

God of War 3

Game Guide

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Table of Contents:

Introduction	4
Handful of tips	5
Walkthrough.....	6
Gaia.....	6
Mount Olympus	8
Heart of Gaia.....	13
Poseidon	15
River Styx.....	18
Realm of Hades	19
Judges of the Underworld	25
The Forge.....	31
Palace of Hades.....	34
Hades.....	37
The City of Olympia.....	44
Path of Eos.....	51
The Chain of Balance.....	56
The Caverns.....	59
The Flame of Olympus.....	61
Olympian Citadel.....	63
The Flame of Olympus part II.....	70
The Forum.....	75
Poseidon's Chamber	80
The Upper Garden	84
Aphrodite's Chamber	85
Tartarus.....	87
Gates of Tisiphone	88
The Pit of Tartarus and Cronos.....	90
The Forge and Hephaestus	97
The Upper Gardens part 2	99
Daedalus' Workshop	100
Hera's Garden	103
The Caverns part 2	108
The Labyrinth	118
Judges of the Underworld part 2	128
Zeus	131
The darkness	137
Finale	140
Trophies	142
Introduction	142
List of Trophies.....	143
Story.....	145
Combat.....	153
Weapons	157
Gameplay.....	159
Challenges	161
Godly Possessions.....	165
aMAZEd - secret trophy	169

Gorgon Eyes	178
Phoenix Feathers	184
Minotaur Horns.....	190

Introduction



This guide to *God of War III* includes a detailed walkthrough of the story mode and descriptions of the available challenges. By using it, you will find all Phoenix Feathers, Gorgon Eyes and Minotaur Horns. Additionally, you will find every Godly Possession and enough experience points to upgrade every weapon on your first playthrough. Every enemy found in the game has been precisely described, together with tactics and some general tips.

During reading, you will come across some symbols. **Red** font symbolises experience chests, while three exclamation marks (!!!) point out that a given paragraph contains the localization of a hidden power up. **[LS]** (left screen) and **[RS]** (right screen) appear where distinction between the screens included is needed to fully understand the guide. I will be referring the Circle, X, Square and Triangle buttons as „basic buttons” in order to simplify some descriptions.

Lukasz „Crash” Kendryna

Translated to English by **Jakub „cilgan” Lasota**

Handful of tips

- During the game, you will come across many chests which regenerate your health and magic. Do not open them if you don't need to, it may turn out that you'll pass by them several more times and they might come in handy.
- While using Apollo's Bow, keep in mind that by incinerating one small enemy, you can cause a chain reaction and a whole group of nearby enemies will start burning (it's a single, quick attack, which can result in big damage).
- During the game you will obtain four basic weapons (you can swap between them using the D-Pad). Don't rely on just one of them (as in the previous games), instead always use the one most suitable for the situation (there are tips on which weapon you should use in the guide).
- Before beginning the game, choose a proper difficulty setting, but bear in mind that if you die several times in a row, the game will offer you to lower the difficulty (without the possibility to return to the higher one afterwards).
- Unlike the previous instalments, during the Quick Time Events, the buttons you need to press are displayed correspondingly to their placement on the controller. It makes the QTE far more easier and allows to concentrate on the action, instead of searching the changing symbols.
- Frequently you can use the special attack (R2) as an all-purpose dodge, usable in most situations. During the attack you cannot be hit, so use this to your advantage during tough fights.

Walkthrough

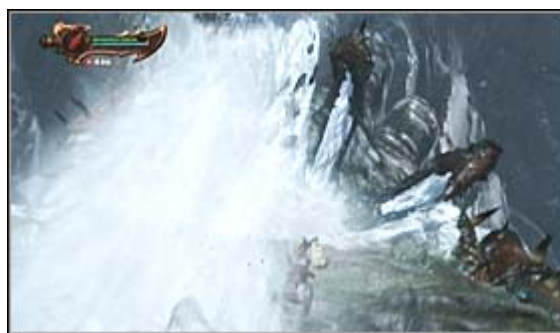
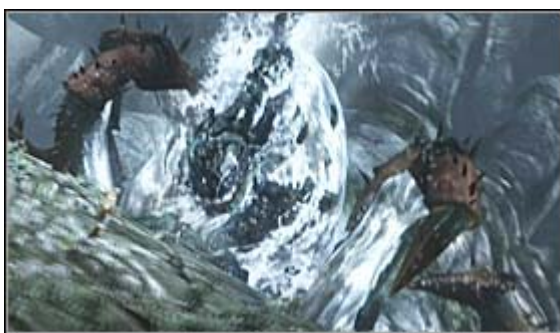
Gaia



You begin the game literally on Gaia. You'll get attacked by a few easy enemies (undead). Get rid of them and learn the basic controls and how to attack.

Undead Legionary

After dealing with the threat, Helios will appear and allow you to move on by burning some of the thorns. Approach the fallen tree and throw it aside (press circle quickly).



