



Introduction

After years of torturous nightmares, Kratos wants to cease the endless bloodshed at his own powerful hands. With but one more request from the gods, it is nearly time for Kratos to finally be happy. His only task is to kill the mighty God of War.

On a journey that spans the Aegean Sea, Athens and beyond, you must hunt down and kill Ares, the God of War. Undead beasts, giant cyclopes, and menacing minotaurs all stand in your path to glory in hopes of crushing you before succeeding in your quest. If the mighty Hydra or any other beast of Ares proves too daunting for you to conquer, you're in the right place; our complete *God of War* strategy guide will take you from start to finish on this massive quest, with all the gory details necessary to conquering the untouchable Ares.



In this God of War strategy guide, you'll find:

- **Basic** combat info with details on destroying all enemy types, from lowly legionnaires to the mighty giant cyclops.
- **Power-Up** info that shows you just what you're getting *before* you invest your experience in new combat abilities and moves.
- **Full walkthrough** that details your complete quest, from the Aegean Sea to Athens and far, far beyond, including the location of hidden Gorgon Eyes and Phoenix Feathers.
- **Secrets** and unlockables that give you the most *God of War* has to offer, including new outfits and special powers.

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Basics

Miscellaneous Tips

- **Move Faster!** When traveling long distances, it's often slow to bear with Kratos' default run speed. You can actually move faster than this, though it'll take a bit of trickery. Kratos' forwards roll (press the Right Analog Stick forward) is faster than his running speed, but the temporary stun at the end of the roll slows him down too much. However, you can cancel this stun by executing the Hermes Rush shoulder charge (press R1). If you repeat the pattern of *forward roll, Hermes Rush, forward roll, Hermes Rush* you can move over the land at a faster rate than normal. Keen!
- **Climb Faster!** When forced to climb up ivy covered walls or large nets, you may find that Kratos' default speed is too slow. If you want to move faster and better dodge enemy attacks, a good tactic is to *jump* everywhere. By press the jump button (X) in conjunction with a direction on the Left Analog Stick, Kratos will leap in the direction you choose. You can repeatedly jump like this to move across climbing surfaces at a much faster clip than the default climbing speed.

Combat Strategies

Each enemy in *God of War* is different, and the strategies for fighting each of them vary significantly. Here, we'll go over the general tactics to beating each enemy type in the game. Learn these tactics well and you'll be on your way to mastering the complexities of *God of War*.

Legionnaires

The legionnaires form the general fodder of Ares' evil army, and you'll fight them throughout your crusade. You're usually forced to take on groups of legionnaires at a time, often four or more at a time, forcing you to keep track of multiple targets. Most important is watching out for sucker-attacks from legionnaires behind you as you pummel others—the undead feel no remorse for attacking you when you're not looking.

Legionnaires are susceptible to pretty much all combos, so go crazy with your attacks. Launch attacks (like Ascension and Appollo's Ascension) are great for targeting a single legionnaire, letting you carry them into the air for a wicked combo. You won't be able to throw most legionnaires without weakening them first, *but* they can be grappled any time in the middle of an air combo. Use this ability to extend your combos and punish them hard.



Because legionnaires often surround you in battle, you'll need to watch all angles to defend against their attacks. Legionnaires almost always perform lunging attacks, and their swords flash blue when they do, giving you plenty of time hit the block button and avoid taking damage. If you're good at parrying (hitting the block button just a moment before getting hit), you can often turn their aggression against them, countering with powerful moves from Hades Revenge. Another good defensive tool is your ability to roll. If you get surrounded and feel too pressured, don't hesitate to roll out of a circle of enemies to get the upper hand. Kratos is practically invincible while rolling, letting you pass through most enemy attacks.

Harpies

The first harpies you run into are very easy to defeat, though they're still quick and capable of dealing some damage to Kratos. Before harpies attack, they almost always fly away from you and let out a slight screech. This is your signal to stop attacking and get on the block button to avoid taking any unnecessary hits.

Later in the game, the harpies start getting more powerful. They'll perform a powerful dive attack that Kratos can't block, forcing you to actively dodge the maneuver. When a harpy gets ready to execute this dive attack, a fiery bulls-eye icon

appears on the ground. As it approaches Kratos, quickly roll away with the Right Analog Stick. The harpy will attack the ground where Kratos was, completely whiffing the attack.



To counter with your own attacks, you'll usually need to jump up and execute light attack combos in the air. The air version of the Cyclone of Chaos move (hold L1 + SQUARE) is a great way to attack in all directions if the harpies are flying around you too quickly. Alternatively, you can use grapples against the harpies and they won't be able to block your attempts. You can even grab some harpies without having to jump up to them, as long as they're flying somewhat close to the ground. If you're able to grab a harpy from the ground, Kratos will tear them apart, instantly killing them.

Minotaurs

Minotaurs have great defense, and even better offensive powers, making them a huge threat if you're not used to fighting them. Your normal ground combos will *not* stun minotaurs, meaning that you'll have to rely on quick hit combos so that you can quickly block any counter-attacks the minotaurs dish out while you're attacking.

One counter attack the minotaurs often use is a quick kick that stuns Kratos. You probably won't be able to react to this attack fast enough to block, but that's okay—the attack by itself doesn't do any damage. However, the minotaurs will follow up with a massive axe blow while you're stunned, and you can't block this attack. What you need to do is roll out of the way the moment you get stunned. You can roll in any direction, but rolling backwards is probably the safest. Alternatively, you can cancel the stun with the Appollo's Ascension attack (L1 + X). This will let you launch the minotaur into the air as he rears up for his axe attack, cancelling his attack and letting you unleash your own combo. A good combo versus minotaurs is to execute Appollo's Ascension and follow it up with Appollo's Offense (L1 + X in air).



Minotaurs can't be grappled on the ground until they've been weakened, but you can still use air grapples against them to extend your combos. Once you weaken a minotaur to the point that a CIRCLE appears overhead, you have a chance to deliver a death blow to the beast. This death blow will *always* give you health orbs—this is great if you need extra health, but if you want red experience orbs you'll have to kill the minotaur with regular combo attacks.

Cyclopes

Cyclopes, like minotaurs, won't be stunned by your normal ground chain combos. Even more, it is impossible to launch cyclopes into the air with any of Kratos' launch attacks, meaning that while fighting these beasts you'll have to constantly repeat quick attack patterns and mix in dodges to avoid the enemy's counter attacks.

Typically when fighting a cyclops, you'll want to stick to the light attack (SQUARE) exclusively. Keep your distance from the enemy and tap the quick attack button two or three times before pulling back on the Right Analog Stick to roll away from the cyclops. Similar to the minotaur's attacks, the cyclops will often deliver a swift kick to Kratos which stops you in your tracks. At this moment, your only option is to roll away from the enemy to avoid taking damage from the crushing blow.



A certain type of cyclops uses a large spiked ball as a weapon instead of the usual club. You'll want to fight the enemy in pretty much the same pattern as with the other cyclopes, but instead of rolling backwards to avoid its attacks you'll want to roll to the *right*. The spiked ball cyclops only attacks with his right arm, which makes it pretty hard to dodge left or backwards without taking damage. However, if you roll right at the correct moment, you should come out unscathed and ready to continue your attack patterns.

Gorgons (Medusa)

Gorgons are very quick and, like minotaurs, not stunned by most ground attacks. Because of this, you'll want to constantly stay aware of their own attack patterns in order to block effectively. Before gorgons attack, they usually pull away from you just slightly and then quickly whip in towards you for the attack. Because they're so quick, it's not a bad idea to start blocking before you even see them attack—they'll almost always deliver a counter-blow after taking a few hits from Kratos' swords.

Like the minotaurs, gorgons *can* be launched into the air with your launching combat moves. This will let you execute simple combos on a single gorgon without having to worry about a counter attack. A good combo versus gorgons is to execute Appollo's Ascension (L1 + X) and follow it up with Appollo's Offense (L1 + X in air). When fighting the gorgons on the ground, attack with quick combos (SQUARE, SQUARE) and block frequently preempt their attacks.



One thing to watch out for is the gorgon's signature stone gaze. Gorgons will cast a beam at Kratos that follows you around and turns you to stone temporarily. If Kratos is hit while frozen in stone, you'll instantly die. Also, if you get frozen in stone while in the air (during a jump, perhaps) Kratos will die instantly upon smashing back down to the ground. This is why it is important to *never* jump when a gorgon is trying to turn you to stone. You won't be able to dodge the stone gaze this way and you'll only end up dying. What you need to do is to constantly roll. Even though the stone gaze will never leave Kratos, as long as you're rolling you won't be affected by the beam.

Wraiths

Wraiths are pretty dangerous, especially when they come in packs. On ground level, you can whip out some serious combos without having to worry about any counter-attacks, but once a wraith burrows underground you'll want to stop your combos and start playing defense.

When a wraith burrows underground, he'll move towards Kratos and pop up out of the ground with a quick attack. You can easily block this attack, but that's not the end of it. Even if you block the attack, Kratos will be stunned and left vulnerable to the follow-up attack that the wraiths *always* deliver. Because you get stunned, you'll have to rely on your dodging skills to avoid taking the follow-up hit. As soon as you block the initial attack from a wraith, pull back on the Right Analog Stick to roll away from the enemy. The wraith will then whiff the attack, letting you counter with your combos.



Even if you're hitting a wraith on the ground, he can still burrow underground to start his attack. However, if you launch the enemy into the air you can combo them without any fear of a counter-attack. Launch a wraith into the air and follow up with a couple of quick attacks. After those have landed, quickly hit the grapple button (CIRCLE) to grab the wraith in mid-air and slam him onto the ground. This move will often kill the enemy instantaneously, as will a normal grapple while on the ground. In fact, grapples are so effective versus wraiths that you'll want to use them very often in order to decimate their ranks as quickly as possible.

Sirens

Sirens fight *very* similarly to gorgons, but with one key difference: they can *not* be launched into the air for extended combos. Sirens are very quick with counter attacks, and you often won't be able to see them coming before they hit you. Because of this, it's vital that you play defensively when taking on these creatures of beauty.



When fighting sirens, it's a good idea to stick to only one or two hits in a row. Just tap SQUARE, SQUARE and then immediately hold the block button to be ready for any counter-attacks the siren throws your way. Sirens throw out balls of magic that are very fast, but also blockable. In fact, these magic balls are even capable of damaging other nearby enemies if they come into contact with the attack first.

Cerberus Dogs

More often than not, you'll run into cerberus pups before you see the full-grown baddies. These pups are pretty easy to dispose of, but they pose a pretty unique threat. If you don't defeat them quickly, the pups will turn into full-grown

cerberus dogs, which is about the time that you should start gettin' scared.



If you can, kill off the cerberus pups as quickly as possible. If there are a bunch of them, it's a good idea to use Poseidon's Rage to kill them all. If, however, they get to full-size, you'll have to implement some other strategy. When fighting the big dogs, you'll have to be very careful not to get surrounded. Most of their attacks are unblockable, so you need to rely on dodging to keep your hide safe. Try to stay on the outside of their circle and attack with quick combos interrupted by abrupt dodging. Whenever you see a CIRCLE appear overhead, quickly run up to the cerberus and grapple it to either deal a lot of damage or deliver a death blow.

Centaurs

Centaurs are pretty vicious enemies, but they're luckily able to be launched into the air for some nice combos. However, because they're so quick, you'll want to play very defensively when on the ground and trying to go toe-to-toe with the enemies.



The best way to launch the centaurs is with the Achilles' Flip move (roll towards them and press X), followed up with a pair of quick attacks. This will allow you to dodge their ground attacks and set up a very quick launch move. Once you've got them in the air, follow up with a combo or grapple them to throw them into the ground. When attacking them on the ground, try to end your combos with Kratos' slam attack, as in the Plume of Prometheus combo (SQUARE, SQUARE, TRIANGLE). This will knock the centaurs off their feet, letting you follow up with more combos until they get back up to counter attack.

