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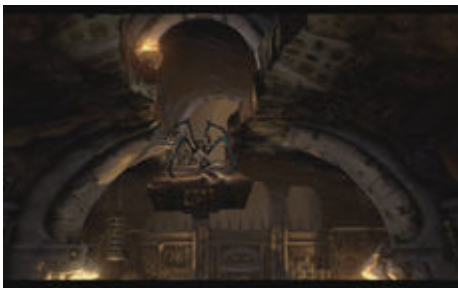
Walkthrough

The **Walkthrough** for God of War: Ascension can be found below. Also, the number of secrets and other items for each level has been indicated.

Chapter Number	Chapter Name	Artifacts	Decayed Red Orb Chests	Gorgon Eyes	Phoenix Feathers
1	Prison of the Damned	0	0		
2	The Sewer				
3	The Guard House				
4	The Hecatonchires				
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Prison of the Damned

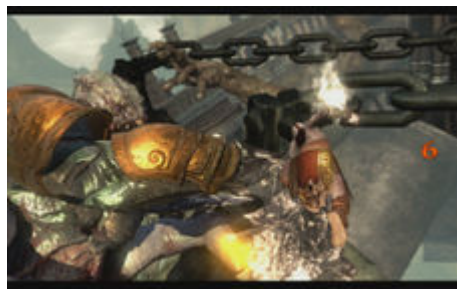
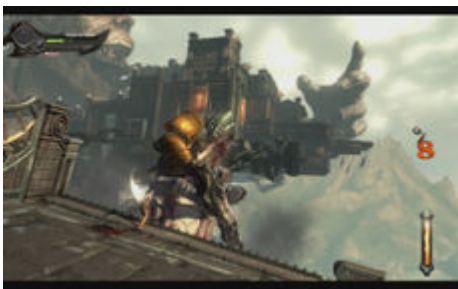
Start when you get control of Kratos. Use the left stick to dodge the attacks. Once you break free, fight your way forward. Follow the prompts and attack the small beetles with Circle, Square, and Triangle. Keep advancing forward until you enter a building. If there are gaps or objects in the way, use X to jump or double jump out of the way. Keep fighting forward until you fall into a jail. Fight off these creepy beetle-men. Some will attack with swords, so kicking them will disarm them. Once the room is clear, you will have to interact with the ramp that falls through the ceiling. Walk over to the shiny spot on the ground, and press R1.



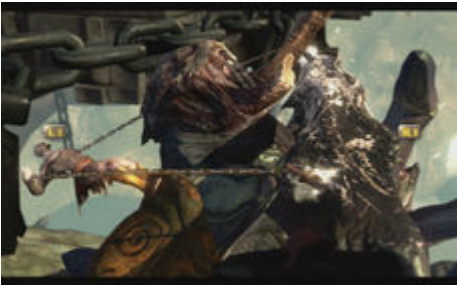
Jump up through the hole, and continue forward. There is a green-orb chest directly ahead, and a Letter on the ground right by the ladder. Go up the ladder by walking towards it. Once up top, there is a red chest to bash open.



Now, enter through the door by pressing R1 and mash Circle. Advance forward into the fighting arena. Fight off the two waves of beetles then start the mini-boss battle with the hand thingy. Fight it until you can grapple it. Follow the prompts, then the level will turn sideways.



Jump, then attack the hand monster now. When he attacks one side of the stage, drop down into the lower parts to dodge his sweep attack. Again, fight him off until you can grapple him, then follow the QTE prompts. This will cause you to start sliding.



Dodge objects in the way with Right Stick. Eventually you will get all the way down to The Sewer.

The Sewer

There is a page to collect right as soon as you land in the sewer. Once you grab it, jump towards the left wall. You will start to climb your way out. Follow the path of jutting stones, they have a slight silver lining. Climb up to a drainage tube, and use R1 to kick out the grate. Once back outside, go towards the right, and hug the wall to walk along the edge. Once at the end of the wall, jump to the other wall. Again, climb up to the top. Once up top, there is a green orb chest and two red orb chests tucked back into a jail cell. After collecting all the orbs, interact with the lever all the way to the left of the stage. This will unleash a few enemies and open up access to a big chain. Kill the guys, then interact with the chain to open the gate next to it. Go down the hallway that you just opened. This will set up you getting grabbed by some giant hands. Kill off the enemies that get sent your way. When a green shining spot shows up, press R1 to use it as a swing to get out of that building chunk.

The Guard House

Go all the way to the left. There's a green orb chest here, so snag that. Now, interact with the lever to close the gate, and extend the ladder. Climb up the ladder, and drop down to where you just were. Go interact with the glowing bit at the top of the platform. Walk backwards towards the screen once you are latched on to the glowing bit. This will cause a cyclops to start attacking you. Once you fight him some, you can grapple with him. This causes you to jump on top and control him. Bash away the new enemies who are spawned. Once they are all cleared out, you will automatically kill the cyclops. Now drag that chain again. This will drop the gate, so go climb the ladder again. Use the new hang spot to jump to the next ledge. There's a red orb chest up here, so snag that. Use the other hang spot around the corner to swing your way forward. Hand guy is back! Fight him until you can grapple. This will pull a huge chunk of building down onto Hand Man. After this happens, you will have to do it again on the other side of the stage. After all of this, fight him again until the red grapple line appears. This will enter into a big QTE segment to kill off the Hand Man.

Once all that is done, you are now in a small corridor. Go down the hallway in front of you to find two red orb chests and a lever. There is also a wall you can get some information about. After pulling the lever, a gate opens, so go back the way you came, then over through the gate. After killing off the dog-beetle enemies, go to the left, climb some stairs, then double jump to get to a red orb chest. Once that is done, go over to the giant sideways cylinder. Grapple it to send the platform you are on upwards. It will stop, so fight off another wave of dog enemies. Once clear, go to the sides to release the clamps holding the platform in place. Then go use the grapple in the middle of the platform to send yourself back up. This will cause that harpy to throw boulders at you, causing the platform to stop again. Kill off the last wave of dog enemies, then jump and use the green glowing spot to swing over to the wall. Start climbing as fast as you can. Jump between the wooden structures to get to the top. Once up top, grab the page by the ledge then snag some green orbs. Climb on up the ladder in front of you.

The Hecatonchires

Walk all the way down the walkway past the door to find a page. Now, go through the door. This is a big, round cutscene. Now for the epic finale. Kill all the enemies on the platform you are on. This will cause that harpy woman to bring the whole place to life! Fight off the new enemies while attacking the fleshy vice grips holding onto the platform. You will get taken to a small horizontal platform, with Hand Guy.

Fight off Hand Guy as you have been in the past, then when Grapple time comes, jump on that! Use Square and Triangle to attack the face with the hand. This will end Hand Guy's life (finally), and you will grapple onto the harpy. when you are close, hit Square to attack. After killing everyone, this will end the first level.