Continue forward (eliminating some more enemies while you're at it) until you get attacked by a water „horse". It's one of the tentacles of the Leviathan summoned by Poseidon, and eliminating it won't be quite that easy. Approach it and attack with normal attacks until it starts charging **[RS]** (it leans its head backwards) and then use the Blades of Athena special power (R2). This way you won't get hit and will deal some damage to the enemy at the same time. You can also dodge by using the right analog stick.



After dealing enough damage, Gaia will turn around and you will hang in the air. Despite the change, the fight continues. Approach your enemy and attack as fast as possible. You won't be attacked with the special attack now, so just watch out for the limbs.



Once the monster gets hit enough, the situation will change once more – this time you'll have to climb a vertical. The tactic stays the same however – attack a couple times and jump sideways to avoid getting hit by the enemy attacks.



After a while you'll once more be on your feet and the fight will be nearing its conclusion. The enemy will continue to attack with water, avoid it just like before - by using the magic attack under R2.

Once you deal enough damage, the monster will stop moving and a circle symbol will appear above its head. Approach it and press the button. This will initiate a Quick Time Event, during which you will have to press the buttons appearing on the screen. There will be four (random) basic buttons to press: triangle, square, circle and X. If everything goes well, a cutscene will start and you will land at the hillside.

Mount Olympus



Move right, while jumping over the gaps. Afterwards climb up, until you reach the top. Move forward and open an experience **chest** on your way.



At the end you will have to move along a narrow edge. On the other side you will get attacked by a few enemies. They're just the basic archers, nothing to worry about.



Jump onto the ledge and go up the wooden ladder to reach a place...



... which you should memorise. A book describing the Chain of Balance can be found there. You will come across this place a few times, and each time the circumstances will be presented from a different perspective. Open the chest with health and use the upper ledge to jump over the gap by swinging on the chain.



On the other side some more enemies will attack you. Finish them off and use the ladder.



Afterwards, while holding onto the wall (on the very top), jump left **[LS]** and grab the edge. Move along it to the end, jump onto the top and you will reach a square.



Once on it, move to the door in the distance and go through it to reach Ares' tomb (you will have to jump over a gap created by Gaia, however if you fall down nothing will happen really – actually you'll even find an experience **chest**).

Centaur

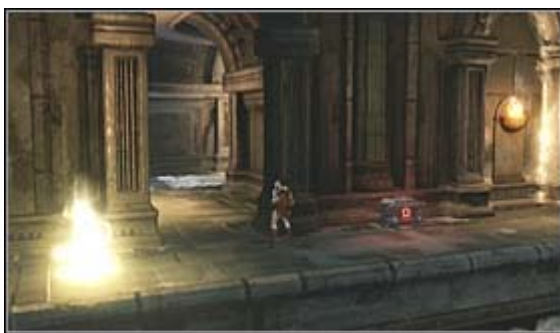


Inside you will get attacked by a Centaur. He's not the toughest enemy around, but it's worth keeping an eye on him during each fight (he'll also appear later on in the game). You can block his attacks and avoid getting damaged by the spear attack by moving the left analog stick properly.

In order to finish him off, you will have to go through a QTE built out of four basic buttons.



After getting rid of the enemy, approach the only lever in the area **[LS]** and pull it. It will activate the platform, but only once. If you won't make it in time (by going up the ladder **[RS]** by the room entrance), you'll have to repeat the whole process.



After a short ride you will find yourself near a **chest** and the first save point.



Save your game and move on. Right behind the corner you will come across a gate. Open it by quickly pressing Circle. Once you've done it, you will get attacked by another water „horse”. In order to get out if it alive, you'll have to quickly press Circle **[RS]**.



If everything goes fine, you'll once more find yourself on Gaia and will have to fight the mini-boss again. In the first phase of the fight, the monster will attack only using its limbs, sometimes with all of them at once (when it does, you'll have to jump in order to avoid it).

After a couple attacks, you'll have to launch a QTE, with three out of the basic buttons (Triangle, Circle, Square and X) randomly appearing on the screen, and afterwards tap Circle repeatedly.



This way you'll rip out one of the enemy's limbs (it will land on the ground and will be usable later) and proceed to the last phase of the fight.

This time, apart from normal attacks, the special water „beam” attack will return (I remind you about the R2 special power which allows you to dodge the attack).



Once you deal enough damage again, another QTE will start. You have to run to the „horse” and rip apart its „armour”. In order to do it, you have to repeatedly press R1 and L1 **[LS]**.

Afterwards, once the weak spot has been exposed, run to the previously ripped limb and throw it at the creature. This way you will get rid of it.



Gaia will change her position and you will have to climb up a vertical wall to the top.

Heart of Gaia



This way you will get inside the Titan. Nothing can hurt you here, apart from falling down a pit. Move forward, slip through two walls and you'll reach a wall with vines. Climb up and you'll reach...



... Gaia's Heart. You'll visit this place once more, but I won't tell you anything for now.

Zeus' Eagle



In this room you can find the first Godly Possession – **Zeus' Eagle**. In order to get it, climb up the wall on the right **[LS]** (don't move the rock block) to its top and get on the ledge **[RS]**. That's where you'll find the item you're searching for.