Satyrs

Satyrs are pretty quick, but they're also pretty small, which makes them susceptible to lots of combo opportunities. Ground chain combos will temporarily stun them, letting you unleash some nasty hits, though you don't want to perform any long combos without blocking every once in a while to catch any sudden blows.









































Even better, Satyrs are especially vulnerable to launch attacks and air combos. The enemies are pretty light, letting you launch them far into the air for a healthy combo. You can even grapple with satyrs at any time, whether in air or on the ground, simply by pressing CIRCLE. You'll have to quickly mash the CIRCLE button to win the weapon clash, letting you deal a blow to them without any chance of an enemy counter. This attack really doesn't do very much damage, but it *is* completely safe. If you're feeling yourself overrun by enemy attacks, grapple them to shift the tide of the battle.

Power-Ups

 Good

 Great

 Awesome

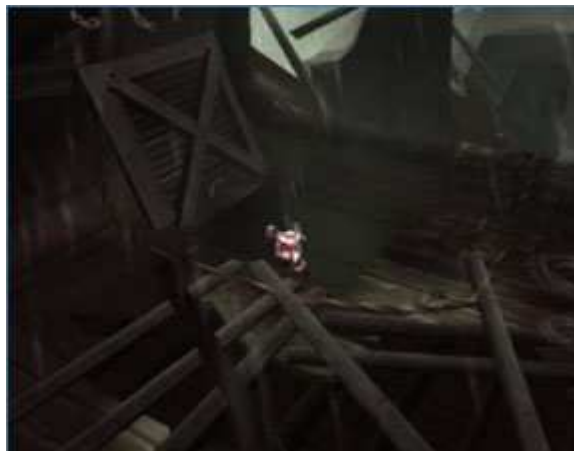
Blades of Chaos			
Lv.1		Ascension	Hold TRIANGLE
Lv.1		Hades Reverse	R1 (just before enemy hits you)
Lv.1		Plume of Prometheus	SQUARE, SQUARE, TRIANGLE
Lv.2		Apollo's Ascension	Hold L1 + X
Lv.2		Apollo's Offense	Hold L1 + X (in air)
Lv.2		Hermes Rush	R1
Lv.2		Hermes Stomp	R1 (in air)
Lv.2		Cyclone of Chaos	Hold L1 + SQUARE
Lv.2		Cyclone of Chaos (air)	Hold L1 + SQUARE (in air)
Lv.3		Spirit of Hercules	TRIANGLE, TRIANGLE, TRIANGLE
Lv.3		Valor of Hercules	TRIANGLE, TRIANGLE, SQUARE
Lv.3		Hades Revenge	SQUARE, TRIANGLE, or R1 after Hades Reverse
Lv.4		Rising Helios	Hold L1 + TRIANGLE
Lv.4		Falling Helios	Hold L1 + TRIANGLE (in air)
Lv.4		Hermes Fury	R1, R1, R1
Lv.4		Achilles' Flip	Right Analog stick, X
Lv.5		Lance of the Furies	Hold L1 + CIRCLE
Lv.5		Lance of the Furies (air)	Hold L1 + CIRCLE (in air)
Lv.5		Achilles' Flip	Right Analog stick, X
Lv.5		Might of Hercules	SQUARE, Hold SQUARE
Rage of the Gods			
Lv.1		God Mode Activate	L3 + R3
Lv.4		Tempest of the Fates	SQUARE, SQUARE, Hold SQUARE
Poseidon's Rage			
Lv.1		Poseidon's Rage	L2
Lv.1		Poseidon's Rage (air)	L2 (in air)
Lv.2		Wrath of Poseidon	L2, CIRCLE, CIRCLE . . .
Medusa's Gaze			
Lv.1		Gorgon Torrent	Hold L2 + Hold SQUARE
Lv.2		Gorgon Flash	Hold L2 + TRIANGLE
Lv.2		Gorgon Flash (air)	L2 (in air)
Lv.3		Gorgon Rage	Hold L2 + Hold CIRCLE
Zeus' Fury			
Lv.1		Zeus' Fury	Hold L2 + SQUARE
Lv.1		Zeus' Fury (air)	L2 (in air)
Lv.2		Might of Zeus	Hold L2 + Hold TRIANGLE
Blade of Artemis			
Lv.1		Wrath of Artemis	Hold L1 + X
Lv.1		Revenge of Artemis	Hold L1 + SQUARE
Lv.1		Ascension of Artemis	Hold L1 + Hold TRIANGLE
Lv.1		Retribution of Artemis	Hold L1 + CIRCLE
Army of Hades			
Lv.1		Army of Hades	L2
Lv.1		Army of Hades (air)	L2 (in air)

Walkthrough

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Aegean Sea

You begin your quest on the dock of a ship in the Aegean Sea. Immediately, you're confronted by a horde of monsters—lay waste to them. When the enemies are dead, walk over to the floor hatch and press R2 to open it up, letting drop inside the hull of the ship.



There's a health chest nearby, and a hall that's blocked by some debris. Use your swords to clear the debris in the hall (a few swipes will do it) and continue through the ship until you come face to face with a Hydra. This encounter with the Hydra is pretty straight forward and forces you to become familiar with the block button. Use quick attack combos on the face of the Hydra until you see the beast flap its ears and pull away from you, signifying that it's about to attack. Quickly hold the block button and keep holding it until the Hydra begins returning to its normal position—if you stop blocking too early, you may fall victim to the enemy's quick follow-up attacks.



After beating the crud out of the Hydra's head for a while, a CIRCLE symbol will appear over the beast. Quickly approach it and press the grab button to begin the death sequence. Just follow the on-screen button prompts and you'll finish off the Hydra, clearing the way for your progress through the ship.

Continue through the ship, busting through another pile of debris to finally exit back to the ship's deck. There are men running around crazy (they're not a threat) while being pecked at by flying monsters. Clear out the flying monsters with quick attacks and grapples while watching out for their swooping attacks (when you hear them screech, *block*). If you need health while fighting, you can kill some of the men running around and they'll cough some up for you. You're gonna need it, because after a while the Hydra pops its pretty little head up again.

You'll need to watch out for more attacks this time versus the Hydra. Again, stick with quick attack combos on the Hydra's neck so that you can quickly move to defense if you see the monster attack. The Hydra's first main attack is slamming its head on the deck of the ship. The Hydra will slam left, right, and then toward the camera, so dodge accordingly. If you stand right in front of the beast, you can continue attacking until the final head slam, at which time you should roll either left or right to avoid the strike.



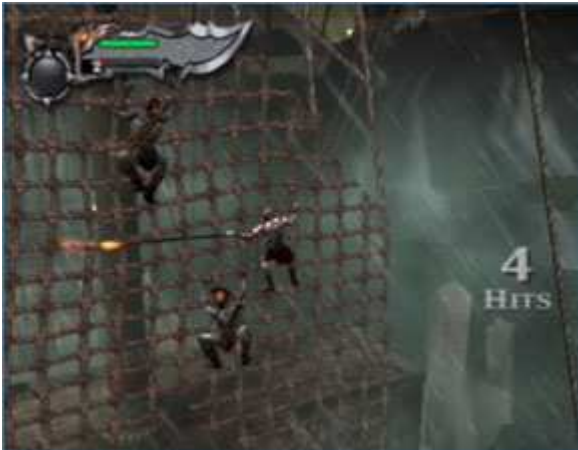
Occasionally, the Hydra will quickly swoop in to grab you with its gaping jaws—you can't block this attack, but you *can* avoid taking damage. Just quickly mash the grapple button to fight off the clamping bite and counter with a damaging attack of your own. Continue to avoid the Hydra's attacks and deal him your own to quickly send the beast running again.

When you're done with the Hydra, you can lift up a couple of doors to your right that will reveal some chests with red orbs. Jump down through the hole in the ship's deck and swim forward, climbing up the netting to another part of the deck. You'll need to clear out another set of enemies before balancing gingerly across a set of narrow beams. At the middle of the beam walkway is a fork, and to the right is a chest with more red orbs. Grab the orbs and backtrack to the center of the beam walkway to finish your path to the other ship's deck.



On the far side of this long deck is a row of archers firing at you. You've got to grab a small block on one end of the deck and shove it towards the archers in order to boost yourself up to their platform. The problem is that the archers' arrows will destroy the box with a few shots, so you need to avoid their fire as much as possible. Keep behind the large blocks on the deck to shield yourself (and your small block) from the arrows, and charge up your kick to send the crate flying forward without drawing any fire from the archers. Once you've got the crate under the archers, shove it against a wall and jump up to clear out the enemies.

Continue through the ship's hull and out to another deck. You'll need to climb your way upwards, first on a ladder and then up a net, while fighting off a bunch of lesser monsters. Your combat is limited while climbing, so it's not a bad idea to jump past the enemies (you can jump upwards and sideways while climbing) to reach the upper platforms where you can more easily fight the baddies. When you reach the top of the mast, you can balance across the narrow beam to the left to reach a chest with some extra red orbs. Return to the top of the mast and hop on the rope to slide down to another ship.



Bust open the set of three boarded walls to unveil a new path, a chest of red orbs, and a chest with a **Gorgon Eye**. Head down the hall into the ship, and you'll trigger a cutscene. When the cutscene is finished, fight off the enemies appear and continue through the hall.

There'll be some health and magic chests just around the corner, along with a long net that leads to the boat's deck. Climb aboard and get ready for another encounter with the nasty Hydra...

Hydra Battle

And perhaps a couple of its siblings. There are three Hydra heads to deal with, though you only have to worry about the smaller two for now. As before with the Hydra, use quick attack combos and watch for the enemy to attack. The Hydras perform only a couple of attacks, both of which are signaled when the Hydra pulls back its head. When you see the Hydra retract its face, immediately get on the block button to avoid taking damage and then quickly return fire with your own attacks.



After fighting the smaller Hydras for a while they'll fall over, unconscious. Quickly jump onto the blocks on either side of the ship to reach the top block and, from there, jump onto the large hook that's dangling from a rope above. You'll drive the hook through the Hydra's head, finishing it off and letting you move on to the next.

With both of the lesser Hydras defeated, hop onto the large netting in the center of the deck and climb up to face the big daddy Hydra. This Hydra attacks differently, so you'll have to watch out for a new set of attacks. Luckily, this Hydra gives about the same warning when it's ready to strike (the beast will pull back away from you, scream, and bite). Lure the Hydra into attacking you by waiting on the edge of the platform closest to the monster. When the Hydra draws back to attack, run to the far side of the platform and let the enemy sink its teeth into the wooden platform. Quickly strike back before the Hydra pulls too far away, and repeat this process until a CIRCLE appears over its head.



You'll have to initiate and succeed in this sequence three times in order to bust the mast of the ship. Just grab the Hydra's head and mash the grapple button to succeed in the event, and then repeat the previous attack-and-defend pattern. After three successful attempts to smash the Hydra's head into the mast, the mast will brake, forming a spire with which to skewer the monster's head. Again, repeat the attack-and-defend patterns until you've weakened the Hydra again, and then grapple the beast (followed with timed button sequences) to finish it off.



Before leaving the dead Hydra's behind, crawl into the throat of the large one to retrieve the **Captain's Key** from the captain. Return to the deck of the ship and jump up the crates to the right to reach a platform with a couple of chests (and another **Gorgon Eye**) and a rope that will carry you down to a previous ship deck. Move up the ship deck, clearing the enemies to return to the small crate you earlier placed to reach the upper platform. Through the doorway you'll return to the captain's door which you can now open to end the level.



Gates of Athens

You'll start the level still in the hull of a ship. There are no enemies to worry about, though there is a cute mini-game you play with the women on the bed. Follow the on screen button commands and you'll be rewarded with a ton of red orbs—you can play the mini-game as much as you'd like, but the number of orbs you're rewarded with is drastically reduced after the first play.