The Village of Kirra

Walk forward until you first see buildings. Go all the way to the right to find a Gorgon Eye and a Phoenix Feather. Now go back to the buildings, then forward until you are in the clearing. Smash through doors to find a bunch of red chests. Advance until a giant elephant man attacks. Kill him off, and the whole area is opened back up. Go all the way to the right to find a moveable block. Climb on top to get to a Phoenix Feather, then jump down and move the block. Carry it over to the left to get to a platform with a red chest. Go around the left to the back, and find a post that you can move. Press R1, then walk around to rotate the post, and turn the giant gears next to you. Once done, go around to behind the gears to find a Gorgon's Eye. Now, backtrack back to the big clearing where you fought Elephant Man. Climb the moveable block back up to where that red orb chest was. Now jump up to get to the rope overhead. Move along this to the other end. Advance forward over the bridge, and kill the bugs that pop up. Start to climb the ladder, then notice the slightly glowing white bits on the wooden beam next to you. Jump over there, and climb along the beams where there is a slight white light. You will have to jump a few times. Once across the gap, there is a door you can break down on the right that has a red orb chest in it. Snag that then advance into the next clearing where there is a big flaming door. Go over and press R1 to get the Fire of Ares upgrade. Kill off the spawning enemies using your new abilities by pressing either R3+L3 or R2. Once all dead, the flaming wall will open up. Continue through here to a clearing for a big fight with a minataur. Take out the ranged attack guys first, as they are really weak but can mess up combos while fighting. Now, kill everyone else. Once the area is clear, the black vortexes open up. There are two red orb chests on the right, and a red orb chest and a Gorgon's Eye on the left. Jump forward, then across the broken bridge until you can use the Sling for the first time. Kill off the monsters, then go all the way to the left. Now for some platforming. Jump up to the lip on the left (can be hard to see, so look for spots of snow in a straight line). Move along, jumping across gaps. After two big jumps to the left, start to climb up. One last jump upwards, and you can climb up to a platform with what looks like a big ferris wheel on it. Kill off the enemies, then go around back of the ferris wheel to get two red orb chests. Now, back in the front, there is a chain to grapple. Grab on to it, and walk backwards. This will get the ferris wheel spinning. At the farthest point back, let go then quickly run up the wooden beam on the right and jump up onto a ferris wheel car. Once at the top, jump across to a bridge. Follow this along until the door ahead of you is blocked. Go off to the right, and wall-walk around the side. Fight your way through until a bridge breaks under you. Kill everything, and go around to the right to find a building with a red orb chest and a Gorgon Eye chest. Keep going around to the right to find a big puzzle room. Avoiding the massive cylinder of death, run around to the back and smash a wooden wall to jump to the center of the room. Once there, wait until the cylinder goes past the left side, then pull the left-most grapple chain. Pull the one at the top, then the one to the right. Assuming the cylinder is now caught with the first big wall you moved on the left, run over to the right, and climb up the blocks. Up top you will find two red orb chests, a Phoenix Feather and a Gorgon Eye. This will also net you a trophy.

Now, go all the way back to where that bridge collapsed under you. There is a very small glowing point on the ground, and when standing on it, a grapple arc pops up above the pillar in front of you. Grapple it to make it fall over, then use the rubble to climb up. There is a Medusa up here, so kill it. You will have to grapple with it multiple times to take it out. Then advance through the door in front of you. Walk forward. You will be attacked by a few bugs on your left. Kill them, and go to the left. If you do, you find a mysterious painting and a broken chest. Back out, and now going forward, you enter

into the Cistern

The Cistern

Kill off the few bugs in the way, then climb up the side of the big Minataur head. Keep jumping to get up to the aqueduct. Go backwards to get a Gorgon Eye and some red orbs. Now, advance forward until you get to a slide. Slide down it, then at the end, jump and use the grapple spot to swing to the cliff. Climb up the cliff, then go forward to the big blue wall. Get the Ice of Poseidon upgrade and kill off the enemies. Advance through the big open door, and keep going forward. You will walk right into a Gorgon's Eye chest and some other chests. Jump to the back of the big snake, and continue forward. Go until you get to a grapple point, and unleash the clamp holding the snake in place. Ride along through the cutscene. After, notice the green grapple point. Grab onto that, and then climb up the wall. Once you see a ladder to the left, jump over there. Go up, and you will end up on a huge spiral walkway. Going down will net you a Phoenix Feather. Now, go up the spiral walkway until you can't. Go out to the left, and smash some eggs. Instead of going up the ladder, keep going to get a Gorgon's Eye and some red orbs.

The Tower of Delphi

Now, go up the ladder and fight the Chimera. Once dead, grapple with the grapple chain, and pull it backwards. That almost worked, so now jump through the gaping hole in the red snake next to you. Directly backwards is a red orb chest. Go forward now, and slide down the slide, jumping when needed. Destroy all of the eggs in addition to the other monsters. If this is your first time facing a guy with a shield, Grapple with them to yank the shield out of their hands. You can now pick this up to use if wanted. Fight to the back of the room.

Once the black vortex clears, jump up the boxes and clear the eggs out of the doorway. There is a red orb chest behind them. Now, go to the right, and jump out, and then on top of the snake. Go to the left, and walk until you get to a lot of green grapple points. Grapple to the first one and start swinging. Press X at the right time to jump, then grapple on to the next one. Continue until you are across the gap. Once there, go backwards to find a green grapple spot that takes you up to a Gorgon's Eye and some red orbs. Now, go forward until you drop down by a big Zeus statue.

Ice Caverns

Fight along the back of the snake now. Smash through the wood barriers if they are blocking your path. Kill all the enemies that pop up. Fight until there is a green grapple spot on the left. Swing from there to another one to a third one, then back on to the snake. Keep killing the bugs that are now popping out. Fight until there is another green grapple point on the left. Swing, then run because the platforms are crumbling. Swing on the green grapple point to get back to the snake. Now slide down the snake's innards. Jump when prompted, and keep sliding to get back on to the snake. Now kill the dog enemies that have popped up. AGAIN, another green grapple point to the left. Now climb as fast as you can, because these wooden beams are going down. Once all the way to the top left, jump again to land back on the snake. Kill the new enemies now until you get to a green grapple spot, but this time on the right. Jump from there to another grapple spot, swing around to get to a third, then jump to land on ice. Slide down the ice and jump at the end to land on the snake as it finally makes its way to the others.

This will fully power up the tower. Now, use the green grapple point on the wall to pull yourself over. Climb up and to the left to get back to the ladder. Go down to find the Oracle Seeker's Offering. Go up the same way as before. At the top now is a new boss. Dodge the first two attacks it makes, and it will land on the ground. Now, go beat it up. On the ground, he has two main attacks: the tail whip and the wing slap. The tail whip will cause a QTE recovery, and the wing slap will let him get back in the air. Repeat until he has the first grapple arc. This will yank his wing off. Now take him out on the ground. Dodge his attacks with the right stick during the red bar grapple finale. Once dead, yank the grapple point backwards again, except this time it actually works! Go forward and into the giant temple. Keep going forward through the double doors.

The Temple of Delphi

Right through the doors and you are attacked by a Cerberus. Beware of his area attacks, and dodge them when he is charging up. Once he and his spawns are dead, go to the sides to get the red orb chests, then pull the ramp back with the grapple spot. Go up and to the left to find a strange "Medusa Beam." This apparently turns everything into rock or something, it's kind of vague. Once everything is stone, run all the way along the walkway to bash down the door and get a Gorgon's Eye and a Phoenix Feather.

Now, go into the beam again, and bash down the big door that is front and center. Continue forward and open the door to see a cutscene. You can now go two ways, up and to the left and up and to the right. First, go into the Medusa Beam, then run to the right and break down the door. If you go forward, enemies spawn so kill them off to open up the side rooms. The back room has a red orb chest in it so snag that. In the hallway, there is a statue that you can move, so push it into the front room. There is a slot all the way on the right, so maneuver the statue into there. Now, go into the Medusa Beam in this room. This causes a platform to drop onto the statue. Hop up on it, then continue forward to get to the chests in this room. You will find a Gorgon's Eye and a Phoenix Feather. Now, go all the way back out to the main room. Medusa Beam again, and go up and to the left. Smash down the door, and advance forward to spawn the enemies here. Kill them off, grab the statue in the hallway and move it into the front room. Put the statue on the center spot to raise and lower the gates. Now go into the Medusa Beam to turn everything into rock. Move the statue off of the center spot now, and go up to the gates. When things turn back to normal, quickly roll under the gates as they switch. Now, grab the Phoenix Feather, Gorgon's Eye and red orbs. Head back to the hallway after pulling the lever, and go to the room at the end of the hall. Grab the red orb chest, then go into the Medusa Beam to have everything crumble. Jump down to the lower level.