Now you can jump down and move the block from the right wall to the gap on the left (previously turning it by 180 degrees). This way you'll unlock a vine path forward.

In order to reach the next ledge, you'll have to jump over a gap. During the jump itself you'll have to press R1 in order to swing.



On the other side some minor enemies will attack you – you can eliminate them using your new ability, the Battering Ram (unavailable in the previous games). The tutorial will tell you how to perform it.

At the end of the path there's another vine wall, use it to jump over to the next ledge (press R1 once more to swing).



In order to get to the surface, jump onto the vine wall and climb up, while eliminating enemies on your way.

Poseidon



After getting out, continue to climb until a cutscene will play and the fight will begin.



This is your first serious battle and the enemy is Poseidon. In the first phase, you have to get rid of two tentacles, stuck in the arena on the left and right side. In order to do that, attack them and dodge the enemy's attacks.

Poseidon will try to get rid of you in two ways: the first one is attacking with electricity (he'll charge up the area below you and launch the attack – avoid it by running away from the marked spot before the explosion) and the second is hitting with the tentacles behind him (before he performs this attack, Poseidon will lean backwards and give you a warning, giving you time to dodge).

After unhooking both tentacles, the camera will change position **[RS]** and you will have to jump onto Gaia's hand – during the jump you'll have to press R1.



This time you'll reach another fight arena. This one is definitely the hardest one, because of the limited space. Poseidon will be staying in one place for the whole time. Attack him from the front (there's a possibility to climb up the vine wall to his head, but don't do this until a QTE appears).

Your enemy will attack using three moves: a normal punch (when you're nearby), sticking his trident into the ground and electrocuting the area (it lasts quite long, so the special attack won't save you from losing health) and by a three-hit trident combo (it can hit three times at any spot on the arena).

Avoid his attacks with the right analog stick and approach him only when he's not preparing any attack.

Once you deal enough damage, a QTE symbol will appear above his head. Approach it by climbing the vine wall **[RS]** and start the sequence. During the QTE you will have to press two out of the basic buttons, then quickly tap Circle and press one more basic button.



After the QTE, the last phase of the battle will begin. Once more you'll have to unhook two tentacles on the both sides of the arena. The tactic you should follow and the enemy's behaviour are the same as before.

Once you manage to it, you'll have to pull off three jumps connected by swinging with R1. Remember to press the given basic button before landing.



This way you have defeated Poseidon. Now all that's left is finishing him off. Start the QTE, press four basic buttons, quickly tap circle and in the end, press L3 and R3 (analog sticks) together.



After the cutscene, you'll once more find yourself in front of the Ares' tomb entrance. However this time you're not going inside. Save your game and jump onto Gaia's hand. Eventually you'll end up at the River Styx.

River Styx



After a long flight you'll fall into the underground, right into the Styx. Follow the current.



During the bath with the other convicts' souls you'll lose all your powers. Your energy bars will be shortened, and you'll have to build up Kratos' powers for the 4th time.

Blades of Exile



After getting to the shore, use whatever's left of your strength, get out and talk with Athena (who will give you your old-new weapon).

Realm of Hades



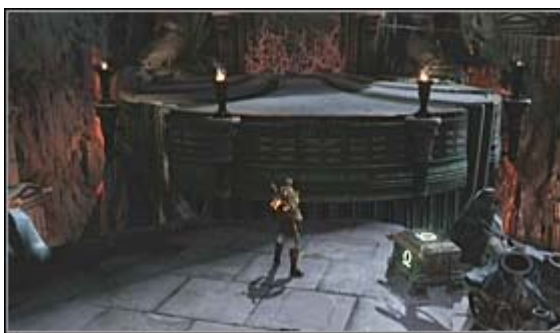
Once the conversation ends head forward and perform a jump with a swing.



This way you'll land on the platform below. There you will find two experience **chests** as well as one with a Gorgon Eye [!!!].



Climb the vertical wall and you'll reach spot at which some basic enemies will attack you. Continue along the path to reach a save point.



Once there, you can first turn left and collect the experience chests (four) and afterwards go back and go right, jumping along the ledges (however it's not necessary, as you'll have to pass by the chests mentioned before anyway).

Perform a couple jumps and you'll end up by the locked door leading to the Palace of Hades. You will be attacked by basic enemies there, however this time in a bigger group.



Once you're done with the last one, approach the spot to the fight of the locked passage. There you will find a rope – use it to get to the other side (during the crossing you'll be attacked by enemies approaching from both sides).



You will find a chest and a mysterious note lying on the ground. Waste no time and head to the cave before you. After jumping down, go backwards a little **[RS]**, this way you'll find two experience **chests**.