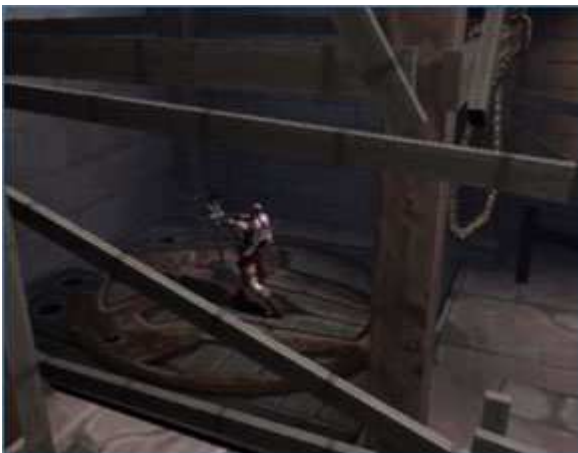


Continue through the ship and climb the ladder at the other end to reach the deck, and arrive at the docks of Athens. To the right is a path that leads to the docks, and as you cross it you'll be attacked by monsters. Fight 'em off and continue around the docks, turning left to fight more monsters and eventually reaching an elevator platform. Before hopping onto

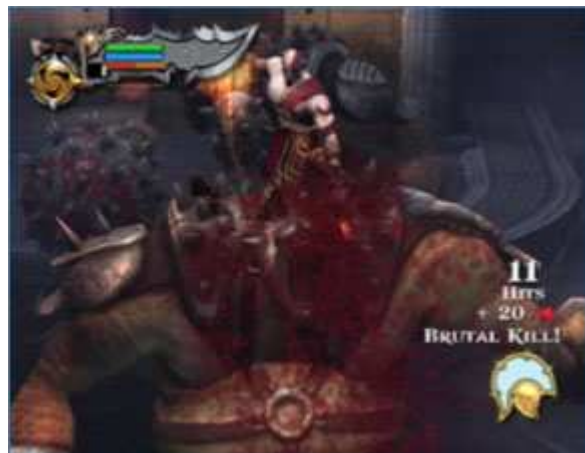
the elevator, though, you can jump through the broken part of the wall to your right. You'll land in a pool of water, from where you can hop up to land and find a chest with a **Phoenix Feather**.



Once you've got the Phoenix Feather, hop over the blocks to the right to return to the docks and backtrack to the elevator platform. Ride the elevator up and you'll reach a wooden platform with a couple of monstrous beasts. These enemies aren't as easy to throw around, so you'll have to fight tactfully if you want to save your skin. Use quick attack combos to slice 'em up, but watch out for their counter—the beasts will shove Kratos to the ground, temporarily stalling you while they wind up their axe strike. When they do this, quickly roll away from the enemies to dodge their attack and come back with your own. You'll have to fight three large beasts in total, so don't rest until they're all dead.



There's another elevator platform up ahead which leads to the ruined gate of Athens. As you arrive, a single giant cyclops rolls onto the scene, and you've got to take it down. Use quick attack combos from afar to chew away at the monster and get ready to dodge when he pulls back to attack. The moment the cyclops attacks, dodge to Kratos' *right*. You should avoid the attack the entirely if you time it right, letting you resume your own combos. When you've weakened the monster, a CIRCLE will appear of its head, letting you finish the beast off with timed button combos.



Of course, with that one dead two more come to take its place. If you can kill off the second cyclops quickly enough you can avoid having to fight two at a time. When you've got those two dead, continue through the level towards the opened doorway to your left (there's a hidden chest with red orbs to the right, past the doorway).

Just ahead, you'll enter a room with a number of pillars. Two of the pillars can be knocked down lower by breaking open the wooden boxes at the base. Break these two boxes and jump onto the lowest pillar (lower-left area) to climb your way to the top and make it to the next room.



Medusa Battle

As you drop into the next room, move towards the glowing light in the corner to trigger a brief cutscene. You'll be left to do battle with Medusa, who luckily isn't very tough. Attack Medusa with short quick attack combos and block whenever you see her pull away really quickly. When she tries to get you with her stone gaze, continuously roll around (using the right analog stick) to dodge the beam. As long as you're rolling, she won't be able to turn you to stone.



If you've upgraded your Blades of Chaos abilities, you should use Apollo's Ascension against Medusa, followed by Apollo's Offense while in air. This is a good way to deal a lot of damage to Medusa without letting her attack back. When you've weakened her sufficiently, a CIRCLE will appear overhead, letting you finish her off with a timed button combo.

When Medusa is dead, a trio of minotaurs will rise up from the ground, and you've got to defeat them using your new ability. Put some distance between you and the enemies before you start to turn them to stone. When they're frozen, finish them off with a quick combo and repeat the process until all of the minotaurs are dead.



Just around the corner is a hall with some legionnaires. Clear 'em out and climb the ladder to the very top. There are a pair of chests with red orbs you can get by jump *backwards* (towards the screen) and landing on the narrow beams in the hall. One chest is readily visible while the other is nestled in a narrow recess in the wall to the left. Grab 'em, and climb back up the ladder to continue your quest.



At the top of the ladder is a lever that rotates a giant crossbow up ahead. Pull the lever *twice* in order to aim it at the cracked wall to the left. YOU can then fire a giant arrow to smash the wall, revealing a chest with a **Phoenix Feather**. Pull the lever a third time to point the crossbow straight ahead, letting you smash the wooden door with a heavy arrow. With the door smashed, head down the hall and turn left. You can drop to a hall below with some enemies, a chest with a **Gorgon Eye**, and a gate you can open to the outside courtyard.



Backtrack a bit to the area with the crossbow and, this time, take the ladder on the right side of the hall. You'll exit to a ledge that overlooks the outdoor courtyard. Fight off the enemies nearby and jump onto the rock wall to the left to climb around the outside of the building. Keep moving along the walls, moving right and finally downwards (while fighting off legionnaires) to reach another landing. To the left of this landing is a single enemy and the head of a large statue that you can tip over. Push the statue over to send it crashing into the ground, giving you a new platform from which to climb up to another building's top.



Hop down to the ground level of the courtyard and use the statue's broken head to reach the ladder to the left. At the top platform you'll have to fight a pair of gorgons—use the same tactics you utilized versus Medusa to take them out, and then climb the ladder to the next platform. There are a pair of minotaurs above, and another gorgon will appear at the death of one of the minotaurs. Finish them off and then hack away at the pillars to your left to bring them down, letting you use them as stepping stones to another platform.



You'll fight more enemies before you can operate the crossbow, flinging an arrow to the other side of the chasm. Jump on the rope to climb across, though you may want to immediately drop back onto the platform and fight off the enemies that appear behind you. On your way across the rope, you'll run into a number of legionnaires from both sides of you. The quickest way to take them out is to mash on the quick attack button, as five consecutive hits will knock down the enemies. Clear your way across and drop down the ladder at the end of the rope.



You'll drop back inside of a building you already were in, but this time you can open up the large door to your left. With the door open, backtrack a bit to reach the large crossbow and use it to smash open the wooden door at the other end of the hall. You'll unleshe a number of minotaurs that'll slowly march towards you—quickly get back on the crossbow and you can take them all out without swinging a single sword. With the minotaurs dead, head down the hall and climb the ladder at the end to find a couple of chests (one with red orbs). When you've emptied their contents, drop down the ladder. From behind the gate, head down the path and across the bridge to end the level.



Road to Athens

Continue up the path ahead to pass under the curtains and witness the power of your foe. The path branches here, but the road to the right leads to a dead-end for now. For the moment, take the path to the left and follow it to a village road. As you near the village, the wall before you will crumble, forcing you through a gate to your left.



Two minotaurs will appear in this confined tunnel. The only way to exit the room is to get one of the minotaurs to step on the switch in the center of the room. When you've got them there, use Medusa's Gaze to freeze them temporarily and *run* across the room to pass under the gate before it closes. If you need more magic, the blue chest in the room will constantly refill itself, so take your time and don't get hurt.



When you finally get beyond the gate, head back out to the main road. There are number of enemies along the road, and you can retreat inside of the buildings that line the path for some extra items (including two **Phoenix Feathers**, two **Gorgon Eyes**, and a bunch of red orbs).



At the end of the path you'll run into some more difficult enemies, including a couple of gorgons and a pair of minotaurs. Deal with them as you have before, and continue down the path until you reach a road block and a miniature canyon. To get across, first destroy the road block with your swords and jump onto the nearby rope to swing forward. Jump off the rope when it reaches the maximum horizontal distance and you'll cling to a second rope that overhangs the canyon. From here you can reach the other side, though there's a bonus chest of red orbs up above (and to your left) if you care to go for it. When you've finally crossed the canyon, continue forward into Athens Town Square.





Athens Town Square

As you make your way up the long set of stairs, you can bust into some of the doors for extra red orbs. Be ready when you finally make it to the courtyard up top—there'll be a giant cyclops waiting to fight you.

Attack the cyclops with quick combos from afar while watching his movements. When you see the beast get ready to swing his club, dodge backwards to avoid the blow. Sometimes the cyclops will stomp down with his foot, temporarily stunning Kratos. When he does this, quickly dodge away from the cyclops to cancel the stun and get to safety.



Unfortunately for you, when the first cyclops is dead two more take its place. Fighting two at a time is a tad bit more difficult (okay, it's a lot harder), but you've got tons of help running wildly around you. At any time you get low on life, just kill a few of the hapless citizens to get some extra life. The citizens appear to be in limitless supply, so don't feel bad about running away from the cyclopes for a second to stock up on health. With both enemies dead, search the courtyard for orbs behind doorways, and then continue through the door on the far left side of the courtyard.

As you run through this hall, a woman will be running away from you. There are a number of breakable walls you can smash through to reveal orbs and a **Gorgon Eye**—you might as well break them now as you've got no enemies to deal with. Continue to follow the woman through the halls, across a broken bridge, and up a set of stairs to an outdoor balcony. By unfortunate means, the scene will end with a key that you need resting on the courtyard floor below. But before dropping down to grab it, you should turn left to find a chest with a **Phoenix Feather**.



Drop down to the courtyard floor to pick up the **key** and start backtracking through the halls to reach the upper balcony again. Beware! This time through the building, you'll have many enemies to contend with, including legionnaires with golden shields. To break through their defenses, you'll have to hit them with the Plume of Prometheus—there are a couple of ways to execute the attack, but the easiest is to perform the combo SQUARE, SQUARE, TRIANGLE. The last hit will break their shields, letting you finish them off as per usual.



Further in the hall, you'll meet a pair of gorgons along with more legionnaires. Clear your way back to the balcony, hop across the gap to your right, and use the key to unlock the hatch on the floor. Drop down the hole and follow the underground hall to the rooftops of Athens.



Rooftops of Athens

As you exit the tunnel, jump onto the ivy covered wall to the right and start climbing up to the rooftops. You'll have to jump back and forth between a few buildings to reach the top, and when you get to your destination you'll be happily met by a bunch of wraiths. These enemies will burrow underground and pop up under you with an instant attack, and while you can block their initial attack, you'll be stunned and unable to block the follow-up strike. When you see a wraith go

underground, stand your guard and hold the block button. Block the initial attack and immediately roll away from the enemy to cancel the stun and avoid the next attack.



As you fight off the wraiths, legionnaires with swords and bows will assist in your demise, so be ready to fight them off. With all enemies dead, you can safely break open the wooden wall in the area, revealing a chest with a **Gorgon Eye**.



Even with the area cleared of enemies, the two doorways to this rooftop are still closed off by magic barriers. Head up the stairs to the left to reach an upper rooftop with more enemies to fight, including a few more wraiths and a giant cyclops. Your best bet is to deal with the wraiths first, running away from the cyclops to lure the lesser enemies towards you. When you've got them killed, focus your efforts on the cyclops. Attack with quick combos and watch for his attack—when the cyclops pulls back to attack you, roll to the *right* to dodge the blow. A second cyclops will follow the first one's death, so don't start relaxing until both are dead. Before leaving the rooftop, move to the far end where you can step to a secret ledge with a chest holding a **Phoenix Feather**.