Delphi Catacombs

Advance forward until you see a big purple wall. Go over and get the Soul of Hades upgrade, then kill all of the spawned enemies. The big wall opens up, so go through that. You walk into a square room with a head of a statue on the ground. To towards the top of the area, and a statue comes to life. Fight it, and the second one will spring up too. Kill them both, then move the statue head over towards the ladder. Jump up top and on to the ladder. After climbing up, go to the right, and yank a lever to lower the floor. Continue down this hallway to a spiked-floor room. Jump onto the chandelier right in front of you, and in the middle of it, a grapple arc will appear. Grapple on to it to yank the heads off the snake statues and get more Medusa Beam. This will cause everything to crumble, and open up a nice path to hop along. Go quickly, as the ground is still unstable. Halfway through, jump onto the other chandelier as it is raising back up to the ceiling. Use the grapple bar on this chandelier again, and run up the ramp to the right. Jump and use the green grapple spot. Get ready to hit Square to break through the door. Once through, go back really quickly to grab the Phoenix Feather and Gorgon's Eye and the red orbs. Now, advance forward again. Get to the Medusa beam in this new room, then go to the upper right corner. About halfway through the crumbling process, the gate will drop down, so get through it. Hell-Bats will pop up from below the floor, so kill them as they come. The next room doesn't need crumbling to get through, so keep going to get to some chests. This gate is locked though, so go back to the Medusa Beam, get in it, then jump across the crumbled floor to get through that last gate. Run forward, and kill the two enemies. They spawn ghost monsters, but ignore them for the actual enemies. This will lower the gates. Step on the button on the floor, and one of the gates on the back end will get stuck. Go through that gate, get the chests, and yank the lever. This will open up a Medusa Beam. Go in it, and a spot on the left side opens up. Go over there, and a grapple bar appears. Tear down a section of the wall, and climb up with the green grapple point. Jump up onto the chandelier, and use the grapple point to pull yourself over to the hourglass. Jump past it to the throne, and you will find Aletheia's Charm. Collect the orbs from the chests, then go to the left and pull the lever. This will open a door next to you. Go through that, and you are back in the room with the statue head. Drop down and kill the enemies that spawn. Climb back up the ladder, and go into the Medusa Beam. Drop down again, and move the statue head over to the bridge that fell down. This will act as an elevator to haul it back up. Now, while in Medusa Beam mode again, smash the door directly opposite behind the Medusa Beam. Haul the Statue Head out here, and over to the cliff to drop it down to the floor below. Move it to the pressure pad in the center of the room to go down the hallway to the left. There is a Phoenix Feather down here as well as a note and some red orb chests. Push the head statue into the notch straight ahead from the pressure pad. Now, go Medusa Beam yourself, and hop from the statue head to the chandelier. Use the grapple point to pull down the hourglass. Jump down the hole in the middle of the room.

Passage to Delphi

After he is dead, he will send everyone all the way down. Kill him and his "twin" with R1 to get the Amulet of Uroborus. Use it by holding L2 on something and either healing or decaying it. Heal the bridge only half-way, and jump up to the platform. There are red orb chests up here. Now, heal the bridge fully, and move across to the Oracle. Talk to her and get a cutscene. Now, go to the left and forward. Use the Amulet to heal a red orb chest. Go back towards the Oracle, and go beyond her. Jump across the gap and climb up the wall. Go all the way to the left, then jump to the walkway. Move along until you can drop down to the right. Advance forward until you get to a locked up arena. Kill off what seems like endless enemies until the gate lowers again. Move on through, and "heal" the aqueduct. Advance down this now. until new enemies pop up. Kill them all and heal the aqueduct again. Go all the way down now.

The Cistern (pt. 2)

Walk all the way to the end of the aqueduct to get two red orb chests and a Gorgon's Eye. Drop down and kill the enemies that spawn. Now advance forward. There is a red orb chest you can revive directly ahead of you and off to the right when going down the hallway. Now, continue forward until you are back outside. A cyclops will attack, so kill him, then go to the left to heal a bridge. Cross it, and keep going until you have to inch along a wall to get past a waterfall. Once on the other side of this gap, go down and back to the big ferris wheel. Use the Amulet to start healing the ferris wheel, but only go halfway. Grab the grapple chain, and walk it all the way back. Once at the back end, decay the ferris wheel again. This will hold the chain in place. Now, go over and up on the ferris wheel, then heal it all the way. This will cause you to rise all the way to the top. Jump up to the aqueduct, and heal that. This causes the ferris wheel to start spinning with water. Kratos will automatically jump on, ride it down, and then jump off at the end.

The Grotto

Time to swim. Dive as soon as you get in the water, and then immediately find a path off to the right. Go to the end of the path, then jump out of the water to find a Gorgon's Eye and Phoenix Feather chests. Swim forward now to the end of the swimming section. Jump out of the water, and get greeted by two ice knights. When they glow blue, do not attack them. Dodge the ice attacks until they snap out of it, then go and attack some more. Once they are both dead, use the Amulet to decay the chains on the sides of the platform to drop the door blocking your path. Go forward now, and dive under the water. Once it enters a side-scrolling section while swimming, dive down the first chance you get to find the Boat Captain's Idol. Keep going forward now, and jump out of the water once at the end of the path. Get out and snag the chests, then squeeze between the two rocks down the path.

Prison of the Damned (pt. 2)

There's a Cerberus attacking you, so kill it off. Now, use the Amulet to heal what's in front of you. Continue forward and go to the left for a Phoenix Feather and red orb chest. Turn around and go to the right to find a door to enter. Watch the cutscene. After, turn around for multiple chests and if you go back to the door, you can find the Orkos' Cloak. Now go to the left, and get sealed in. What is this, Zelda? Kill off the monster, then it's time to channel our inner Ezio. Climb up onto the bit jutting out of the pillars. Move all the way to the right of the building, then jump up to the second floor. Keep climbing up the building until you get to the top. Kill the enemies here, then jump down and kill the new enemies down here. Use the Amulet to heal the buildings in front of you, then jump down to get to that green grapple point. Time to swing! Jump along the green grapple points until you make it back up to the top of the structure. Go down the stairs and to the right. There's a red orb chest that you can revive then immediately smash.

Delos Landing

Go down the pier until you get attacked. Kill off the monsters and see a Sea Monster off in the distance. The monster destroys the dock you are on, so use the Amulet to only partially heal it. Jump and climb across the half-healed dock until you get to the rocks on the other side. Fully heal the dock now, and jump back to where you were to pull a lever. This takes you up a level. Now, get greeted by more monsters. Kill them and go to the end of the walkway to get to a grapple arc. Your grappling gets interrupted. Once you have scared off the sea monster, go to the left to get a Phoenix Feather and red orbs. Go back, then go all the way to the right to get a Grogon's Eye and some more red orbs. Once you have collected everything, go towards the green and blue orb chests, then continue down this path. Climb up the wall, heading to the right as you go up. Once all the way up, kill the elephant guy. Now go around, and wall press to the end of the wooden beam. Jump off when you can, and work your way around the rocks. When it shows up, jump for, then grapple the green point. Slam through the wall and into the building. Grapple the wheel to have that hanging-down part over by you. Jump up and hold on to it as it spins back around to the other side. Now, go towards the wooden wall, and wall press against it. Inch your way through the gap, then jump for the glowing ledge. This will cause you to fall down. Kill the monsters that spawn, and destroy all of the eggs on the ground. Walk over to what looks like a big stack of gears. You can grab and move these around. Go over to the upper right area, and use the gear stack to hop up on this wooden platform. Smash the wood by the big chain. Drop down, and use your Amulet to heal the big chain. Now, pull the lever on the ground by your feet to the halfway point. Take the stack of gears, and move them to be where you found them. Go back to the lever and pull it all the way to the left. Run back to your stack of gears, and push them into the open slot of the wheel, stopping it in place. Climb up the left side to get to two red orb chests, a Phoenix Feather and a Gorgon's Eye. Drop down and pull out the gear stack so the wheel can go back to it's normal place. Go back to the lever, and pull it all the way to the right now. Again, go jam the gear stack in there to stop it from moving. Decay the chain again, and grab the lever, pulling it all the way to the right. Climb up the right side of the wheel now, and at the top, jump for the green grapple point, and swing off of it to the other side of the room. Kill all of the bugs, then climb the rock wall. Climb all the way up, and to the left. Once you reach a wall press section, keep moving to the left. In the clearing, press R1 to push the massive rock out of the way to get outside.