Gorgon

A little further you will come across a gate. Open it by quickly tapping L1 and R1 and get ready for a fight. During it you'll be attacked by Gorgons, monsters which can turn you into stone. During the fight focus on them (there will be two, one after another, never at the same time). They are more demanding than the normal enemies, however their attacks can be blocked (including the stone-turning attack, which also requires pressing one of the basic buttons – failure to do so results in petrification; you can free yourself from it by quickly moving the left analog stick). In order to finish off the Gorgons, you have to first press two basic buttons and afterwards quickly tap Circle (this way killing the enemy will also petrify the other enemies, which will allow you to eliminate them quickly).

A Gorgon, apart from the previously mentioned moves, can also grab and squeeze you with its long tail. In order to free yourself, you'll have each time to quickly tap L1 and R1.

After the fight, go out through the next door (once again, quickly press L1 and R1) and go forward, to the next cave.



By the entrance, there are two chests with health and magic – use them if you need to. Go to the big room (you'll pass a blocked passage on your way) in which you will have the chance of obtaining Apollo's Bow.



In order to get it, jump onto the platform **[LS]** and from it onto the ledge **[RS]**. You will find a pot filled with Bramble – throw it down.



Afterwards push it in the direction of the Cerberus cage. The beast will shoot it with a flame and incinerate it, allowing you to fly up and open the cage. But before you do that, you have to return to the platform and lower it once more, by jumping onto it. Now quickly run through the room, jump onto the flame with your wings spread out and fly up. Pull the lever and jump down to defeat the new enemy.

Cerberus

The Cerberus isn't the hardest enemy out there. His attacks include a triple fireball, a firebreath (close distance) and traditional biting. Attack him and initiate a QTE at the end (two basic buttons) to jump onto his back.

During the „ride“, you will have the ability to launch two types of attacks: a strong, short range with Triangle and a more long range one with Square. Rush onto the enemies until you reach the Bow. Burn its owner and get rid of the Cerberus by quickly pressing Circle.

Apollo's Bow

Collect your new weapon and get rid of the enemies (some of them will be on a higher platform, so use the Bow). Your new weapon also brings the ability to unlock previously blocked passages (those covered with withered vines) and incinerate enemies, even a couple at a time (remember this, as it makes fights easier).



Before you go back to the blocked passage in the cave, notice that on the floor from which you've pulled the box down is another door. Unlock it by burning the vines and jump, using the fire to glide. You will find a chest with a Phoenix Feather [!!!] inside and an experience **chest** as well.



Now you can return to the blocked passage and go through it (save your game a little further). Get out of the cave and you'll arrive at an open area with more vines. Burn them to unveil a chest with a Minotaur Horn inside [!!!]. Nearby you will also find chests with mana and health.

Harpy



The road leads right. Follow it and you will reach a room where Harpies will attack you. At this point in the game, with your main weapon not upgraded, it's best to just use Circle to get rid of them. Grabbing and tearing them apart is a quick and safe way to kill them (of course you can also grab them while in the air).

Their main attack is „bombarding” from above. Dodge the attack using the right analog stick. It can also turn out that one of the monsters will grab you. In such case, quickly move the left stick to free yourself.

Once you upgrade your weapon, you can attack them by jumping into the air and using Square with the L1 button pressed. This way you will perform a strong attack which will hit many enemies at the same time.



Go right, in the direction of the gap. Spread your wings there and glide to the ledge. From there jump to the narrow ledge and from there jump onto and grab a vine wall. Climb up.



Once you reach the top, head left and jump through the waterfall. This way you will reach a spot at which you'll find a chest with a Gorgon Eye [!!!] inside. Now head right.



After reaching the end, climb up and you'll finally be able to stand on your legs again. Not for long – do a double jump to grab the ceiling. Go along it to the end, jump down onto a ledge and glide towards another vine wall. Climb up to reach your destination.

Judges of the Underworld



After a short cutscene, glide towards the statues.



In the centre of the square, there's a circle. Stand on it and read the inscriptions. After the text disappears, the camera will show you your next target – a book. Go there and read it.



This way you will start a fight, divided into three phases. There's a checkpoint after each of them, so you won't have to start everything all over again in case you die.

The first phase consists of killing mortal people and demonic hands appearing from the floor. If a mortal gets caught by the hand, he will turn into an undead, which to be honest doesn't make the fight much harder.

The second phase will definitely be more demanding. This time the undead will try to approach the bars – if they succeed in doing so before you kill them, they will turn into a stronger monster. One of them will turn into a Minotaur at the very beginning and if everything goes well, he should be the last one to do so. In order to quickly move around the area, ignore the big guy for now and use the right stick. This way no one will get pass you.

Minotaur

The Minotaur isn't an easy enemy, considering his speed, stamina and strength. He moves quickly and his attack takes quite a bit of health. His main and most dangerous attack is the charge. However before he uses it, he will take a characteristic pose, so you will have time to react. During his charge you can try to jump over him or counterattack with L1 + Circle (if you want to hurt him, you must act fast and be determined). The enemy will also use normal, close range attacks. There are two of them in a row, which can be quite dangerous.

In order to kill the Minotaur with the QTE, grab him and quickly press Circle. The finishing attack is quite easy to pull off, and as a reward you'll receive some health orbs (always, without exceptions).