Head back down the stairs and, if you killed all enemies, you'll find that the doorways are now unblocked. Exit through the doorway at the base of the stairs and turn left outside to find a chest with red orbs. The far end of this walkway is

broken off, revealing a large open chasm. Jump across to the nearest platform and, from there, jump onto the ivy covered pillar ahead. Once on the pillar, climb right until you can follow the ivy to the bottom of the pillar. From the bottom, start moving left around the outside of the pillar to reach the patch of ivy that's facing the nearby balcony. From here you can jump to the balcony and fight off the wraiths that appear before continuing through the hall behind to clear out the archers on the next balcony. With the archers dead, you'll have a much easier time jumping between the pillars ahead.



Return to the first pillar and crawl around to the other side of it, from where you can jump backwards to grab ahold of a second pillar. Again, crawl around the pillar and jump to the landing on the other side. Just ahead, the path branches—for now, take the path to the left, following the arching walkway that leads under a few archers.



To the left is a large bow and arrow mechanism that you can move around by grabbing it from the side. Take hold of the bow and shove it down the hall ahead and into a room with a gear on the floor. Place the bow on top of the gear, and then open up the doorway just left of the gear to reveal a lever. Before you can get to the lever, though, you'll have to take out the numerous legionnaires that appear around you. With them dead, go back into the room you opened and pull the lever to spin the gear and the bow. Pull the bow back off of the gear, pull the lever again to return it to the default position, and then push the bow back *onto* the gear again. Pull the lever once more and you should have the bow now pointing at the reinforced wooden door. Pull back the bow and let the arrow destroy the doorway, letting you access the hall beyond.



The hall leads to a room with a glowing pillar of light. Step into the light and you'll be granted a new ability. As the door before you opens up, step through it to return to the walkway where you first found the giant mobile bow. Backtrack across the arched walkway and use your new power—Zeus' Fury—to kill all four archers above. With those enemies gone, a doorway will be unblocked, letting you access a destructible wall with a **Gorgon Eye** and a **Phoenix Feather**.

Exit the room you're in and head back across the arched walkway. You'll return to the fork in the road where you were at previously, and this time you'll want to take the doorway to the right. At the back of the room is a ladder that leads to a rooftop guarded heavily by harpies and minotaurs. Fight off the enemies and move right across the rooftop. You'll find a ladder that leads to a chest with a **Gorgon Eye**. Drop back down the ladder and head left across the rooftop.



You'll need to jump over a gap to the next rooftop. From here, turn left and you'll find a small wooden platform that's on the end of the rooftop. You can jump off of this wooden platform to grab onto a hanging rope, and continue jumping from rope to rope to reach a hidden rooftop with a bunch of chests. You'll likely want to use Zeus' Fury to take out the archers on the adjacent rooftop (you can actually target them before jumping onto the rope) before collecting the health and magic refills and returning to the previous rooftop.



Once back on the previous rooftop, smash down the wooden structure to the left, allowing you to jump to the next roof. Here you'll face off against two minotaurs before smashing through a stone structure, revealing an ivy covered wall you can jump to. Hop onto the ivy and climb up to the rooftop. Follow the path at the far end of the rooftop and you'll see a man across the way that's holding a lever which operates the drawbridge. Target the man with Zeus' Fury and let loose a single lightning bolt to kill him, releasing the draw bridge.



Cross the bridge into the building ahead and you'll find two chests bearing a **Gorgon Eye** and a **Phoenix Feather**. Further down the hall you'll run into a pack of wraiths, and it's difficult to fight them in such close quarters. Take advantage of your grapple tear them apart one by one and push through the hall. A second pack of wraiths will meet you before you reach the elevator platform at the end. Take the elevator down to reappear in Athens Town Square.

Balance across the shattered bridge to the other side and continue up the mountain path. Along the way, you'll run into legionnaires that you need to slay before breaking open a section of the wall that reveals a red orb chest. Grab the orbs and head up the path to reach the Temple of the Oracle.

Temple of the Oracle

Stock up on health and magic—you're gonna want it in just a second. Cross over the lengthy bridge to the courtyard ahead, where you'll be confined to the area and forced to face off against harpees and gorgons. The harpies here are much more difficult than harpies you've faced before, as they've now got an unblockable dive attack that you've got to avoid. You'll see a red bulls-eye target on the ground when the harpies rear up for this attack, letting you know when to roll away.



When the gorgons join the fray (one at a time), focus first on finishing off the harpies while dodging the gorgons' stone gaze. The magical barriers surrounding the courtyard will disappear when all enemies are dead, letting you grab the **Gorgon Eye** and the **Phoenix Feather** from the nearby chests. There are also a pair of hidden red orb chests on either side of the building ahead of you. To reach them, go to the ends of the building (still outside) and jump up to the narrow ledge above.

Head into the building and run up the long hall of stairs until you enter a room that's soon swarmed with harpies. Before you can progress to the next area, you'll have to get rid of *all* harpies, but they'll respawn infinitely if you just start killing them. On the very far side of the room are two statues that Kratos can move. Grab the statues and kick them onto the main floor of the room, and then guide them to the two holes in the walls through which the harpies are entering the hall. With both holes plugged up, you can start slaughtering the enemies to eliminate their numbers, effectively clearing the room.



When the room is clear of enemies, head up the swooping stairway to the left (behind a door you have to open) to reach the balcony above. You can balance across the crumbling rafters to reach the other side of the hall, which is why you didn't want to have any harpies flying around the room. When you reach the other side, continue down the hall, clearing out the legionnaires, until you reach the next large area.

The Oracle is dangling from a rope and about to fall, and *you've* got to save her. For now you don't have to hurry or anything—just grab the two statues from either side of the entryway to this area and push them off the far side of the platform you're on. You need to stack them on top of each other to form a tall tower, and drag that tower towards the hanging Oracle. Push the stacked statues against the rock wall (as seen in the picture below), which will let you jump across to the ivy covered wall.

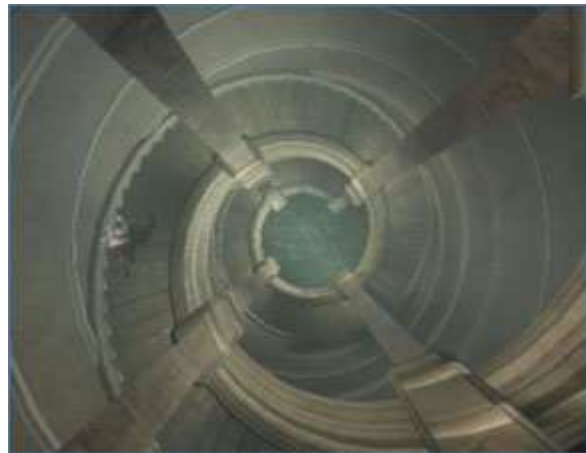


As soon as you start crawling along the ivy, a timer will countdown, forcing you to speed up your run. The fastest way to crawl along the ivy is to *jump*, so be sure to continually hop from grip to grip as you make your way through the obstacle course. When you reach the rope that you've got to grab, jump to it, swing, and jump off immediately—there's no need to build up momentum. You can then quickly balance across the narrow walkway and jump to another rope to fling yourself (again, no need for momentum) onto the dish the giant statue is holding.



With the Oracle saved, you can now continue through the passage below, *or* you can get a few extra red orbs. Make your way to the very top of this outdoor area by going through the obstacle course again. After balancing over the narrow walkway, but *before* you jump to the second rope, you'll reach a small broken platform. From here is where you need to jump in order to reach the platform with the red orb chests. Walk to the very far end of this platform and jump outwards—perform a double jump and follow up with a dive kick (press R1) to, hopefully, land on the narrow ledge and collect your prize. Below this platform is a breakable wall that houses a **Gorgon Eye**.

When you're done, go through the doorway by which the Oracle is standing to continue to a vast outdoor area. The path here branches, though the way to the left (up the mountainside) is blocked. For now, head across the bridge to the right and run down the spiral staircase. At the very base of the staircase is a chest with a **Phoenix Feather**. When you've got that, continue forward to enter the sewers of Athens.



Sewers of Athens

The sewers of Athens are pretty straight forward. The linear path is crawling with enemies to battle, and there's not more much to beating them than mashing the attacks and timing your blocks. You won't run into any new enemy types, but you will be up against the likes of minotaurs, legionnaires, and even cyclopes. One thing to watch out for are the areas in which the enemies will try to attack you. They'll usually line up archers on higher ledges which'll take pot shots at you while you fight off the bigger enemies. When you run into this situation, lure the larger enemies towards you and run around a corner of the sewer to stay out of the archers' line of fire. You can then fight off the bigger enemies without having to worry about random arrows.



When you've beaten up the bigger enemies, it's a good idea to climb up to the archer roosts and take them down. There are often chests with red orbs on their ledges, which is always a help for you. When you finally reach the end of the sewer, you'll climb a short ladder to another spiral staircase. Climb the stairs and pull the lever up top to drop down another set of stairs which leads back to the road to Athens.

Follow the road under the large curtain to return to an area where you previously were. Last time you took the path to the left, but this time you'll want to take the path to the right. Follow the road and you'll reach a tall set of gates which are now opened to you—step inside to find a chest with a **Gorgon Eye** and enter the Desert of Lost Souls.



Desert of Lost Souls

Spread throughout this desert area are three singing sirens that you must destroy. And while fighting them is challenging enough, the hardest part of this quest is just finding the sirens. You'll have to search through dense sandstorms to locate the sirens, relying almost entirely on your sense of hearing for guidance.



As you're roaming the desert, listen carefully for the distant song of the sirens. As you move closer to a siren, her song will get louder, acting as a beacon for your assistance. On the very far side of the desert (to the north) is the doorway you need to open, and near that doorway is the first siren to find. You want to attack the siren with light attack combos, hitting her two or three times consecutively before quickly holding the block button to fend off any magic attacks she throws your way. Fight the siren until a CIRCLE appears overhead, letting you finish her off to unleash her soul. With the first siren dead, it's time to go hunting the second.

The second siren can be found in the southeast corner of the desert. At about the center of the desert is a giant buried statue you'll likely come across, and just a ways southeast of that is where the second siren is waiting. When you attack the second siren, two minotaurs will rise up from the sand to defend her, posing a greater threat than the siren alone. You can choose to fight off the minotaurs first, as the siren won't attack you unless you're attacking her. However, this makes it easy to lose the siren in the sandstorm again. If you choose to fight the siren first, apply the same tactics as before (two or three quick hits, block, repeat) while rolling away from the minotaurs to avoid their blows. With the siren dead, you can finish off the minotaurs for some extra health if needed. Just watch out for their hammer blows that send shockwaves through the sand—the shockwaves are very hard to see in the middle of this sandstorm, so it's a good idea to roll sideways anytime you see the minotaurs slam their hammers down.



The third siren is located in some ruins to the far west of the desert. If you start moving west from where you fought the second siren you should eventually hear the distant song of the last enemy. Again, a pair of minotaurs will come to her aid as you try to kill her, forcing you to use the same tactics as before to finally unlock the door to the north. With the third siren dead, return to the ruins to the north and continue inside the building.

At the end of the brief hallway, you'll exit to a room with a large conveyor belt below. Drop down to the conveyor belt and lift open the nearby door to reveal a small stone box. You need to move this stone box to the left end of the conveyor belt (against the flow), but as soon as you bring the box out of the small closet you'll be attacked by legionnaires.



Fight off the legionnaires first before worrying about the stone box. With the first pair dead, push the stone box across the conveyor belt, using Kratos' charged kick to move it faster. After getting nearer to the wall, more legionnaires will come so watch out. Again, slay them with your combos and finish moving the stone box to the wall, letting you jump up to the ledge above.