The Foot of Apollo

Climb up the wall to your left. Keep your eyes peeled for ledges that have bird droppings on them. Once at the top of the cliff, going to your right you will find a red orb chest that you can heal. Now, going to the left, jump up and climb along the back wall to clear the gap. Run towards the wooden structure and shimmy along the ledge until you can make it on the platform. Fight off the enemies here, then smash the wooden platform at the back. Climb up it to the green orb chest, then advance forward so you can climb the rock cliff. Keep going until you get to the green grapple point, then swing from it to the zipline. Zip on down to what looks like a gondola. Pull the lever on the gondola and cruise across the water while fighting off harpies. After you reach the end, wait to be attacked by the sea monster. Use the grapple spot to pull yourself to the wooden structure, then climb up it to the zipline. Once inside the head, kill the monsters that spawn then go over to the chains and yank them. This raises a metal box thing. Run over and use it as a stepping stool to get up. Go over to the point up here by a gear. Twist it to turn a big crank that drops a stepping stone. Move the stepping stone all the way over to the left, then use it to jump up. Go over to the grapple point, and it apparently does nothing. Jump between the gears now until you make it to the other side. Fight your way through the bugs and then jump down the zipline to make it to another island. If you go down the ladder to the left, you will get a red orb chest and a Gorgon's Eye (assuming you haven't collected all of the ones needed by this point). Now, climb the ladder back up and advance down the walkway you landed on from the zipline. Advancing forward, kill the two centaurs and the spear woman. Grapple the giant chain and pull it down to use it as a step ladder. Going to the right will get you a red orb chest and if you jump up to the second floor of the wooden structure you find a Phoenix Feather. Now go forward into the building. It is circular with two green pads on the ground. Go stand on one, and the room spins and raises. Raise it up enough to make it to the hole in the wall with the chests and run out of the building. Time to do more grapple swinging now. Swing across the gap next to the chains. Once on the other side slam through the window then climb the wall in front of you. Now jump to the other grapple point, and climb your way up the falling wood platform to the stable wood platform. Not so stable, I guess. Climb up this wall now, and smash all of the eggs. If you go all the way to the left, there are two red orb chests. Continue forward past the blue and green chests. Swing from this grapple point and smash through the wall. Kill the bugs and the egg sac on the side of the wall, then climb where the egg sac used to be. Grapple with the green point to take you to a large circular platform.

The Gauntlet of Apollo

The Furies are attacking again, and this time they have an army. Kill off the army guys, and use their spears to attack the Fury. Use the Chaos Blades when she is on the ground. After enough hits, she will be grapple-able. This also explains why that Fury only has one arm. Now it's time for a Fury fight. Dodge the Fury's bird-thing while attacking it on the building. Now fight the Fury. Keep on attacking her, dodging her charge attacks. After a few hits, she uses an attack where it rains down. Dodge the circles on the ground to not get hit. Fight until you can grapple with her, then her sister - the spider one - comes back. It's more or less a free-for-all for a while now. After a few hits, the spider Fury will get an orb surrounding her. Stop attacking her at this point, and only focus on the bird Fury. After a few hits, she becomes grapple-able, so get ready for some good QTEs. A rotate QTE shows up here, the first appearance in the game that I have found. Kill the bird Fury now, but not before a sequence of QTEs. It will enter first-person view for a bit, and it isn't that clear when you are and are not in charge of attacking. Hitting the Square and Triangle buttons every now and then is a good idea. Now for a nice cutscene. Once that is done, go turn the crank directly in front of you. Once the crank is turned as far as possible, hold L2 and press Triangle to create a duplicate of yourself to hold the crank in place. Run and climb on the box in front of you now. Hold L2 and press Triangle again to remove your duplicate and raise the box all the way to the top.

The Forearm of Apollo

Go backwards once up top to find the Stonemason's Chisel. Keep going past that to find some red orbs and a Gorgon's Eye/Phoenix Feather chest. Now go to the left to find a pressure pad. Create a clone of yourself here, then go to the left and swing from the green grapple point. Kill the enemies that spawn here, then go all the way to the left and climb up the wood wall. Move your way around the wooden beams and jump to a platform with a blue/green chest. Grapple the platform on the other side of the room and yank it over. Jump on that quickly and let it take you to a see saw. Create a Kratos clone on the far end, and use the gears and fence to climb up and to the left. Use the green grapple point to slam through the wall, then use the multiple green grapple points to swing across the water and back to where you were before. Kill the Cerberus and the other monsters that spawn, and get yourself back up to that circular room by grappling with the massive chain, yanking it to the left, and then healing the chain half-way. Climb up it and go to the right for red orbs. Jump up to get above the red orbs for a Phoenix Feather/Gorgon's Eye/Red Orb cache. Now enter the building. Put a clone on one of the pressure pads and ride up past the first stopping point you got to last time. Enemies will spawn, so kill them off. Keep an eye on your clone, as he might disappear. Avoiding the fire for the whole ride will also net you a trophy. Once at the top, head outside. Time to grapple. Go to the left and jump for the next grapple spot. Keep swinging across the water, then slide down the wooden wall. Be ready, because there is another green grapple point at the bottom of the wall. Swing from here to another point, then over to a wall. Climb the metal beams up and to the right. At the top, use the last green grapple point to slam through the wall. Be quick with your fingers for another grapple spot on the other side. Start climbing the rock face up to a wooden platform. Climb up the ladder, then keep climbing the rocks. Get to a hanging wood platform to use the two green grapple points here. Now go around to the right and climb a ladder. Snag the two red orb chests up here, then jump off to the hanging wood platforms. Jump from platform to platform, but time your jumps right so you don't miss. Once on the other side, kill the freshly spawned enemies. Before going into the cave, go to the left and get the Gorgon's Eye/Phoenix Feather chests and the red orb chests. Go into the cave and to the left. Press R1 to move some big gears and get to a blue/green chest. Advance around the chest, then press R1 to get to a second gear to push. Run forward into the clearing.

The Ribs of Apollo

Time to grapple. Go to the left and jump for the next grapple spot. Keep swinging across the water, then slide down the wooden wall. Be ready, because there is another green grapple point at the bottom of the wall. Swing from here to another point, then over to a wall. Climb the metal beams up and to the right. At the top, use the last green grapple point to slam through the wall. Be quick with your fingers for another grapple spot on the other side. Start climbing the rock face up to a wooden platform. Climb up the ladder, then keep climbing the rocks. Get to a hanging wood platform to use the two green grapple points here. Now go around to the right and climb a ladder. Snag the two red orb chests up here, then jump off to the hanging wood platforms. Jump from platform to platform, but time your jumps right so you don't miss. Once on the other side, kill the freshly spawned enemies. Before going into the cave, go to the left and get the Gorgon's Eye/Phoenix Feather chests and the red orb chests. Go into the cave and to the left. Press R1 to move some big gears and get to a blue/green chest. Advance around the chest, then press R1 to get to a second gear to push. Run forward into the clearing.