During the third phase, you will have to face a Gorgon and Harpies at the same time. Focus on the Gorgon until the QTE symbol appears above her (don't kill her) and then take care of all the Harpies. This will result in another Minotaur showing up. Once he's there, kill the Gorgon using with the QTE and get rid of the horned monster, which should now be turned into stone. Afterwards there's another Minotaur and the fight's over.



After the victory, before you head to the statues, take a look left. You will find a destroyed bridge there. Jump to the other side and follow the ledge to the end to find some experience **chests** and a Gorgon Eye [!!!].



Now you can return to the statues and hear what they have to say by standing on the circle. You will have to go through a portal.



Once on top, head right and jump over the gap (there are blue crystals in the area, but you can't destroy them right now). A little further you will come across a tunnel **[RS]**, where you will be attacked by two Minotaurs. On the higher difficulty settings you should make use of the exploding oil pots to your advantage.



Right behind the tunnel, turn right, where you will find another portal. Enter it and you will find a note on the ground, as well as a Minotaur Horn **[!!!!]** (you will have to go through this portal in the later part of the game, but it's worth getting this upgrade right now).



Return through the same portal and continue moving forward, jumping over the gaps (on your way you'll pass by an experience **chest**). This way you will reach a spot at which you will talk with a mysterious girl (I won't tell you who she is). There's a rope nearby.



Grab it and cross to the other side (don't worry about getting attacked). Once there, jump down to the ground and go down the vine wall, into the cave. While crossing it you will find a note on the ground.

Undead archer



Right behind the corner you will get attacked by a new type of enemy. This time the undead soldiers will attack you with electricity. You can block them by pressing the button right before it hits you (holding the button all the time won't work).

Additionally you can grab them at all times and if they fall to the ground before dying, you'll be able to...

... finish them off effectively (without having to complete a QTE). If you don't grab them, they will explode after a while (that's why you should avoid them if they're crawling towards you).



A little further you will arrive at a room with a puzzle. Pick up the note from the ground and light the fire (with Apollo's Bow). Glide to the first ledge. Kill some enemies there and pull the lever **[RS]**. This way you will summon a lift. Before it leaves, jump onto it and reach the next floor.



There you will find an infinite number of movable pots. Move one to the place where the lift arrives and glide to the previous ledge. Afterwards once more pull the lever and together with the moving platform, get to the pot. Push it onto the platform and take it below. Now push it down to **[RS]**, to increase the flame.



Now glide up, lower the grating and glide onto it. Thanks to it you will be able to open a door leading to a secret room. Inside you will find a big group of demonic hands (they pose virtually no threat), an experience **chest** and a Phoenix Feather **[!!!!]**.



Leave the room and glide once more, this time to the very top. There you will find an entrance, through which you'll get into a big room, with a nice view of the Tartarus included (on the right there's a **chest** with experience).

Stone statue

Before you head to the next location, you will have to fight the stone statues. They're very easy, considering the speed of their attacks (on generally the lack of any speed whatsoever). You will be able to dodge or block their hammer attack with no problem. Apart from that, the enemies lack any special moves – they can only slowly swing their hammers.

In order finish a statue with a QTE, you'll have to press two basic buttons at the right moment.



You'll have to jump into a hole in the floor to continue. Glide down and look out not to fall into the pit.

The Forge



This way you'll end up in the Forge, where you will meet Hephaestus. He's friendly and won't want to fight you (at least for now ;).



After the conversation, before you move on, turn left and approach the locked door. Nearby there's a chest with a Gorgon Eye [!!!].



Now go to the savepoint and pull the lever next to it. This way you'll open yourself a passage.



Use it to get to a moving platform with rock statues. They however won't come to life.



Pull the lever so that you unlock the first passage on the right **[LS]**. You will find two experience **chests** there, with one hidden behind the wall to the left.

Undead dog

Before you can get there, a pack of undead dogs will attack. They always come in groups and usually don't pose a threat. Their main asset is their numbers and they usually try to pin you down with their body. If they manage to do it, quickly move the left stick in order to free yourself. During the fight you should focus on quick attacks (L1 + Square) instead of those stronger (Triangle).

Return to the round „cage” and move it so that you unlock the passage covered with vines **[RS]**. Go through it to find yourself at an open area.



Follow the path to the very end and don't worry about any fights. There will be a cutscene during which you will obtain a new weapon – the **Blade of Olympus**.

Blade of Olympus

It will allow you to unleash a special attack, which you charge by collecting gold orbs or by fighting enemies. A fully charged attack lasts only for a few seconds, so use it only on the strongest enemies and once you're sure that the attack will hit the target.



The further path leads to the place you've already visited at the beginning of your visit in Hades. On your way you'll pass by four experience **chests** (if you haven't taken them before).



After arriving at the stone ledges (two jumps with swinging) you will have the chance to save your game). The road ahead leads to the previously locked passage. Go there and burn the vines.

This way you will awaken the two big Cerberuses. The fight shouldn't be too hard. Once you're done with them, enter the Palace.