Continue outside and blow the horn at the end of the platform to clear away the heavy sandstorm ahead. Run up the cleared path and stock up on magic and health as you move up the stairs (you're going to need it). When you reach the upper platform, you'll be forced to fight *three* sirens simultaneously, and they continually respawn for quite a while. Fight them off as per usual, using two hit light combos and blocking immediately afterward. You can even lure the sirens into hitting each other with their bursts of magic, though you should focus first on blocking the hits yourself. Your magic move Poseidon's Rage does a really good job of damaging all enemies around you, so use that when possible and finish off the sirens quickly. They'll give you health as they die (if you kill them with CIRCLE), so stay in there until they've stopped respawning. When all sirens are dead, blow on the horn to trigger a cutscene that leaves you at Pandora's Temple.



Pandora's Temple

The gate that leads up the stairs in the center of this stormy courtyard is locked for now, and you'll have to talk with the gatekeeper on the plateau far above to unlock it. To reach him, turn left on the first plateau and you'll find a pathway that leads down and around the cliffside. Follow the path to it's end, where you'll need to pull out a section of the stone wall to form stairs. Quickly jump up the stone stairs to reach the upper plateau and speak with the gatekeeper. He'll open up the gate below, so drop down to the original clearing to continue your journey.



Of course, things aren't quite that easy. As soon as you land back down on the original clearing, two giant cyclopes march onto the scene. You'll want to fight them like other cyclopes, using quick two-to-three hit combos from a distance and quickly rolling away (backwards) to avoid the enemy's counter attack. When the cyclopes are weakened, a CIRCLE will appear over their heads, letting you initiate a quick mini-game to finish them off.



You'll fight three cyclopes in all (only two at a time) before the gate is once again opened up to you. Climb the stairway and grab the **Gorgon Eye** from the chest to the left and the **Phoenix Feather** from the chest to the right before turning the lever in the center of the platform to open the large doorway.

Step into the hall and you'll immediately be attacked by a pack of wraiths. On the far end of the room, archers will try to pick you off while you fight, and it's not a bad idea to take care of them first (they'll each respawn once). Fight off the wraiths to clear the room, and then examine the door at the end of the hall to open it up and enter the Rings of Pandora.



Rings of Pandora

Run around this ring hall until you reach the far end of it, where you'll find a doorway on the right that leads to a brief obstacle course. You'll have to dodge between these slamming spiked walls to make it through alive, so wait for them to pull apart and quickly roll past the danger. Inside the next room is a group of archers on the far side. Take out the archers and gather the items in the room before continuing further.



At the back of the room is a tall lever to pull which reveals a spinning mechanism in the large ring hall. Run back through the hall of obstacles (they've stopped moving) and grab hold of the spinning mechanism. Rotate it counter-clockwise for a while, and you'll soon see a new hall appear past the doorway to the left. You won't be able to access the first hall just yet—you'll need the Muse Keys—so continue to spin the mechanism until you reveal a second hall with a beam of light at the end. Walk into the beam of light and you'll be rewarded with a new tool before stepping into the Challenge of Atlas.



The Challenge of Atlas

The hall exits to a large room that's crawling with baddies. Start by taking out the legionnaires, and then watch out for the gorgons that replace them. These gorgons are pretty aggressive with their stone gaze, so be sure to continue rolling whenever there's a beam on screen, and try to avoid jumping! When all enemies on the ground floor are dead, head to the back of the room and jump up the broken set of stairs.



You'll run into more legionnaires up stairs. Fight 'em off, and then continue along the suspended walkway. As the path turns, you'll start taking fire from enemy archers. Lure any sword-wielding enemies away from the archers to deal with them first, and then return to the bridge to use Zeus' Fury against the cowardly archers. When all are dead, balance across the beam to reach the other side of the room.



Once back on solid ground, turn right to run towards the wall. You'll find a hidden alcove with another **Gorgon Eye** chest. More importantly, there is also a lever that drops down a long rope into the abyss below. From the ledge right in front of the lever, jump to grab onto the rope and then slide down into the pit below.





You'll have to climb a rope across the chasm, and the surrounding legionnaires aren't going to let you by so easily. These legionnaires are tougher than the ones you fought on the last rope climb, so it'll take more to bring 'em down. A good tactic is to stun the enemies from afar with your quick attack and then move in closer to grapple them with your legs. The grapple is always an instant kill, and is actually faster than repeated kickings. If you get surrounded, you can kick in alternate directions (quick kick left, quick kick right, quick kick left, etc.) to stun both surrounding enemies.

When you finally make it to the other side of the rope, run up the stairs and pick up the **Shield of Hades**. Once you've grabbed it, the wall to your left will start to close in while a horde of legionnaires swarm the area. Clear out the enemies as fast as possible (it's a good idea to use Poseidon's Rage if you can) to open the magic barrier and fill up on magic and health before returning to the vertical rope and climbing back to the surface.



Head into the hall to the right and you'll soon meet a trio of gorgons. Tear 'em apart and then clear the following room of archers before backtracking a bit to grab a large moveable item. Drag the item across the room where the archers were and all the way to the back. You need to use the item to depress the floor switch in the center of the room, which rotates the trick door at the back of the room. However, you need to be very close to the door when it spins, as this rotation is the only way to enter the area behind the door. Line up the item with the floor switch and kick it across the room to hit the switch. The moment you kick it, perform a backflip to jump up close to the trick door and get pulled inside the room behind it as the door spins around.



You'll immediately be attacked by armored legionnaires, so be prepared to take them out. Open up the chests inside the room (including the semi-hidden red orb chest) and climb the ladder to reach the upper level of the previous room. You can balance across the beams to reach two hidden chests with red orbs, or just balance across the room to get the **Shield of Zeus**. When you've got that, drop back down to the floor of the room and insert both shields into the door to open it up.

Run down the newly opened hallway and climb the ladder at the top, following the path until you enter a large room with spinning buzzsaws that line the floor. For now, just skip past the buzzsaws to reach the doorway on the right side of the room. Head down the hall and smash through the wall to fight a trio of legionnaires before reaching a long hall with spiked obstacles.



These spiked blocks work on odd patterns, so take your time to learn them before trying to squeeze past the hazards. When you reach the far end of the hall, you'll exit to a cliffside area. Climb the mountain face and be ready to fight off a bunch of legionnaires as you make your way around the cliffs. There are a pair of hidden chests to find if you do a little searching on your climb, one of which houses a **Gorgon Eye**.



When you reach the target landing, you'll find a chest with health and magic orbs, along with a lever. Pull the lever to drop a chain, and stock up on magic before entering the room ahead. The room is filled with legionnaires and sirens, and you've got to kill all of them *very* quickly. Start by using the Plume of Prometheus attack to bust the shields of the legionnaires, and then follow up with a bit of Zeus' Fury to kill as many enemies as possible. Fight your heart out to clear the room and, when everyone's dead, the magic barrier on the far end will disappear, letting you jump to the safe platform and grab the **handle**.



When you've got the handle, exit the room and jump onto the long chain you previously dropped. You can climb the chain to the top to get some extra red orb chests, and then ride the chain down to ground level. Run down the hall to the left to backtrack a bit, and find the part of the walkway with the broken railing. You can jump over the gap in the floor to reach a hidden area in the back with a **Gorgon Eye** and a **Phoenix Feather**. Jump back to the main walkway, run through the gauntlet of obstacles again, and return to the room with the spinning buzzsaws.



There are two tall levers in the room, and you've got to pull both of them quickly in order to get to the doorway before it closes up again. First, pull the lever on the right side of the room and then quickly run to the far left corner to reach the second lever. Once you've got both pulled, you should have just a quick run to the doorway to enter the next hall. Sidle along the wall on the right to reach the other side, and lift the door to enter the room with Atlas.

You'll be immediately attacked by legionnaires and minotaurs as you enter the room. Start with the archers (they die fast) to get rid of their threat early, and then fight the minotaurs carefully, dodging sideways when they pull up the slam their hammer down. When all are dead, it's a good idea to run behind the Atlas statue and pick up the **Muse Key** from the chest as well as place the handle you previously grabbed in the divot in front of Atlas, allowing you to move the globe above Atlas' head.



When you've got that, head into the alcove to the right and ascend the stairs to reach the upper level. Along with more enemies, there are a few chests with items to grab, including a **Gorgon Eye**, a **Phoenix Feather**, and two chests with red orbs. There's also a lever you can pull, which will, effectively, open up the large door down below. When the door is open, drop back to ground level and head through the door. There's a red orb chest just left of the doorway that you should grab before crossing over the long walkway. At the end of the walkway is a coffin that you can open up. Jump on top of the corpse and press R2 to get the **Architect's Son's Head**. The coffin will then slide away, revealing a passage underneath.



Drop down the passage and run up the pathway. It'll lead back to a previous room within the Rings of Pandora—run down the hall with the unmoving spiked blocks, and clear the hall to open the magic barrier at the end. Insert the Architect's Son's Head into the skull on the wall within the ring to open up the doorway.

Enter the next ring and watch out for the giant roller that's guarding the hall. Move clockwise around the ring hall to find a set of stairs on the inside. Ascend the stairs and wait at the top—as the giant roller comes around, you need to jump on top of it and stay balanced on top as it moves around the ring hall. You'll eventually come to a ladder that's suspended on the right side of the hall. Jump from the top of the roller onto the ladder, and climb the ladder to get some orbs. Follow the path upstairs to reach the Challenge of Poseidon.



The Challenge of Poseidon

Start walking down the stone path until you enter a circular arena. It is here that you will first come to meet the cerberus enemies. Defeating these dogs won't exactly be easy. While fighting the large cerberus dogs, you'll also have to contend with smaller pups that frequently attack you from behind. Luckily, these cerberus pups will actually serve as a source of health throughout this fight. If you ever need any health, hit a pup a few times and follow up with a grapple. If you kill a pup with a grapple attack, you'll be rewarded with health.



When fighting the big dogs, you'll have to be *very* careful not to get surrounded. Most of their attacks are unblockable, so you need to rely on dodging to keep your hide safe. Try to stay on the outside of their circle and attack with quick combos interrupted by abrupt dodging. Whenever you see a CIRCLE appear overhead, quickly run up to the cerberus and grapple it to either deal a lot of damage or deliver a death blow. When the arena is cleared of enemies, continue down the path to the left.

You'll almost immediately run into two lumbering cyclopes, so deal with them as you have before. Attack with short light-attack combos from afar and dodge backwards to avoid their blows. When both are dead, grab ahold of the large block and start shoving it around the corner. There's a huge group of archers further down the path, and you can use the large block to shield yourself from their arrows as you approach them. Kill them all before jumping up to the next level of the path.



Just a bit further down the path, you'll run into more cerberus dogs. Try to kill them as quickly as you can while they're small and fight off the larger dogs the same way you did before. If you're quick enough, you can probably kill the pups before any turn into the bigger dogs, giving you an easier run down the path. At the end of the path are more archers—kill 'em all and the magic barrier will disappear.

Walk into the circular room and pull the lever in the center. Quickly run back to the gate (it's closed) and follow it as the room rotates. Occasionally, the room will stop moving for a second, letting you run to open up a chest full of red orbs. There are a few chests in total to get, and you'll have to be super quick to make sure you get back into the room before the gate closes up. When the room stops spinning, the gate will open up to another area.



Head outside and fight off the legionnaire captains that appear. You can fight them like normal legionnaires, but you'll have to be especially cautious of their dangerous combos. If you get hit once, quickly roll backwards to avoid any follow-up hits.

When the enemies are dead, head to the far end of the ledge. You'll see a large chain dangling down, but don't concern yourself with that for now. There's a ledge on the mountainside that you can jump up to, and from there you can

continue moving up. Along your way up the mountain, you can easily spot a chest with a second **Muse Key** if you move right. Once you've got that, move left (under the chain) to reach a landing with a few minotaurs. Kill 'em dead, and continue into the next hall.