The Furnace

Kill the cyclops that crawls up to where you are. Avoid attacking the eggs, because about half of them are filled with more enemies. Once the cyclops is dead, destroy the remaining eggs and the last few monsters. The gate to your right drops so go behind it to find what looks like a big pile of wood. Drag that out and push it to the middle of the room for now. In the middle of the arena is a gear. Grab that and turn it to pull a platform over to you. Jump on it and let it take you across the room. Follow the path up to an opening. Look at all the items up here, and snag Archimedes' Treasure from the table. Grapple with the grapple chain on the ground to open up a flap in front of you. At the furthest point back, create a clone of yourself so you can jump down the flap. Drop down and crank the gear right next to you to open the big gate to your right. Grab the Gorgon's Eye/Phoenix Feather chests here, then find another gear down here to turn. This drops the big gate right next to you. Grab the stack of wood and move it into the slot next to the gear. Turn the gear again to send the shower of sparks down onto the wood pile. The wood then catches fire and burns out immediately. Take this smoldering pile back to where you found it. Use the Amulet to heal it until flames are back. This causes whatever is above the fire to ignite, melting some oil. Take the wood pile out again, and bring it to the wooden door right next to where you are now. Smash the door down, and stick the pile of wood in this slot. Turn the gear next to where you are now (the one used to haul the platform over to you). This drops the oil into the wood pile. Take the wood out now, and all the way back to where you first caught it on fire. There is another slot right in the middle of the room, so stick the pile there. Use the Amulet again to get flames, but this time the oil catches fire too. This causes the coals above the flames to catch on fire and in turn taking the furnace back online. Kill the enemies that spawn now, then use the gear to pull the platform back over to you, and ride it. Go back around the path and up top to use all three flaps as stepping stones. Once in the chamber above the three flaps, you are taken up on an elevator. Get off and jump to the platform behind you. Watch out for the fire falling from the ceiling; timing is key. Keep going down the walkway until you get to a green grapple point. Take it up, then make your way along the wooden beam to the left. When you can, jump up on the conveyor belt. Going all the way to the right will net you a few red orb chests. Going all the way to the left now, you find a green/blue chest and a gear. Turn the gear to get the two sets of platforms next to you moving. Go back down the conveyor belt now, and you get surrounded by fire and enemies. Kill the enemies while staying in the middle of the two fire fountains. Use area attacks and throws to clear out the multiple enemies that swarm you. Once all dead, the fire fountains will stop. Continue down the conveyor belt until you can jump forward onto the platforms. Make your way along these to the left now, jumping at appropriate times. You will have to jump on a big turning cylinder to get to the last platform, so be prepared for that. Once past the platforms you make it to a clearing. Kill off the Elephant men that spawn here. Once everyone is dead, go over to the massive chain and heal it. Now jump up to the green and red orb chests. Now go through the door up here to start a sliding sequence. Follow the path and jump when prompted. Also be ready for green grapple points.

The Shoulder of Apollo

Get off the elevator and jump to the platform behind you. Watch out for the fire falling from the ceiling; timing is key. Keep going down the walkway until you get to a green grapple point. Take it up, then make your way along the wooden beam to the left. When you can, jump up on the conveyor belt. Going all the way to the right will net you a few red orb chests. Going all the way to the left now, you find a green/blue chest and a gear. Turn the gear to get the two sets of platforms next to you moving. Go back down the conveyor belt now, and you get surrounded by fire and enemies. Kill the enemies while staying in the middle of the two fire fountains. Use area attacks and throws to clear out the multiple enemies that swarm you. Once all dead, the fire fountains will stop. Continue down the conveyor belt until you can jump forward onto the platforms. Make your way along these to the left now, jumping at appropriate times. You will have to jump on a big turning cylinder to get to the last platform, so be prepared for that. Once past the platforms you make it to a clearing. Kill off the Elephant men that spawn here. Once everyone is dead, go over to the massive chain and heal it. Now jump up to the green and red orb chests. Now go through the door up here to start a sliding sequence. Follow the path and jump when prompted. Also be ready for green grapple points.

The Furnace (pt. 2)

You are now back at where you caught that wood pile on fire. Turn the gear to drop the gate then go out and turn the other gear to pull the platform to you. This causes the whole clearing to lift off. Only a few enemies spawn now, but you have to grapple them then throw them into the fire in the middle of the platform to keep it going upwards. Once at the top, use the grapple chain to pull open a door and at the furthest point back make a Kratos clone. Run over to the freshly exposed gear and turn it. This causes a massive light to turn on and the platform to continue raising. Kill the Knight that spawns. More enemies will attack now, so continue throwing them into the center fire. A few of the squares will also become unstable so avoid them when they are covered in flames. I actually recommend ignoring the knights and focusing on the weaker enemies so that you can throw them into the fire and lift yourself up as fast as possible. Once at the top, kill the remaining enemies then get the crucial blue and green orb chests and the two red orb chests. Now jump into the light. This lifts you to the top of the statue. Walk forward and heal the bridge. This will go to a cutscene where you fully heal the statue.

Eyes of Apollo

Drop down, then jump on the large white block in the middle of the room. Grab the stone on top, and push it off and get off yourself. This raises the white block up. **DO NOT GET THE GREEN ORB CHESTS**, or at least not right away. You will have plenty of enemies coming up, specifically Minotaurs, witches and warlock dudes. Kill them all, using the green orb chests when your health starts to run out. After, grab the stepping stone and push it to the left. Jump up to get the red orb chests and pull the lever by the light. Jump off this area back down to the arena. Grab the stepping stone and push it all the way right. Jump up to get the red orb chest, then climb the ladder up. There are Gorgon's Eye/Phoenix Feather chests up here. Go to the left and get on the conveyor belt. Create a Kratos clone to ride the conveyor belt, and quickly hop back down. Get over to the left side and find the chain to pull. Start yanking to pull out a cradle for the white block to rest in. If you timed it right, your clone should be landing on the white block now, dropping it into the cradle. This lowers a ladder directly next to you. Climb it up to get to a cutscene. You end up in the lantern with an enemy to fight, so kill him off. Go forward once all enemies are dead and get to a long cutscene.

The Lantern of Delos

Go back to the door, and crack it open. When you do this, a handle will drop down from the cage surrounding the Eyes of Truth. Go over to it, and pull the handle backwards. At the furthest point back, create a Kratos Clone then go through the portal.

Trial of Archemedes

c

The Fury Citadel

Use the grapple chain to pull all the way back. Use a Kratos clone to hold it in place, then run to the green grapple point that you moved over. Grapple on it, and get rid of your clone to be swung out past the gate. Fight the two monsters who spawn, then use the Amulet to heal the stairs up to the big door. Once you get there, go into the door for a big cutscene. Keep your hands on the controller though, as there are QTEs in the cutscene.

Trophies

Big Spender
Upgrade any Magic to the next level
Biting the Hand that Feeds You
Defeat Megaera and the Titan Hecatonchires
Blind Justice
Use the Eyes of Truth successfully
Blood Oath
Complete the MP Training in Olympus
Bond Broken
Complete the Game
Bros before Hos
Escape the Fury Ambush
Can't Stop, Won't Stop. BadBoy!
Perform a 1000 Hit Combo
Champion of the Gods
Unlock all Trophies
Fireproof
Complete the Screw of Archimedes without getting hit by the Fire Traps
Fully Loaded
Completely Upgrade Kratos
Gateway Gas
Breathe the toxic gases within the Oracle's Temple
Gotta Hand It To You
Defeat the infected Hand of Aegaeon
Handyman
Reconstruct the Water Wheel of Kirra
Hello, Friend
Use the Oath Stone of Orkos in Combat 10 Times
Hold Still Please
Slow 100 Enemies with the Amulet of Uroborus
Hot Lunch
Win the Buttonless MiniGame against a Manticore
If it ain't broke...
Reconstruct all of the Decayed Chests
Legendary Warrior
Complete the game on Hard Difficulty
Light as a Feather
Collect all of the Phoenix Feathers
Lubed up
Complete the slide in the Statue of Apollo without dying
Maybe you should call a Doctor?
Keep the Rage Meter Filled for 2+ Minutes
Next time use the stairs
Complete the Gauntlet of Archimedes
No Drake. You Can't Have These.

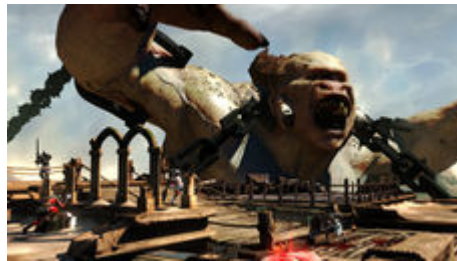
Collect all the Artifacts in the game.
Open Minded
Win the Buttonless MiniGame against a Juggernaut
Prison Break
Free Kratos from his imprisonment
Quaid
Defeat Pollux
Round and Round
Solve the Rolling Crusher Puzzle
Snakes on a Train
Ride the snake back to the Tower of Delphi
Swinger
Ring out an enemy with the Club
Tag Teamed
Hit 100 Enemies with the Oath Stone of Orkos
Tell Me How You Really Feel
Kill 25 Enemies using the Rage of the Gods
That's Gonna Leave a Mark
Spill 500 buckets of blood on Kratos
The Eyes have It
Collect all of the Gorgon Eyes
Tools of the Trade
Use All 5 World Weapons in Combat
Unleashed
Throw, Slam and Ram a grappled enemy
You Bastards!
Treat the Martyr of Hecatonchires poorly

Multiplayer

[1][2][3][[File:|God of War: Ascension tells the story of Kratos before the events of his all-out war against Ares, the Greek God of War. Kratos will be tested as he seeks freedom, redemption, and revenge.]]

of War: Ascension **multiplayer modes** won't feature Kratos, but rather nameless characters that players will opt to customize as they see fit. Combatants can pledge allegiance to one of four gods -- *Zeus, Poseidon, Hades and Ares* -- and will receive special powers, bonuses, strengths and weaknesses as a result. Armor and weapons can be customized, equipped and strengthened, and there will be full experience, upgrading and leveling systems, too.