Big Cerberus

The three-headed bests can attack with a single shot (you can block and send it back) and by using their paws. They're quite slow, so you can quickly approach them, attack and retreat without having to worry about getting hit.

In order to finish them, you have to launch a QTE as much as three times (once for each head). The two first require you to press one of the basic buttons, while the final one requires no interaction.

Palace of Hades



There's a welcome committee waiting for you in the first room. Nothing special, just a few undead. There's also a note on the ground.

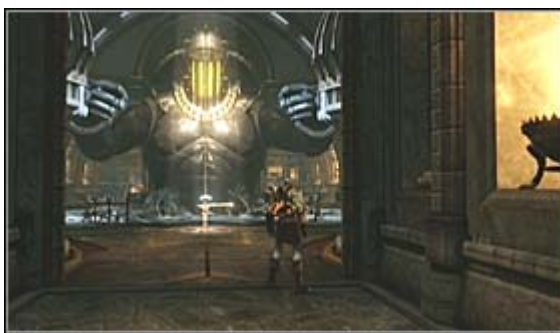


In the second room you will have to face a riddle. Firstly go left **[LS]** (there's an experience **chest** there). You should notice a lever, which unlock the gate on the upper floor, but only for a couple seconds. In order to be able to use the passage, go right **[RS]** to the room with rock blocks on a cart.



Push it to the circle (while eliminating the Harpies) and block the mechanism so that it can't return to its default position. Now all that's left is to climb up using the tree, collect experience from the two **chests** found there and go through the gate there.

Right behind it you will be attacked by a group of enemies, including Minotaurs. They will make the fight a little harder than usual.



Kill them all and continue deeper into the Palace. You will arrive at the main hall, with a big statue of Hades in the middle. Right before it there's a book – read it and by doing so, lower the coffin with Persephone (who Kratos killed in Chains of Olympus).



This way you will lower two ladders, on the left and right side.



Before you can get to them, search the area for a couple priceless chests. Firstly head to the room on the left **[LS]**. There you will find a ladder. Climb it to find two experience **chests** and one (hidden behind a wall **[RS]**) containing a Phoenix Feather **[!!!]**.



Just like before, you will find two experience **chests** on the right side.



Now you can solve the puzzle. Firstly head to the ladder on the left side. Climb it to find yourself in the familiar room with lever and lift. Use the moving platform and go down. This way you'll get to the place where you used rocks to block the timed mechanism. Open the gate and take the rocks with you upstairs, using the lift again. Push them near the circle and leave for now.



Return to where Persephone rests and turn crank. It's timed, so you have to be quick again. Afterwards go back to the place where you left the rocks, turn the wheel and block it.

Now you have to repeat the process with the wheel on the right side, just without the need to block it. This way you will expose the statue's torso, which will allow you to destroy it. Swing the poor deceased and make yourself a path (Kratos will automatically enter).

Hades



The destroyed statue will lead you to Hades' throne room. As soon as you get there a conversation will start, and afterwards a very demanding fight will begin. At the very beginning Hades will try to rip out your soul. Fight back by quickly pressing L1 and R1. Later on the Underworld god can use some similar attacks, but the process of saving Kratos will be the same.

After you defend against the first attack, the main battle will begin. It consists of 5 phases, with the beginning 3 being very similar to each other, apart from the increased aggression and some of the enemy attack.



At first be ready for Hades to attack with his claws (the purple weapon). He'll be using short and long range attacks. Additionally if you get too close, he can damage you with a foot stamp.



Long range attacks can be divided into two types: horizontal and vertical. Dodge the vertical ones with the right stick (roll sideways). As for the horizontal, you can jump over them, however Hades sometimes hits higher, so look out not to jump then.



From time to time Hades will grab the ceiling and create a shock wave. You can get damaged by the wave itself and not by staying on the ground as he hits – remember that and jump in the right moment (a second after he lands).



As you deal enough damage to the enemy, the first phase of the fight will end. You will have to launch a QTE, which consists of pressing the Circle rapidly and afterwards an intermediate phase will begin.

The intermediate phase is the key to victory in this battle, especially on higher difficulty settings. It's when you'll be getting ready for the next fight. As the QTE ends, Kratos will rip out a fragment of Hades' flesh and throw it to the opposite side of the room. Your task will be to destroy it before it manages to get back to its „owner” (the flesh will be alive). Attack it with knocking back combos and be ready for your target jumping sideways to avoid getting hit.

That's not all, as demonic hands will also appear. They're very important, as you'll receive health for killing them. If you're playing on a higher difficulty setting, you should firstly take care of them, while knocking the flesh part back.

Don't worry too much if the flesh manages to return to Hades. He'll get weakened much faster. To sum up, it's more important to recover your health, taking care of the enemy comes second.



By destroying the flesh fragment you will enrage Hades, who will launch a special attack. The camera will zoom out and show the room from the top. This way you will see the floor and be able to dodge the attack more easily (on higher difficulty setting, getting hit by this attack can make surviving the next phase very difficult).