This long hall leads to a sacrifice chamber, inside which you'll find the **handle** that you need. Grab the handle and backtrack a bit to insert it into the turning mechanism, lowering one of the cages nearby. Grab hold of the cage and push it off the ledge—you'll have to continue pushing the cage up this steep path, but it won't be especially easy. As you move up the path, legionnaire captains will spawn in infinite supply. Use the rock formations on the step path to temporarily hold the cage as you let go to fight off the legionnaires, and then continue your uphill trek. When you reach the top and re-enter the sacrifice room, the legionnaires will stop their attack.



Push the cage to the end of the room, where you'll find a floor switch that the cage can depress. When the mechanism is armed, pull the lever in the center of the room to make the sacrifice and open the door that leads into the next hall.

At the end of this walkway is **Poseidon's Trident**, an item that'll let you swim underwater. Jump into the water on either side of the room and swim to the ladders to collect the look inside (one has a **Phoenix Feather**). When you've got those, dive underwater in the pool to the right and follow the underwater tunnel. You'll have to smash through a few walls (hold R1 to charge, and then release) before surfacing in a small cave that's swarming with cerberus pups. Quickly try to kill them all before they transform into larger beasts (Poseidon's Rage works well). When all are dead, open the door at the far end of the room and pull the lever behind it.



Return to the room where you found Poseidon's trident and swim to the surface to fight a cerberus and some harpies. When the area is clear, go to the end of the walkway and climb up the large block behind the statue of Poseidon. At the top is a tunnel that leads to another underwater swim. Follow the underwater tunnel forward and, when you reach the nyad, swim down to the lower level. Continue along the linear path until you reach a fork in the tunnel (at the painting of two nyads). You can head left to fight off a few legionnaire captains and earn some health, orbs, and magic, or you can just follow the path right.





As you swim along, you'll enter a tunnel that looks like the mouth of Poseidon. As you enter, the walls around you will start to close in. You need to get across the room as quickly as possible, so use your charge swim move (hold R1 and release) to make it through the room alive. When you reach the end, you'll emerge in an area that's swarming with harpies and legionnaires.



Kill off the enemies and stock up on health and magic as necessary. Pull the lever in the center of the courtyard, and then jump back into the water, staying on the surface. At the back of the pool are two ledges you can jump onto, and each one has a cracked wall that you can destroy, revealing chests full of red orbs. Dive back in the water and backtrack a bit, swimming back through the mouth of Poseidon (you'll have to dodge the trap again) and take a left at the fork in the tunnel. You'll see that the path to the right is now open, letting you swim down to a save point.



Swim left past the save point and you'll see a cracked wall that Kratos can smash through. Just through the wall is a tunnel that leads upwards to a room with a bunch of red orb chests. Stock up, and swim back down to the save point to swim down the tunnel below Poseidon's statue. Watch out as you enter the chamber below—there are large panels that quickly move down the length of the chamber, and if they catch Kratos they'll smash him into a wall. What you need to do is use the underwater dash move to quickly move forward. There are two recesses in the ground that will let you hide below the next large panel that shoots across the room. Use this dodging tactic to make it through the chamber, and

then swim down even lower.



You'll emerge in a *huge* room with a few minotaurs to kill. Fight 'em off and then pull the lever at the back of the room to raise a series of platforms that leads across the room. Hop across the platforms and kill off the legionnaires that appear to grab the red orbs from the nearby chests before diving back in the water to return to the lever you just pulled.

Pull the lever once more to raise the platforms and then very quickly dive into the water on the left side of the platforms. At the base of the very last platform is a small opening you can fit into, and it transfers you back to the rings of Pandora.



Run down the hall to the right and fight off the legionnaires therein (you'll have to bust their shields with the Plume of Prometheus attack). Once back in the rings, go through the nearest doorway to enter the inner-ring and run around to find the stairways on the left. Run up the stairs to reach the pool in the center of the room, and dive in to swim around and find an underwater tunnel. Dive underwater and follow the tunnel to a new room with a large, locked door at the end. You can't open it for now, so bust through the wall to the right and march forward to enter the Challenge of Hades.



The Challenge of Hades

The hall opens up to a huge room. At the far end of the room is a stairway that leads to a dark area—too dark for Kratos to explore, in fact. On the left side of the room is a ledge you can jump up to to find a door with a minotaur's skull on it. Before accessing this door, jump above it to break open the wall and grab some red orbs from a chest. When you've got those, access the doorway and accept the request for offering.



A small army of centaurs will invade the room, and you've got to use them for the sacrifice. There are two glowing blue rings on the floor of the room, which is where you need to do the killing. As long as you deliver a killing blow to an enemy within that ring, one of the holes in the ring will light up. You'll need to light up four holes in *both* rings to fully open the skull-marked doorway.

Fighting the centaurs isn't exactly easy, but you can combo them if you manage to launch them into the air. The best way to launch the centaurs is with the Achilles' Flip move (roll towards them and press X), followed up with a pair of quick attacks. Another good way to kill the centaurs (and ensure that they're within the ring when they die) is to use Poseidon's Rage. When both rings are fully lit, the doorway will open, letting you enter the hall beyond.



The hall opens to a small cavern. On the left is a ledge you can jump to reach some chests, one of which is holding a **Phoenix Feather**. Open up the doorway on the left side of the cavern to enter the architect's maze.

This maze really isn't much of a maze at all, but there is one important thing to know: even though you don't find out until you reach the end of the maze, the goal here is to kill every enemy within the maze. There are only two floors to the maze, but it's packed with enemies, including gorgons, centaurs, and many legionnaires. Luckily, there are also plenty of health orb chests along the way. On the first floor of the maze is an elevator that you can operate, but it's probably best to be sure the bottom level is cleared of enemies before heading up.



On the second floor you'll find two wall sections that you can push out of the way. One of them leads to a pair of red orb chests, and the other leads to a room that's packed with legionnaires. On the very far side of the second floor, you'll find a doorway that leads to a hall with a huge wooden block that slams forward. You need to enter the room and very quickly double jump to get on top of the block to avoid taking damage. Occasionally, the block pulls backwards far enough to reveal a second doorway on the right side of the hall. Wait for it, and jump through the doorway to fight the last two enemies of the maze. With all enemies dead, you should see a brief cutscene that shows the exit of the maze opening.



Run through the newly opened tunnel to exit back to the hall with the too-dark room on the far end. On the walkway overhanging the main room is a floor switch that Kratos can depress which causes the giant statue of Hades to emerge from the bloody water below. Drop down to the main level of the room and dive into the water. At the very base of the statue is a switch to pull that causes light to emit from the Hades statue.



Swim back to the surface and climb to the statue's head. You can grab hold of a handle at the back of the head to spin it around, pointing the beam directly into the dark hallway at the top of the stairs. Drop back down to floor-level and head up the stairway to enter the hall, but be mindful of the crushing boulders rolling down the hall.

You need to run up the hall while dodging the boulders. On either side of the hall are doorways that Kratos can pull open, but you'll have to be quick to open them before the boulders crush down on you. The door that leads to the exit is the third door on the left side of the hall—every other door leads to a dead-end with nothing in it (save for one that has a health orb chest). However, if you can make it all the way to the end of the hall, there's a lower chamber with a few chests, one of which houses a **Phoenix Feather**.



The correct doorway (again, the third on the left side) leads to a small cavern that's filled with legionnaire archers and minotaurs. Kill them all and the magic barrier on the doorway to the right will disappear, letting you back to kill a bunch of archers. The path is a dead-end, but it's important to kill these enemies—when you go back to the previous room, the left path leads to a rope you need to climb across, and the archers would make this impossible to traverse.



You'll have to fight off some weak legionnaires while climbing the rope. When you reach the end, you'll drop down to a circular arena and forced to fight off centaurs and minotaurs while legionnaire archers pick at you from the sides. It's a good idea to run away from the bigger enemies at first to take apart the archer army—with them dead, you can focus on the bigger enemies, using launcher attacks to fight them one-on-one in the air. You also might want to use Poseidon's Rage to take out the group quickly, letting you jump up the ladder nearby and continue your quest.

The hall at the top of the ladder leads to the top level of the room with the giant statue of Hades. Right away, step onto the nearest balance beam (when it's safe to do so—watch for the spinning blades) and, at the very first bend, jump out to a nearby platform. From here you can turn right to balance across another beam and grab a **Phoenix Feather** from a chest.



There are a couple of other chests on platforms, but they've only got red orbs. To exit, you'll have to reach a spinning beam, one that's *not* covered in axe blades and saws. If you're at the chest with the Phoenix Feather, head forward across the beam to your left and follow that beam forward. You'll have to hop over a couple of rotating hazards (double jump to clear them) as you follow the beam around and to your target beam. You should soon see the beam you need to jump to, which leads to a ladder. Climb the ladder to an even higher level of beams and balance across them to reach a zip line that leads to an exit (after grabbing the semi-hidden red orb chest, of course).



Follow the path to a set of wooden stairs, at the top of which you'll find a minotaur-head hatch. Flip the hatch, releasing the lock on the large door just ahead. Follow the stairs downwards and exit back to an area you've been to previously. The door at the end of the hall is now being jostled by the beast behind it. Approach the doorway to be confronted by Pandora's Guardian.

Pandora's Guardian Battle

Though this behemoth of a monster may seem imposing, you should be able to tackle him easily if you know what to do. The battle against Pandora's Guardian is a multi-part affair, forcing you to constantly be on your toes in order to execute the next appropriate course of action. For starters, run back to the main platform at the front of this hall.

While on this platform, the huge minotaur will rush you and slam into the platform, causing lava to spew up from below. You need to perform a double jump the moment *before* the enemy slams into the platform, allowing you to avoid taking any damage. When that's done, quickly rush the boss and attack with a powerful combo. If you've unlocked it, the Might of Hercules combo (SQUARE, hold SQUARE) works *very* well, as it's very powerful and you can interrupt it with a dodge at almost any time.



Of course, the minotaur won't sit idly by. The enemy will typically raise one paw to slam down at you, marking your cue to roll backwards to avoid the blow. As a second attack, the minotaur will raise both arms and smash them together. To dodge this attack effectively, you'll have to roll somewhat late—you're completely invincible for a portion of the roll animation (right at the beginning), letting you avoid damage even though it's pretty much impossible to move completely out of the way of the attack.

After dealing a bit of damage to the minotaur, he'll run away from the platform and to the far end of the hall. Most of the times that he does this, Pandora's Guardian will immediately rush back towards the front platform again to repeat the cycle. However, if you've dealt enough damage then the minotaur will temporarily crouch down at the far end of the hall with a CIRCLE overhead. You have a *very* limited amount of time in which to run up and grab the minotaur to begin a mini-game (all movements are with the Right Analog Stick). Because you have to get to the minotaur so quickly, you need to jump down off the platform and run after him every time he runs to the back of the hall. As you run towards him, quickly make your way to the *right* side of the hall—as soon as you see that the enemy is rushing back towards you (and *not* sitting crouched in the corner), double-back and run back towards the platform.



When you *do* get a chance to successfully execute the mini-game, you'll regain a *ton* of your Rage of the Gods meter, so it's a good idea to make use of the Rage of the Gods while you've got this great chance to rebuild the meter. The mini-game will also leave the minotaur stunned at the far end of the hall. When you've got him stunned, *quickly* run back to the main platform and pull the lever to the left. You'll let loose a giant wooden projectile that will cause some massive damage to the beast. You'll have to do this a few times before completely destroying the minotaur's armor, which is when you can finally start to actually damage the beast.



After the minotaur's armor is broken, he'll repeat the same general pattern, though he'll get more aggressive with his two-paw attacks on the main platform. Because it's somewhat difficult to dodge this attack, it's a good idea to make use of Poseidon's Rage. If you execute the attack at the same time that the minotaur smashes his hooves together, you'll avoid taking any damage (you're invincible during the move) and you'll deal a lot of damage to your foe. Eventually, the minotaur will get stunned (you don't have to execute any mini-game), though he'll be hanging out right in front of the platform. Again, pull the lever to the left to deal the final death blow.