In the mode shown, players engage in combat with the other team. The ultimate goal, however, is to down the gigantic enemy stalking the area, destroying everything around him and squashing mortals around you like they're ants. Players will have a harder time surviving if they don't cooperate with those around them, bringing a strategic slant to the series.



Santa Monica has confirmed there will be no local split-screen support and no drop-in/drop-out mechanics. Online play via the PlayStation Network seems to have taken precedence over couch co-op.

How many maps will there be for multiplayer?

Santa Monica also hasn't narrowed-down the number of maps that will be available in modes like the one shown, though right now they're hovering around seven maps (five large, two small).[4]

What characters will be available for multiplayer?



Kratos will not be a playable character in multiplayer. Other armored warriors were shown in the first demo but not identified. There will be no playable female characters. [5]

A '300' Leonidas skin (including armor and spear) is available for GameStop pre-orders.

The armor of Orion, Achilles, Perseus and Odysseus is available for pre-orders.

Multiplayer Beta

Gameplay Demo

A global multiplayer beta was announced at gamescom 2012. On October 22, Todd Papy announced that the beta is coming winter 2012. The beta included features that had previously not been publicly revealed. Players who participated in the "Rise of the Warrior" social experience on GodofWar.com and were on the Spartan's team received a week of exclusive early access to the beta, which began on December 12 (the Trojan's team received access on December 17). Attendees of the *God of War* panel at PAX 2012 received a voucher for a one month subscription to PlayStation Plus, which granted them access to the beta when it became available for Plus subscribers. Additionally, from November 30 until December 7, Santa Monica allowed players from SCE Europe to sign up for a chance to be randomly picked to access the beta.

The beta became available for PlayStation Plus subscribers on January 8, 2013. The beta features the choice for players to align with either Ares or Zeus, and it features the Desert of Lost Souls (eight player) and the Forum of Hercules (four player) maps, with the game modes, Team Favor of the Gods and Capture the Flag on the Desert of Lost Souls and Favor of the Gods on the Forum of Hercules. Announced on January 11, 2013, all participants of the multiplayer beta will receive the Champions' Blade and Armor when the game launches. On January 19, 2013, Santa Monica allowed all PlayStation Network users of North and South America access the beta via redeemable voucher for a limited time. The beta ended at midnight pacific time on January 21.

Rumors and Leaks

This page collects the various **Rumors and Leaks** surrounding the announcement and development of God of War: Ascension.

Early Speculation

Facebook Image | April 12, 2012

On April 12th, PlayStation added an image to its Facebook page. The message in the image: "Will Vengeance Bring Redemption? 04.19.12" That's it, but it hasn't stopped fans from wildly speculating. The most touted game in the Facebook comments just happens to be God of War IV, and that's a pretty likely guess.



First, the golden brown colors of the image fit previous God of War palettes. Second, season three of The Tester just wrapped up, and those kids were all vying for a job on the next "blockbuster" from Sony's Santa Monica Studio. Third, "vengeance" is kind of Kratos' thing.

Play Magazine Rumor | January 24, 2012

According to Play, God of War IV is reportedly (and not surprisingly) coming from Sony Santa Monica Studio, the developer that made its name with the Kratos' franchise. "Sony Santa Monica's call for an online dev to join its ranks has many thinking the inevitable God of War IV will include online play," the magazine reports. [1]

Mighty Ape Listing | November 10, 2011

New Zealand retailer MightyApe has listed the game with an estimated release date of September 28, 2012. [2]

Job Listing | October 31, 2011

A job listing discovered on recruitment site Creative Heads has revealed that a new God of War game is in development. According to the listing, the title is in the "military/combat" genre, and the person chosen for the position will start "immediately."

The job is with Sony's Santa Monica studio, which is responsible for developing all three previous God of War console titles. Since the portable God of War installments have been developed by Ready At Dawn Studios, Sony Santa Monica's involvement could mean that the in-development title is God of War IV.

"Join the GOW team," the listing reads. "The Santa Monica Studio is an open and creative environment, where we strive to make the best games in the industry. Join us as we embark on our next project." [3]

Secrets and Unlockables

There are ample **Secrets and Unlockables** in God of War: Ascension. You will be able to see them all here as soon as they are found.

Cistern Painting Code

QUJIKPHIUEEEEKMJQUJ is a code that can be found in God of War: Ascension. Its meaning is unclear at this time. The code is accompanied by an image of a castle on a mountain and these words:

Of all the prophecies I have seen, this one haunts my dreams/The full truth of this nightmare yet remains hidden. -Aletheia

- More on the QUJIKPHIUEEEEKMJQUJ code

Chapter 10 Shortcut

I don't know if this would fall under Secret or Glitch, but in Chapter 10 Temple of Delphi you are given the choice to go left or right once you touch the gas the screen will zoom to the right door. I went left and broke down the door just in case there was a Phoenix Feather or Gorgon Eye, and I ended up skipping an area. After watching a walkthrough video I see that not going right made me skip about 15 minutes worth of play time along with a Gorgon Eye and Phoenix Feather (that's irony). The part was the area where you pushed around a statue from room to room and fought lightening bolt throwers and a Manticore. I guess this would be helpful if you are playing on a harder setting and would like to get through it in less time with less fights.

Cistern Painting Code (QUJIKPHIUEEEEKMJQUJ)



QUJIKPHIUEEEEKMJQUJ is a code that can be found in God of War: Ascension. The painting can be found in a side room during The Cistern and The Cistern (pt. 2). To view it, walk up to it and press R1. The code is accompanied by an image of a castle on a mountain and these words:

Of all the prophecies I have seen, this one haunts my dreams/The full truth of this nightmare yet remains hidden. -Aletheia

Changing the language of the game changes the string of letters that gets displayed:

- English: QUJIKPHIUEEEEKMJQUJ
- French: QJFTRFJRQTEUCJTUNFRJHQJHQJFTRF
- Portuguese: MHDILMMLKHNHOKHDRRLHMHD
- Spanish: QJFLTORJPJFOJIQJF

GAF board members have cracked the code using the various languages [1]:

- English: SUN BIRD BULL LION SUN
- French: SOLEIL OISEAU BOEUF LION SON SOLEIL
- Portuguese: SOL PASSARO TOURO LEAO SOL
- Spanish: SOL AVE TORO LEON SOL

This could reveal another code, but there's no word yet on where this code should be entered.

Bosses

This page contains information on the **Bosses** in God of War: Ascension. Giant boss fights are a hallmark of the God of War series, and details regarding boss fights in Ascension are already pointing towards some major battles with Greek gods.

GIANT Cyclops (POLYPHEMUS)

Exclusive to Multi-Player: A battle to execute a captive Polyphemus was the focus of the first God of War: Ascension multiplayer trailer.

Furies

At the conclusion of the God of War: Ascension panel at PAX 2012, key members of the development team treated the audience to a video reveal of the "big bosses" to appear in Kratos' next (bloody) quest. Kratos will face three powerful beings known as the "Furies."