Hades will cover the whole floor with black sludge. After a couple seconds a part of the ground will be cleaned up and that's where you should quickly go to. The other part of the arena will be pierced with chains. If you don't save yourself from it (use the right stick), you'll lose a lot of health.

The second phase of the fight will begin. It's pretty much the same as the first one, but Hades will be much more aggressive.



The third phase (after you go through another intermediate phase and fill up on health) bring some new attack. Hades will try to hit you with chains coming out of the ground **[LS]**. Keep running until he stops.

He can also summon Cerberus ghosts, always more than one. If he does, quickly jump to avoid their rush – they disappear after this attack.



After the third phase there will be no intermediate stage, the fourth one will immediately begin. During it you will be playing tug-of-war with Hades. To help yourself, hit him using either of the buttons responsible for attacks.

There's a chance you will be thrown into the Styx **[RS]**. Keep pressing Circle to not fall into the water.



Once a QTE mark appears above Hades' head, press Circle and then keep mashing it.

Claws of Hades



This way you will obtain the **Claws of Hades**. It's an alternative to the original chains. It's very fast and has a long range. I'd recommend using them on big groups of weaker enemies.

As a special attack, you can summon a monster's ghost. You'll have a wide range to choose from, you can choose one by pressing triangle in the weapon change menu.



Unfortunately it turns out that Hades is still alive. Without his armour he will undergo a mutation and his appearance will begin the fifth and last phase of the battle (fortunately it's also the easiest one).

The arena will be divided into two parts, you can move through them by doing a jump with a swing. Unfortunately you won't be able to jump constantly, as after you jump and hit the enemy in his back **[RS]**, he will turn around and put the hooks into motion. For a moment you will have to focus on dodging the enemy attack (punches and sometimes a wave of purple energy).



By dealing enough damage, you will be able perform the last QTE (no interaction needed). This way you will rip Hades' soul, allowing you to freely travel through the Styx and the Hyperion Gate.

Hades' Helm



After the cutscene, you will have the chance to save your game. Afterwards dive into the Styx. At its bottom (before you swim with the current) you will find a Godly Possession **Hades' Helm**.



Swim forward, pass the god's dead body and you will reach a spot where a couple of enemies will attack you (it's a good opportunity to test out your new weapon and its special attack). Afterwards dive into the water.



At some point a locked gate will block your way. Don't worry, the lever opening it is right above the water. Pull it and unlock the path leading to the Forge.

Once there, talk to Hephaestus and head to the well-known place where you began your adventure in Hades. On your way there you will go through the round room. This time the stone statues will come to life and attack you (accompanied by undead dogs) once you try to turn the lever.



Once on open space, head to the Hyperion gate, which time will be working and will offer you its teleporting services. Jump in and head to the surface.

The City of Olympia



After regaining control, you will find yourself at the outskirts of the city (some of you might already know this place, as it has been used in the demo version). Don't waste time and head forward.



Right behind the corner (a surprise for those of you who have played the demo), Gaia will ask you for help. However you will treat her just as she treated you. Begin attacking the damaged hand, and once the QTE mark appears, activate it. Repeatedly press L1 and R1 and afterwards throw away the hand and move on.

Armoured undeads



This way you will arrive at a closed door. For it to open, you will have to face a new type of enemy – undead armoured soldiers.

The tactic is similar to the one used against normal undeads. Block from time to time, but mainly focus on attacking constantly, without any more complicated strategies.

The only difference is their armour, which prevents you from grabbing them at any given moment (only after a QTE symbol appears). They also have the ability to attack from a distance – from time to time they will hit the ground with their swords and create a shock wave. Jump over it to avoid losing health.

After dealing with the enemies (including undead dogs that will appear), go through the opened door.



This way you'll arrive at a cave. You'll have to move from one ledge to another. Nothing new for the people who've played the demo, but a little explanation is required for the others. Firstly, shoot the harpy for it to approach you. Afterwards grab it by pressing L1 + Circle. Now all that's left is to fly over the gap and press X at the end to do a jump.

In case of the second gap (if you jump down into it [RS], you will find an experience **chest**), the method will be the same, but you will have to grab onto a second harpy (it will be highlighted once it's close enough, press X to change carrier).



On the other side there's a save point and chests with health and mana.

There will be no more enemies until the end of the cave.



After getting outside, fly over the gap and get ready for a fight. Armoured undeads will be the first to arrive. After you deal with them, a Centaur will join the fun (you've already dealt with one at the beginning of the game). That's not all, as Helios is flying around the place and occasionally firing missiles at the arena.

Despite that the fight won't be too hard, neither of the enemies is too tough. After you've dealt with them, head left.



As you go up, you will have to face a new, more demanding enemy – the Chimera. Try to fire the ballista and it will appear.

After the fight's over, operate the ballista once more and release as Helios shows up. This way you will destroy his divine chariot.