With Pandora's Guardian dead, run through the opening in the doorway behind him and ascend the tall set of stairs. At the top you'll find another coffin—pull the lid off the coffin and rip off another **Architect's Son's Head**. With the head in hand, head back down the stairway to re-enter the hall with the dead minotaur. As you enter the room, you'll earn a new power and be forced to fight a small army of harpies and legionnaires. Kill them as you see fit, and go through the doorway that's now opened to you.



Swim through the underground tunnel to return to the center of Pandora's Rings, in the pool of water with the huge statue of Poseidon. Underwater, there's another skull-marked door into which you can insert the Architect's Son's Head. The water in the area will drain, allowing you inside the statue and giving you access to the crank therein, *and* a second crank outside of the statue.



In all, you've got *three* cranks you can operate within Pandora's Rings. You need to rotate all three cranks in order to line up the openings of the correct doorways. First, start by lining up the doorway that leads into the statue of Poseidon with the opening right next to the second closest crank (outside of the statue). Then, rotate the second crank to match up with a doorway that'll let you into the outer ring hall.

When you've got those lined up, go through the doorways to reach the outer ring. You'll have to find the third crank in this hall and rotate like you've done with the previous two. *However*, if you've collected the two Muse Keys from before, this is your chance to cash in on them. Rotate the third crank until the doorway nearby is matched with the Muse room. You can use the Muse Keys to open up the door at the end, which leads into a secret room. In this room, press R2 next to the two statues that are pouring water to increase both your maximum health and your maximum magic capacity. You can also step into the fountain in the center of the room to earn a bunch of extra red experience orbs before leaving the room and returning to the third crank.



You want to line up the doorway next to the third crank with the hall that's lined with spiked blocks. At the end of this hall is a room with a pool of water, along with a giant mechanism in the back that Kratos can push together. With the mechanism complete, a beam of light will shoot down the hallway and hit a gem that's inside the statue of Poseidon. With the beam complete, the statue will rise. Run inside the statue and pull the lever inside to elevate to the higher levels of this complex temple.



When you reach the top of the elevator, step into the hands of the statue to reach the cliff edge ahead. As you move forward you'll be confronted by a satyr. Defeating the satyr is pretty easy compared to some of the other enemies you've faced, as they're easily comboable (and you can even launch them into the air). Use launch attacks to carry them into the air and follow up with some devastating combos. As long as you play defensively when on the ground, you shouldn't have a problem defeating the enemy. When the first satyr is dead, two more take its place. If you get thrown off balance at any time during the fight, don't hesitate to grapple the satyrs at any time to engage in a weapon clash—it won't do much damage to the enemy, but it can put the momentum of the battle in your favor.

When all enemies are dead, continue forth on the path to enter the Cliffs of Madness.

Cliffs of Madness

Head through the tunnel ahead to enter the meat of the Cliffs of Madness. These cliff paths are somewhat non-linear, with tunnels and ladders that branch off to different areas of the cliffs. We'll go over the most straight-forward route through the cliffs while pointing out the few secrets scattered about.

Almost immediately, you'll be attacked by legionnaires up close and archers from far away. Stay mobile to avoid the archers' arrows while tearing up the legionnaires. When the legionnaires are dead, use Zeus' Fury to take out the archers from far away, and turn right to continue along the cliffside. You'll have to jump across a couple of ledges to reach a landing with a rope you can climb across. Climb the rope to reach the cliff edge where the archers were (clean up any stragglers) and you'll find a small elevator platform. Get on the platform and turn the crank to reach the next level of the cliffs.



It's at this point that you'll reach the first branch in the path. Right at the top of the elevator is a ladder that leads upwards, but for now you'll want to take a different path. Jump over the pair of rocks to the right to continue around the cliffside.



Enter the tunnel just ahead to reach a large open area that'll soon be swarming with enemies, including a bunch of legionnaires and the occasional satyr. It's a good idea to focus on kill the legionnaires first, so put some distance between you and the satyr to make sure he doesn't get in any cheap hits. The enemies will respawn here a *lot*, but don't lose hope. There's a health chest on the upper levels of the room that you can make use of. When all enemies are dead, the magic barrier to the right will release, letting you into the tunnel beyond.

This tunnel leads to yet another elevator platform, so ride it up to the next level. Right at the top of the elevator is a cave opening that leads into a room with tons of holes on the ground. Before doing anything else, it's a good idea to run around the room to get a feel for things. At one end of this cave is a lever to pull, and at the other end is a ledge high above that's just out of your reach. What you need to do is pull the lever on the one side of the room and grab the box behind the door that opens up. You can then move this box around to use as a stepping stone to the high-up ledge.



Problem is, a timer starts as soon as you pull the lever, and if you don't get the box to where it needs to be fast enough, spikes will shoot up from the ground, killing you instantly. As soon as you pull the lever, grab hold of the box and pull it out of its cubby. As soon as there's room enough, jump to the other side of the box and charge-kick it across the cave. You should then be able to run over and charge kick it in another direction to move it closer to the ledge. It'll take three charge kicks in total to get the box to its destination, and you've gotta be super fast with all of them. When you get the block in place, quickly jump on top of it to reach the upper ledge.

There's a **Phoenix Feather** in the nearby chest. Grab it, and then jump across the gap ahead to grab onto the vine-covered wall. Climb to the top of the ledge to find the **Necklace of Aphrodite**. With the necklace in hand, exit the cave to return to the top of the elevator. To the right, you should find a large stone block attached to a rope. Step on the block to lower the rope, bringing you down to a lower ledge of the cliffside.

Head right and you'll find another cave entrance. If you go down the ladders below, you can find some chests with some goodies along the path that leads back to the very first branch in the cliffside path. When you're done collecting the chest contents, return to this cave entrance and head inside. Immediately, you'll be attacked by a satyr. There's a second satyr in the cave, but as long as you stick to this first opening you won't have to fight both at the same time. Kill the satyrs and follow the path to the large cavern opening.



You'll find a wooden bridge ahead, on the other side of which is a small group of archers. Use Zeus' Fury to kill the archers from afar, letting you grab hold of the handle in the center of the bridge to spin both halves of the bridge to meet together. You'll want to spin the bridges *past* the meeting point so that you'll have time to run to the end of the first half of the bridge before the second half rotates past you.



Another pair of satyrs await on the other side of the cavern, so be prepared to fight them in these cramped tunnels. The cave exits back out to another portion of the cliffside. Jump onto the ledge to the right and be prepared to take on a pair of minotaurs (more spawn) before continuing further. Just up ahead is a large stone formation to the left, and a ladder to the right. For now, climb down the ladder to grab the second piece of the puzzle that you need.

At the end of the walkway is a zipline rope that'll carry you across the chasm and to another cave entrance. Head inside the cave and fight off the enemies inside, including legionnaires, archers, and a minotaur. As long as you stick within this first cave area, you won't get the attention of a second minotaur that's just around the corner, letting you fight off the first batch of enemies with less troubles. Clear the tunnels and continue through to enter a small puzzle room.

Before doing anything, jump on top of the T-shaped puzzle piece to the left. From here, you can get on top of the ledge to the left, which is home to a number of red orb chests. Grab the loot and drop back down to the main level to solve the puzzle.



There are a total of six puzzle pieces in this room, and you've got to use five of them (the smallest one is not used) to fill in the entire wall at the end of the room. In order to rotate certain blocks to face in the right direction, drag them onto the spinning mechanism in the center of the cave and spin the handle behind it. Match the block formation depicted in the screenshot below in order to solve the puzzle, giving you access to the **Necklace of Hera**.



Exit the cave with the necklace and jump onto the ladder that's just right of the cave exit. You'll reach a ledge with a mountain face that Kratos can climb. Jump onto the cliffside and climb your way around the area, fighting off the legionnaires that spawn around you. If you do some exploring, you can find a number of red experience orb chests (they've got *lots* of orbs), but if you just want to continue your level progress, continue heading *right* across the cliffs. You'll eventually drop back down to the ground level that's at the top of the zipline you rode to the last cave entrance.



Backtrack a bit to return to the stone carvings you passed up earlier. Before doing anything here, go around the sculpture to the right. You'll find a red orb chest and a small entranceway to the left. Head down the tunnel to fight a trio of archers, and then dive into the water behind them. The water tunnel leads out to the top of a fountain, and you can bust open the back walls of this fountain to reveal three red orb chests. When you've stocked up on experience, dive back in the water and return to the stone sculptures.



Examine both head sculptures to use both the Necklace of Aphrodite and the Necklace of Hera. The bridges to the right will begin to extend and retract, letting you cross to the other side (and reach the chests just overhead). On the other side of the cavern, you'll have to fight off some legionnaires and a pair of minotaurs. Once they're dead, run to the ledge with the rope and double jump forward to grab hold of the rope. Hold **CIRCLE** to swing forward and, at the *very* end of your forward swing, double jump forward to grab hold of a second rope. From here you can reach the other side of the

chasm, letting you move upwards (by means of elevator) to the Architect's Tomb.



Architect's Tomb

Forget about the floor switch for now and concentrate on just making it across this obstacle course safely. Consider this run as practice for the very near future, at which point you're going to need to get across these moving platforms in record time. When you reach the other side of the chasm, head right and lift open the door to enter a small hallway.



You'll run into a few legionnaire captains within this narrow hall. Lure them to a spot where the camera works for you, giving you a better chance in the fight. When they're dead, continue down the hall and up the stairs to exit to an outdoor plateau.

You'll immediately be confronted by a giant cyclops and a bunch of cerberus pups. You should *definitely* focus first on killing off the cerberus pups while dodging the cyclops' attacks—you don't want to let the pups grow to full size. Use Poseidon's Rage if you can to take out as many pups as possible, and then direct your attention to the cyclops. When all enemies are dead, climb up the ladder just left of the hallway entrance to get some extra orbs. There's another stash of orbs to gather on the other side of the hall entrance, but to get to it you'll have to run down the length of the crane that's at the top of a second ladder.



When you've stocked up on orbs, climb the ladder back to the top of the crane. Rotate the handle to spin the crane around so that the large stone block is hanging directly over the cracked part of ground. When you've got it lined up, run to the end of the crane and pull the lever to drop the stone and smash through the cracked flooring. Before jumping down to explore the newly opened cave, head back to the crane's crank and spin it around even further. You'll see a floor switch on the other side of the building—hang over it and pull the lever again to drop the stone onto this switch.



Drop down to ground level and get ready for a battle. Immediately, another cyclops spawns nearby. Do your best to damage the cyclops quickly, because a second one will spawn soon and it's better to not have to fight two at a time. Be careful when fighting the enemies near the ledge at the bottom of the screen as many of their attacks can send Kratos bouncing into the chasm. When both enemies are dead, locate the large statue that's on the left side of this area. You can pull the statue around and shove it down into the hole that you created with the crane. Push the statue onto the floor switch that's in this small cave.



Climb out of the cave and head to the edge of the cliff. You'll have to jump back across the moving platforms while dodging the saw blades to return to the floor switch you previously skipped. Step on the floor switch and wait for it to completely depress—the doorway at the other side of the chasm will then open up, but only for a very limited amount of time. Quickly hop back across the chasm to reach the doorway before it closes to enter the Architect's tomb. Once

inside, stand behind the Architect's dead body and press R2 to open up the doorway that leads out.



Head down the stairs in the next open area and turn right to find a couple of red orb chests. Continue up the stairs to reach a very long spiral staircase, at the bottom of which is a very challenging obstacle. Now the only thing between you and Pandora's Box is this last challenge.