The video confirmed that three Furies will appear in Ascension: The only one revealed in the video was a female being named Megaera with spider-like appendages clawing out of her back (similar to Ares). The God of War team also took note of her ability to infect her victims with parasites that emerge from her "upper chest area." This unnerving skill wasn't shown today, but I fear the day when it will.[1]

List of Confirmed Bosses

- Charybdis *In Demo*
- Aegaeon (Hecatonchires, Parasite)
- [Giant Cyclops: Polyphemus](#)
- Furies: Alecto, Megaera and Tisiphone
- Pollux & Castor: Delphi Prophet

Collectibles

God of War Ascension has a total of 52 collectibles.

- 10 Artifacts
- 7 Decayed Chests
- 15 Phoenix Feathers
- 20 Gorgon Eyes

General Information:

If you forgot something you need to replay all chapters from the point where you missed the collectible. The only exception are artifacts. These are stored on a different save game and are saved immediately and you can use chapter select to collect them in any order you like. There are also more white colored treasure chests with Feathers and Eyes than needed. So if you missed some of them do not worry. There are at least 5 more chests of each type than you need. Only the decayed chests are really missable. So make sure you reconstruct all of them in correct order. The difficulty is absolutely irrelevant for the collectibles. You can get them on every difficulty.

If it ain't broke...

If it ain't broke...

Reconstruct all of the Decayed Chests

MISSED CHANCES

If you are not careful you will need to replay the game from chapter 13 to complete this trophy

There are a total of 7 Decayed Chests in God of War Ascension. Finding all of them will earn you the "If it ain't broke..." gold trophy. To reconstruct the decayed chests you need the Amulet of Uroborus which is acquired automatically in the beginning of chapter 13. Stand in front of the chests and press L2+Square to reconstruct them. There is no need to loot the chests. If you die or restart checkpoints you will have to do it again! Doing this via chapter select won't unlock the trophy. The first chest is in chapter 13 and the last one in chapter 19. So you need to play through all these chapters again if you missed something.

Chest	Window of Opportunity
1	Chapter 13, From where the Oracle is located you need to go left. The decayed chest is at the very end of a broken bridge and hard to see.
2	<i>Chapter 14, Immediately after this chapter starts you will jump down to a room with a big bull statue. When leaving this room you will run straight into the decayed chest.</i>
3	Chapter 14, In the same corridor the last decayed chest was in. Keep going down the corridor and turn right.
4	Chapter 14, After reconstructing the last decayed chest you need to exit the corridor and go outside. Kill all enemies. Instead of going left to repair the bridge you need to go to the far right. Due to the fixed camera angles you cannot see this chest until you stand in front of it.
5	Chapter 14, From the last chest go left, but do not repair the bridge yet. Drop down to the ruins. At the very end of the ruins is the chest (next to a wooden swing bridge).
6	Chapter 16, Shortly after you see the head of the dead Titan Hecatonchires (the boss you killed in the beginning of the game) you will enter the prison area. Go right and you will run straight into the chest.
7	Chapter 19, The last decayed chest is in the very beginning of chapter 19. After climbing up the wall you need to go right. This is immediately after you finish climbing.

Artifacts

No Drake You Can't Have These
Collect all the Artifacts in the game.

Artifacts are collectibles in God of War: Ascension. You must beat the game to use Artifacts.

- **Prisoner's Oath Stone** - Grants infinite rage.

Chapter 2 'The Sewers' Once you ascend the stones and reach the drain make your way up even higher to an over-look area with parasite fly-prisoners. This artifact is located right next to left by a closed gate with an eye painted on the wall.

- **Circe's Vial**- Triples length of Combo time.

Chapter 4 "The Village of Kirra' In the right part of the area where Kratos can move the cage. He can climb a wall and go in a second floor door

Bonus: Phoenix Feather Located right next to Circe's Vial.

- **Oracle Seeker's Offering**-Kratos collects ten times the amount of red orbs.

Chapter 9 'The Ice Caverns' Once you have all three snakes grab the tower and you can step into the tower, descend the spiral staircase rather than ascend and you will come across the Oracle Seeker's Vail.

Bonus (sort of): You get to see Kratos junk when he jumps from the ice to the snake. I don't understand how he got Aphrodite to moan like that, then again the ice caverns are rather cold.

- **Aletheia's Charm** - Decreases damage taken by one-third.

Chapter 11 'Delphi Catacombs' In the area with the hour glass. Jump from the chandelier to the hour glass and a few steps in front of you right in front of the mural of Aletheia will be this artifact.

- **Boat Captain's Idol**- Grants infinite magic.

Chapter 15 'The Grotto' in the second area where Kratos can dive in the water. There will be a gap on the floor which Kratos can swim down. There will be half of a ship's hull on the left. Follow this until a dead end there will be a flashing beacon on the floor near the other half of that ship's hull, grab it. This can also be found by going down the second hole on the bottom, but it's easier just looking for the first one.

- **Orkos' Cloak** - Causes health meter to increase over time.

Chapter 16 'Prison of the Damned' Found after Alectos (the Fury) plays an illusion of Kratos being honored in a ceremony. Kratos will dispell the illusion by kicking the trickster Fury and be looking out over a cliff on Hecatochiles. From here turn 180 degrees and walk toward the closed door where the magic and health box is NOT the open gate.. Before you get to the health box, this artifact is slightly hidden by the rubble to the right.

- **'Stonemason's Chisel'** - Reduces cool-down time.

Forearm of Apollo After using the stone of Orkos for the first time Kratos will go up an elevator and then can take a right. The artifact is located at the end of the walk way.

- **Archimedes' Treatise** - Kratos Auromatically wins all context sensitive attacks.

Chapter 23 *The Furnace* 'Artifact is located in the area that you discover Archimedes body. It is located in the bottum left hand seide of the screen by the magic and health chest's.

- **Statue Worker's Idol** -Increases the amount of stun dealt to the enemies.

Chapter 23 *The ' Furnace* When you get back to the furnce after putting the latern back together you will have to kick enemies into a furnace to make the elevator you are on continue to go up. Once at the top, the artifact is in the upper left corner,

- **Antikythera Mechanism** - Causes your health meter to slowly drain over time, never completely emptying it.

Chapter 28 *Trial of Archimedes* After the long battle on the elevator you will cross the portal and cause the door that barely opens to open fully. Once the floor lowers walk to the right side of the dome cage and the artifact will be sitting out in the open.

Gorgon Eyes

There are a total of 20 Gorgon Eyes in God of War Ascension. Finding all of them will max out your health and earn you the silver trophy "The Eyes have It". Everytime you find 5 Gorgon Eyes your health increases. The eyes are in white treasure chests. However, there are far more chests with Gorgon Eyes than you need. So you can miss some of them and still earn the trophy. After getting all 20 Gorgon Eyes you will be rewarded with red orbs everytime you open a white chest.

Phoenix Feathers

There are a total of 15 Phoenix Feathers in God of War Ascension. Finding all of them will max out your magic and earn you the silver trophy "Light as a Feather". Everytime you find 5 Phoenix Feathers your magic increases. The feathers are in white treasure chests. However, there are far more chests with Phoenix Feathers than you need. So you can miss some of them and still earn the trophy. After getting all 15 Phoenix Feathers you will be rewarded with red orbs everytime you open a white chest.

Costumes

Kratos can have multiple different **Costumes** when playing through God of War: Ascension on New Game+.

God of War Timeline

The Timeline in order of continuity is as follows:

1. God Of War: Ascension (PS3)
2. God Of War: Chains Of Olympus (PSP, PS3 Remastered)
3. God Of War (PS2, PS3 Remastered)
4. God Of War: Betrayal (Mobile side scroller)
5. God Of War: Ghost Of Sparta (PSP, PS3 Remastered)
6. God Of War II (PS2, PS3 Remastered)
7. God Of War III (PS3)

Universe

God of War: Ascension is a prequel in the God of War franchise. Although details of the single-player mode have not been announced, some characters from the five God of War games likely will re-appear in this release. This Universe section covers the God of War saga, including characters and locations that may appear in this game.

Locations

Although details of the the game's specific locations have not been announced, some areas from the five God of War games may re-appear in this release.

Athens

Historically, Athens was one of the largest and most influential city-states in all of Ancient Greece, and is considered the birthplace of Western democracy. In the God of War series, Athens is the first city that Kratos comes across, and is divided into different areas including its gates, town square, and rooftops.

