming when he's building up the strength to use it. When he flies off to the cliffs, Deimos should throw his spear at him and bring him crashing back down. This will stagger you unfortunately, and will make Thanatos either grab you or Deimos, to which you need to assist. When you throw him off of the cliff, he'll transform.

#### SECOND STAGE

In the second stage of this fight, Thanatos will shoot orbs at you that you must reflect back at him to stagger him. Go up and use the Fire Blades to break the armor on his left arm. Be careful though, when he recovers he'll swipe a large section of the arena, which will hurt if you get caught in it. After breaking his armored arm, you can switch back to the normal blades, repeating the whole staggering process until he flies off and returns in his humanoid form.

#### THIRD STAGE

In the third stage of this fight, Thanatos will strike harder, faster, and in general be a lot more aggressive. He'll fly with his wings to slam down at you, which you can dodge. And also attack with a series of three strikes. The

first can easily be deflected, the second must be blocked, and the third has to be dodged. Other than that, he pretty much does the same thing as the first stage, after you hurt him some more he'll eventually go back and transform again.

#### FOURTH STAGE

In the fourth stage of this fight, you'll be once again reflecting his orbs back at him to stagger him, then running up and hitting his arm with your blades. Although this time when he recovers he'll either swipe the arena with his arm like last time, or smack the ground with his fist. You'll need to jump before it hits. Just repeat the pattern until the QTE icon shows up. After that the final stage is set.

#### FINAL STAGE

In the final stage, with rage fueling your power, you'll need to attack while at the same time dodging Thanatos' attacks. In his transformed state he'll alternate between swiping the arena, or slamming his fist into the ground. Nothing that you haven't seen before...Just dodge the swipe, and jump out of the shockwave of the slam, and keep the hits coming. When he staggers break his face and enter the QTE to force him back into his humanoid form. From there just walk over to him and finish the final QTEs off. The god of death will fall before the might of Kratos.

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== || Frequently Asked Questions [FAQ] || ==
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In this section I'll cover some of the more frequently asked questions from the boards. Since I do not specifically cover God Mode and its tactics. Here are some solutions to the most commonly difficult encounters in the game. For the majority of everything else, the very simple observations in my Bestiary tactics section should suffice.

The following list are the most commonly struggled encounters:

- The 2 Keres Wraiths in Heraklion
- The 3 Keres Wraiths in the Canyons of Sorrow
- The 2 Geryons at the Nexus of Atlantis
- The Keres Wraith and Raven at the Domain of Death entrance
- The 4 Keres Wraiths and 2 Cyclops in the Temple of Thanatos

--The first Keres Wraith encounter

#### TACTICS

These aren't too particularly difficult, as all of their attacks are easily countered. As soon as the cutscene ends defend and block the first strikes. Immediately follow up with the usual [], [], /\ (Plume of Prometheus). Stand at the back of the area to see both of the Wraiths and where they're going. Deflect the first one's grab as soon as you see it's head, which will allow you to be missed by the second grab. Counter if possible from the deflect and rinse and repeat until you kill them.

--The three Keres Wraith encounter

#### TACTICS

Keep your wits about you! Be sure to block or deflect their attacks and be careful with your moves. It's just like the first fight, only you get three

instead of two. If you beat the first two, the strategy will help you out here as well.

--The two Geryons encounter

TACTICS

The trick here is to only kill two of the harpies so that the second Geryon stays away for the time being. As to the methods, several are presented. You can utilize the Fire Blades explosion to stagger them. You can utilize your magic like Horn of Boreas or Eye of Atlantis to keep you safe briefly. You can even freeze the Geryons and kill them with the Arms of Sparta. Take your pick.

You can even skip this fight if you want. In theory you can hug the right wall, jump and use an aerial Hyperion Charge near the stairs to land on them. Thus, skipping the fight.

--The Keres Wraith and Raven encounter

TACTICS

Since you've made it this far, you should be able to defend against the nasty attacks of the Keres Wraith. And you can also block the Raven's attacks as well. Focus on defense and killing one thing at a time. Namely the damn Wraith. You should come out on top.

--The four Keres Wraiths and two Cyclops encounter (infamously difficult)

TACTICS

The easiest method to this fight, is to utilize a glitch, or what appears to be a beneficial glitch. As you enter wait for the Cyclops to spawn, then run back to the blue screen that pops up. Block the Cyclops' swiping attacks and you'll just have to eat the attack. At which the enemies should now be near you and as long as you don't cross the line in front of you the Cyclops will do nothing.

From here on out, spam the Spear Assault on the Wraiths. (Hold R1 + []) If they try to attack you should stagger them with the repeatedly thrown spears. But if they do block it, wait for the attack and then keep hitting them with the spears, they should stagger again. If not, it might hurt but you should be able to get another shot. With this strategy, you should be able to win.

I hope that helps with some of the difficult fights you'll encounter if you are playing on one of the harder modes.

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== || Credits [CRED] || ==
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- SAllen for running and maintaining GameFAQs.com
- Sony Santa Monica Studio for making the game
- Sony PS Blog for Costume detail specifics
- ajck44 for pointing out a forgotten chest in section W-36
- droid\_killer for some tips on the few difficult encounters
- Lord\_Xemnas for providing the tip to skip the Nexus fight
- Mark Vlakancic for finding more Special Chests in Sections W-21/32/37

- Mozsi for finding two more Red Chests in section W-02 & some corrections
- Roy Chaves for finding another SPECIAL CHEST in section W-02
- Solo\_Hunter & XStalkerPSPGameplays for tips on Challenge of the Gods
- Wihan\_Tan for useful tips and glitches for the Challenge of the Gods

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== ||  Version History [VER]  || ==
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-Version 0.35 (11/03/10)  
--Partial Walkthrough written

-Version 1.00 (11/04/10)  
--Full Walkthrough written

-Version 1.33 (11/12/10)  
--Combat & Controls added  
--Items & Collectibles added

-Version 1.50 (11/16/10)  
--Miscellaneous added

-Version 2.00 (11/22/10)  
--Updated Challenge of the Gods  
--Updated Frequently Asked Questions  
--Bestiary added  
--Introduction and Tips added  
--Frequently Asked Questions added  
--Credits added  
--Version History added  
--Copyright added

-Version 2.10 (11/26/10)  
--Updated Scylla and Callisto Boss fights  
--Updated tactics for Cursed Remains, Harpy Widow, Geryon  
--Updated Walkthrough with contents of SPECIAL CHESTS  
--Updated Walkthrough with a few NOTES on certain elements  
--Chest Locations added

-Version Final (01/12/11)  
--Updated Temple of Zeus  
--Updated Chest Locations  
--Updated Erinyes and Piraeus Lion Boss fights  
--Updated Deimos and Thanatos Boss fights  
--Updated Walkthrough with a few NOTES on certain elements  
--Updated Walkthrough with more missing Red Chests & Special Chests  
--Updated Tips  
--Updated Collectibles  
--Updated Challenge of the Gods

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== ||  Copyright [COPY]  || ==
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