To get through to the other side of this obstacle, you'll have to first kill all enemies in the room to release the magic barrier. The floor is constantly moving under you, forcing you to stay mobile while fighting off the harpies and dodging the arrows of the archers. The archers are all standing on perches that are stationary, but you shouldn't use them yourself—if you stand on these perches for more than a couple of seconds, flames will shoot out, instantly killing you.



Another thing to worry about are the huge rollers at the end of each conveyor belt. If you get pulled into these rollers, you'll suffer a serious amount of damage, and avoiding their pull isn't exactly easy. As you attacks enemies from the ground, Kratos will constantly be pulled back. One good way of avoiding the pull of the conveyors is to jump when attacking. In fact, using Poseidon's Rage while jumping is an excellent way to take out a bunch of enemies very quickly, without having to worry about being sucked into the rollers. If you're going to use Poseidon's Rage, stand in the center of the room, jump, and execute the attack to hit as many enemies with it as possible. The Army of Hades move is also very effective in this event.



The key to this event is to stay as mobile as possible while dodging arrows and the dive-bomb attacks of the harpies. If you can manage to do this, you'll continue to the next room to finally reach Pandora's Box. Pull the handle at the front of the large orb-like sculpture to release the box, and then pull it out of the room, continuing to pull it along until a cut-scene ends your celebration.



The Path of Hades

The first obstacle you'll run into is a series of narrow platforms that branch off in different paths. There are a couple of red orb chests to find if you do some exploring, but to continue you should just head right at the first branch, and then left to fight a few legionnaires on a larger platform. Kill the first set and then continue up to the next platform to fight even more.



As you continue forward, you'll run into another obstacle: a maze of rotating logs that are lined with blades. Again, the paths branch, and you can get some extra red orbs if you go out of your way to find them. At the first branch in paths, turn right to follow a quick set of log runs to find a chest with tons of orbs (watch out for the archer). Backtrack to the previous branch and head left to continue.



You'll reach a second branch in the path—this time, head left if you want to collect more orbs, but watch out for the harpies as you reach the solid platform at the end. They'll give you a ton of orbs if you kill them with your blades (don't rip them apart), but you'll need to watch out for their dive-bomb attacks (and you need to kill them all before trying to return). When you've got your fill of orbs, back track to the second log branch and take a left. You'll have to fight more harpies (use Might of Hercules) before following one last rolling log north to the next platform.

You can jump out to the first floating platform ahead, but don't jump after that. On the far end of the chasm are archers that'll shoot you down out of the air if you're not careful. Use charged Zeus' Fury shots to take them out from afar and move closer to the next ledge. As you do, more archers will pop up so you'll have to continually stop to take them out. When you're close enough to the ledge, jump out to it and fight off the minotaur and archers.



More enemies will spawn on the plateau to the right, so jump up to kill 'em off. When you've killed the enemies on this plateau, enemies will spawn on the plateau to the right. Run over to the next platform to fight off the enemies (use Achilles' Flip to launch the minotaurs into the air for quick air combos) and repeat the process until all plateaus are cleared. The magic barrier at the top should disappear, giving you access to the next obstacle.



A rotating column that's covered with blades poses your next challenge, and it's not exactly easy. You won't suffer any damage if the rotation of the column pushes you into the walls on either side, but you *will* take damage from touching the blades, *and* you'll drop down to the very bottom of the column. On most of the column pieces you'll find spots that aren't troubled by blades. When you reach these parts, take the opportunity to slowly move against the rotation of the column to make your next bits of climbing easier. To get past certain parts, you'll also want to *jump* up the column—just be careful not to jump *into* a blade.



When you reach the top of the first column you'll come to a second column that's just the same. Use the same strategies you learned for the first column to climb your way to the top and stock up on health and magic when you finally finish the climb. Once you reach the top of the second column, head forward a bit to find another set of narrow platforms. Again, you'll reach a branch in the path. Head right to grab a chest full of orbs, and then continue around the left path to jump up to a large platform.

You'll have to battle a pair of satyrs when you reach the next platform, so be prepared to dodge and attack from afar. Use Poseidon's Rage if you've got the magic to spare. Every satyr you kill will summon another small platform, forming a bridge to the next area, so continue to fight the enemies until they stop spawning—when the bridge is fully formed, hop across the platforms (there are chests on the left and right) to reach another large clearing with a few archers.



When you finally reach the end of this run, a rope will drop down from the sky. Jump to grab the rope and climb it up to the level's end, returning to the Temple of the Oracle.

Temple of the Oracle Revisited

Stock up on health and magic before going into the building just ahead. You may recognize the area, but you won't have to deal with any of the previous matters. Instead, you'll face off against a bunch of weak minions, including weak cyclopes, minotaurs, and gorgons. Clear the first hall you enter and head up the steps to the left when they're open. You'll have to cross a narrow walkway while dodging the arrows from archers across the way, but it should be a piece of cake compared to the hell you've been through before now.



Continue past the archers and through the area with the oracle. Just past the oracle is a pair of orb chests—be sure to grab their contents and take time to power up your weapons now. If you haven't done so already, we recommend powering up your Poseidon's Rage and Army of Hades moves. You're going to need them.

Ares Battle

After a series of cutscenes, you'll be left to do battle with Ares, the God of War. Ares is probably the most difficult enemy in the game, and he's not as easy to predict as other bosses. Ares has a bunch of attacks to watch out for, and every one of them is very damaging.

Generally, you want to attack Ares from afar, using quick attacks from your Blades of Chaos (don't even think about using the Blade of Artemis). Ares' first counter attack is usually the slamming of his huge hammer. You'll see a spark of red around him as he summons the hammer, which is your cue to stop attacking. *Do not roll*—Ares will slam the hammer on the ground, shaking the entire ground and stunning Kratos if you're touching the ground. Be patient and wait until the moment before the hammer strikes the ground. When it does, double jump and you should avoid the area effect of the hammer blow. If you get stunned by the hammer, Ares will often follow up with a very powerful air combo that you don't want to be a part of.



The God of War will also use his back-mounted spires to attack you from afar, so be sure that you've got plenty of distance between the two of you in order to avoid this attack. Don't bother trying to counter-attack when he does this—just keep your distance and wait for Ares to stop (he'll usually only do the attack twice).

Another of Ares' attacks will come in the form of fiery boulders that he launches at you. Ares will teleport to the sky and throw fireballs at Kratos in rapid succession. The best way to dodge the moves is to use our patented fast-moving trick—roll with the Right Analog Stick, shoulder charge once (R1), roll with the Right Analog Stick, shoulder charge once, repeat. You'll be able to outrun the fiery boulders quite easily, though you shouldn't bother trying to attack back. Just wait for Ares to return to the ground before you start up your own offense.



After dealing a significant amount of damage to Ares, the god will cough up health and magic orbs to replenish your stocks. Because he's constantly feeding you new magic, it's a good idea to make use of the magic you've got. Use the Army of Hades attack to deal a ton of damage to Ares and follow it up with quick attacks from afar. You should also make use of your Rage of the Gods meter—you'll be invincible with it and, if you're at maximum level, you'll have infinite magic meter for the duration of the power. The Rage of the Gods is a good way to save yourself when you get low on health, as you'll almost surely deal enough damage to be rewarded with tons of health orbs.



Eventually, a CIRCLE will appear over Ares' head, letting you run up to grapple him. The first part of the mini-game requires you to rapidly mash the CIRCLE button in a weapon clash. However, don't get too comfortable with this; as soon as the weapon clash is over, you'll need to *very* quickly switch modes to tap the buttons that display on the screen. If you pull this off, you'll defeat Ares in battle.

Kratos Battle

This is not yet the end of *God of War*. You'll be transported to the manifestation of Kratos' nightmares and left to defend your family from hordes of yourself. The Might of Hercules attack (SQUARE, hold SQUARE) will work very well *if* you can get it started. At the beginning of the attack you'll be vulnerable to attacks from the enemies behind you, so try to keep the other Kratos clones in front of you when you start the attack.



Again, you'll be rewarded with magic and health orbs as you fight, so don't shy away from using your magic attacks. Poseidon's Rage does a great job of killing multiple enemies at the same time and doesn't use up as much of your magic meter as Army of Hades. Feel free to use up *all* of your magic meter to save your family, as you're not going to need it after this. You also won't need your Rage of the Gods meter after this event, so don't hesitate to activate it and let out some chaos (though you should wait until you're late in the fight to use it).

During the event, you'll want to keep an eye on your family's health. You can replenish their health by pressing CIRCLE near them and mashing the button, but you'll sacrifice your own health as you do it. If you've got Rage of the Gods activated, you should immediately grab hold of your family and fill up their health completely as you won't lose any health yourself. Because you can effectively fill up their health for free (no cost to your own life), you should reserve the Rage of the Gods move for late in the battle, when your family is nearing death. As long as you can refill their health late in the battle and keep up a rapid assault of Poseidon's Rage and Might of Hercules, you'll successfully defend your family to complete the task.

Ares Battle Part II

Ares isn't quite done with you yet. You'll have to make use of a completely new weapon for this battle, and while the Blade of the Gods has a number of unique moves they're almost entirely useless. The attacks (such as Zeus' Gift and Athena's Gift) are too slow to be effective, and they'll leave you totally vulnerable to Ares' attacks.

In fact, almost every one of the attacks at your disposal is pretty useless, and unfortunately you don't have your magic powers to fall back on. The one attack that *is* effective is the CIRCLE button combo. Start the fight by playing defensively, blocking his sword swipes. You can block all but one of his normal attacks, so as long as you're patient you'll be rewarded with an opportunity to counter-attack. Wait for Ares to finish his combo (usually ends with either an air launcher attack, or an attack from his back-mounted spires) and then counter with your own combo using the CIRCLE button. Just repeating this pattern alone should be enough to defeat Ares.



Occasionally, Ares will start glowing and teleport away. When he does this, stand completely still in the center of the arena. Ares will summon four spires (sometimes fewer) that come out from the ground and quickly smash together in the center. If you wait for the spires to form, you can immediately roll sideways and shoulder charge away to move out of the blast the spires create when they smash together, effectively dodging the attack. After this, you can run up to Ares to let out an attack or two before blocking his combos and countering with your own.



Ares' sword will sometimes glow bright orange as you're attacking him. This'll let you know that he's about to engage a weapon clash. When both your weapons clash, mash the CIRCLE button—if you succeed (it's not hard) you'll deal a massive amount of damage to Ares, and he'll be left stunned afterwards for a quick follow-up combo.

Secrets

There are many secrets hidden within Pandora's vast temple, the best of which are the two Muse Keys which you can find. Collect both Muse Keys and you'll be able to open a secret door within the outer ring of Pandora (use the crank handle to spin the room around). Within the doorway, you'll find a free health upgrade, a free magic upgrade, and a ton of free experience orbs.

Muse Keys	
Muse Key #1	Located in The Challenge of Atlas . The Muse Key is in a chest that's hidden behind the large statue of Atlas you find near the end of the stage.
Muse Key #2	Located in The Challenge of Poseidon . The Muse Key is in a chest that's hidden along the cliffside when climbing under the large chains that hang from Chronos' back.

After beating *God of War's* Challenge of the Gods, you'll unlock five new costumes for Kratos. Apart from just looking different, Kratos actually has different attributes for his damage power and defense power, and will also collect different levels of health, magic, and red experience orbs.

Alternate Costumes	
Chef of War	
Damage Power	100%
Defense Power	100%
Magic	300%
Health	150%
Experience	100%
Bubbles	
Damage Power	50%
Defense Power	100%
Magic	150%
Health	300%
Experience	100%
Tycoonius	
Damage Power	200%
Defense Power	400%
Magic	100%
Health	100%
Experience	400%
Dairy Bastard	
Damage Power	50%
Defense Power	100%
Magic	200%
Health	200%
Experience	200%
BONUS: Dairy Bastard has infinite magic supply.	
Ares Armor	
Damage Power	200%
Defense Power	25%
Magic	100%
Health	200%
Experience	200%