Rhodes

Rhodes was a powerful city-state in ancient times that was famous for its giant bronze statue of the ancient Greek sun god Helios (known as the Colossus of Rhodes and considered one of the 7 Wonders of the Ancient World). In God of War II, Rhodes is the first location that Kratos appears in.

Sparta

In ancient times Sparta was a famous military city-state in the Southern Peloponnese of Greece. In the God of War series, it is the home of Kratos.

Olympian

Olympians are the "current" Greek gods who reside on Mount Olympus. They were preceded by the Titans.

- Aphrodite
- Ares
- Artemis
- Athena
- Hades
- Helios
- Hephaestus
- Hera
- Pandora
- Persephone
- Poseidon
- Zeus

Aphrodite

Aphrodite is the Greek goddess of love and beauty.

Ares

Ares is the Greek god of war. He has a flaming red cock and a matching bunghole. In traditional myth, his carnal relationship with Aphrodite is often the low point of Hephaestus' day.

Artemis

Artemis is the virgin Greek goddess of the hunt, virgins, and mothers. She is the twin sister of the god Apollo.

Athena

Athena is the goddess of war and wisdom.

Eos

Eos is the goddess of dawn in ancient Greek religion. In God of War: Chains of Olympus, Eos asks Kratos to help find her brother Helios and also tells him to seek the Sun Shield.

Hades

Hades is the god of the Underworld in Greek Mythology. He is married to Persephone, daughter of Zeus and Demeter.

Helios

Hephaestus

Hephaestus is the deformed (and lamed) Greek god of smithing.

Hera

Hera is the wife of Zeus and the queen of the Greek gods.

Pandora

Pandora is a character in God of War. According to Greek mythology, she was made by the gods in order to punish mortals for the sin of learning the secret of fire from the Titan Prometheus.

In the God of War series, Pandora is made by the god of smithing Hephaestus and is like a daughter to him.

Persephone

Persephone is the wife of Hades and daughter of Zeus and Demeter.

Poseidon

Poseidon is the god of the sea.

Zeus

In ancient Greek religion, **Zeus** (????) is the king of the gods and is also known as the god of the sky and thunder. He is the youngest son of the Titan Cronos and his wife Rhea, and is married to the goddess Hera. His symbols are the thunderbolt, the eagle, the bull and the oak tree.

In the God of War series, **Zeus** is the father of Kratos.

Titan

In Greek mythology, the Titans (Greek: ?????—*Ti-tan*; plural: ???????—*Ti-tânes*) were a primeval race of powerful deities, descendants of Gaia (Earth) and Uranus (Heaven), that ruled during the legendary Golden Age. They were immortal huge beings of incredible strength and stamina and were also the first pantheon of Greco-Roman gods and goddesses.

In the first generation of twelve Titans, the males were Oceanus, Hyperion, Coeus, Cronus, Crius and Iapetus and the females - the Titanesses - were Mnemosyne, Tethys, Theia, Phoebe, Rhea and Themis. The second generation of Titans consisted of Hyperion's children Eos, Helios, and Selene; Coeus's daughters Leto and Asteria; Iapetus's sons Atlas, Prometheus, Epimetheus, Calypso and Menoetius; Oceanus' daughter Metis; and Crius's sons Astraeus, Pallas, and Perses.

The Titans were overthrown by a race of younger gods, the Olympians, in the Titanomachy ("War of the Titans"). This represented a mythological paradigm shift that the Greeks may have borrowed from the [Ancient Near East](#)[1]

Cronos

Cronos is one of the Greek Titans and father of Zeus, Poseidon and Hades.

Gaia

Gaia is the Titan of earth. Sometimes, spelled "Gaea".

Prometheus

Prometheus (forethought) is one of the Greek Titans and is best known as giving fire to mankind. In traditional myth, his brother Epimetheus (afterthought) is the husband of Pandora.

Kratos

Kratos, brother of Deimos, is the child of Zues. While Kratos was training with Deimos, Ares came and took away Deimos to Thanatos, the god of death, to be tortured for many years. Kratos, believing Deimos is dead, marks himself with the marks his brother was born with. Thus, creating the red marks covering him. Kratos became the youngest captain of the Sparta Army. His thirst for power lead him to a halt when they were forced into defeat by a Barbarian Horde, Kratos called to the Olypian god, Ares for help. Ares than gave Kratos the Blades of Chaos. Tricking Kratos into slaughtering his family, he renounced service to Ares, which then led to a village oracle to curse him with White skin for his evil deeds, where the Ghost of Sparta was born. After 10 years of service to the gods, with all of Kratos' nightmares, he stops serving them. When his nightmares do not stop, he tried to commit suicide, but is rescued by Athena, who leads Kratos to Olympus and gives him the Blades of Athena, announcing him the God of War. Kratos finds out his Zues, is his father when he nearly killed him, but Athena sacraficed her life to save Zues. Enraged, Zues tricks Kratos into emptying his godly powers into the Blade of Olymus. Kratos finds out the only way to kill Zues is to clench the Flame of Olympus, which was only possible with the use of Pandora's Box, only accessible by Pandora herself. Kratos becomes attached to Pandora, because of Calliope, his slayen Daughter. After realizing the box is empty, Kratos engages into combat with Zues, despite Gaia trying to stop him, he defeats her, then slays Zues. Zues comes back into Kratos' Psyche and tries to kill him. Kratos forgives his past sins with the help of Lysandra, and easily defeats Zues after being Revived. Athena, demands Kratos restore the contents of the box, Hope, to earth. After refusing Kratos impales himself with the Blade of Olympus, which spreads his powers across the world for mankind's use. Collapsing next to the Blade of Olympus, his upcoming ultimate fate still remains unknown.

Perseus

In Ancient Greece Perseus was known as hero who killed the Gorgon Medusa. In the God of War series, Perseus fights Kratos in the belief that if he defeats the Spartan he will gain an audience with the Sisters of Fate and gain the chance to save his love Andromeda from the Underworld. During his fight with Kratos, Perseus puts on the Helmet of Invisibility, making it difficult to track him, and can use a shield that reflects that light of the sun which momentarily blinds Kratos. He is also voiced by Harry Hamlin, the actor who portrayed Perseus in the 1980's film Clash of the Titans.

Pre-order bonuses

GameStop

Pre-order the standard or Collector's Edition of God of War: Ascension at GameStop to receive the Champions Pack, featuring exclusive DLC and more.

The Champions Pack includes the exclusive King Leonidas multiplayer armor and weapon, as depicted by Gerard Butler in the blockbuster film "300." Donning King Leonidas' iconic red cape and helmet, and with his iconic spear in hand, head into battle as one of the most famous Spartan warriors in history.

The Champions Pack also includes an exclusive 48-Hour Multiplayer XP Booster, allowing players to earn more favor from the gods for each kill and each victory and unlock new multiplayer armor, weapons, and customization rewards even faster.

In addition, the Champions Pack also includes the Mythological Heroes Multiplayer Pack, featuring four unique armor sets inspired by four of ancient Greece's greatest mythological heroes for use in the new God of War: Ascension multiplayer mode. Don the armor of Achilles, Perseus, Orion and Odysseus as you strive to become a true champion of the gods.

Last but not least, the Champions Pack includes an exclusive double-sided God of War: Ascension poster featuring an iconic image of Kratos on one side, and two champion warriors from Sparta and Troy on the other.

[[File:[]]]

BestBuy

Pre-ordering the standard edition of God Of War: Ascension at Best buy to receive Mjölfnir (The hammer of Thor), Inspired by the T.V. series vikings, as DLC.

Collectors Edition

Premium Steelbook Case God of War: Ascension Game

Exclusive 6" Kratos Statue

Voucher Downloads Include:

Official Game Soundtrack (Digital Version)

48 Hour MP XP Booster

PlayStation®3 Dynamic Theme

PlayStation®Network Avatar Pack

Pass for Future DLC Content

[[File:[]]]

DLC

It has been announced that there will be dlc, and all of them will be free if you buy the special edition of the game