Chimera

The Chimera fight has three phases and during each one the enemy will not only use different attack, but also behave differently. At first, you will be attacked by the snake. He uses normal attacks (medium range) and spits acid from time to time (also medium range). If he does hit you with his acid, you will be stunned for a while and will need to move the left stick to quickly regain control. The first phase ends with cutting of the tail during a QTE (one basic button).

During the second phase you will have to fight the lion part. This time you will be mainly attacked with the tail. The Chimera also three-burst attack (if it does, quickly dodge). You can also get attacked by a two-hit combo with his paws. Eventually you will get the chance to activate a QTE during which you'll need to quickly press Circle.

This time you will have to face the goat, it's very agile and also uses fire attacks. He can jump at you from a distance (jump or use the right stick to dodge) and breath fire (jumping works well here). During the QTE you'll have to press one of the basic buttons and then mash Circle.



Afterwards return to the place where you fought the Centaur a minute ago and approach the destroyed part of the wall.

You'll have to cross the gap to the other side. Wake up the Harpy (with the bow) and fly to the other side, changing the carrier several times during the flight.



On the other side you'll be attacked by a group of armoured undeads – kill them and enter the building (after the first straight, you'll find an experience **chest** on the left **[RS]**).



Move on to face another group of enemies. There's quite a bit of them, so consider using heavier attacks or incinerate them with the bow. After another straight corridor, before you go right, check out the left side to find an experience **chest**.



After getting outside go through the bridge and go up the ladder on the other side. It's time for some platforming action. After going up the ladder, you'll fight yourself on a narrow ledge. Go right until you reach some burning windows (there won't be any explosions, so don't worry). Throw down the mortal standing by them, grab the ledge (R1) and avoid the flame.



Afterwards jump onto the construction on the right and go up.



You will find Helios there, but before you have the chance to fight him, you'll have to face a new type of enemies – undeads with shields.

Unfortunately none of the weapons you have at the moment will damage them. Hit them a couple of times and a Cyclops will appear. Take control over him and destroy the enemies which are defending the god.

Cyclops

The Cyclops is a surprisingly easy enemy, especially considering his size. During the fight, he'll use his hand, mace and feet to damage you. Each attack (apart from the one with the mace, which has a longer range) is close range. Once you deal enough damage, a QTE symbol will appear above his head. Activate it and press two basic buttons.

This way you will jump onto his back and take control over him. You will have two attacks available, with the Square and Triangle buttons. The Triangle one is a bit slower and more powerful, but even the Square one is strong enough, considering the Cyclops' size, so you should focus on using it. After about a minute the ride will be over, and Kratos will automatically proceed to killing the enemy. In order to do that, you'll have to mash Circle.



Approach Helios and a conversation will begin. Afterwards the god will try to attack you with a blinding light **[RS]**. A mini-game will begin, during which you'll have to block the light source with your right hand, using the right stick. If you do it properly, Kratos will approach the enemy and attack him – mash Circle.



That's still not all. After a short talk Kratos will attack him again. Mash Circle and then quickly tap L1 and R1 to rip off his head. This way you will gain **Helios' Head**.

Helios' Head

It has several functions. Basically, you can use it as a flashlight. It comes in handy in dark places (one of them in just a moment). You can also blind enemies and irritate them with it after charging up the head (both attack also damage the enemies a bit). They also lighten up the area for a short period of time.

The head can also be used to expose hidden items and passages. Gold dust can be found near those places, which makes finding them easier. Point the Head at it to unveil what's hidden there.

Helios' Shield



Before you move on, approach the dead body to find another item – **Helios' Shield**.



Now you can approach the big wall and point the Head at it. This way you will unveil a secret passage. Behind it there's a dark tunnel with a couple basic enemies – a good place to check out your new gadget. Move forward to arrive at a vast cave.

Path of Eos



At the beginning of the Path, there's a save point and some chests, with one of them (hidden from the camera) containing a Gorgon Eye [!!!].



After saving the game, go deeper into the cave, following the path up. This way you'll arrive at a completely dark place.



Pass through a room with a green chest and you'll arrive at a passage with a few enemies – nothing too demanding.



Several meters later you'll get attacked by Harpies. Kill them by jumping and pressing L1 + Circle. At the end of the narrow road there's a wall – point the Head at it to unveil a secret passage.



At its end there's a rope hanging over a gap. However before you use it, jump down onto a hidden ledge. You'll find an experience **chest** and a Gorgon Eye [!!!] there. Undeads will keep attacking you as you go along the line.



Once on the other side, jump on the higher ledge and enter the dark tunnel. Watch your steps, as at some point you'll arrive at a gap [RS].



On the other side you will have to cross another gap, this time using a Harpy. Call it with the bow and „hop aboard”.



On the other side you'll have to face a new type of enemy. The Wraiths are a very dangerous enemy. Take care of them and head to the experience **chest**. You will get to it by grabbing the ledge **[RS]**, and going down the vine wall.

Wraith

A Wraith is very dangerous, especially on higher difficulties. Fighting it requires constant focus (counters are often required) and speed. The enemy moves very fast and most of the time while staying underground. One of his abilities is to hide underground and quickly jumping out and attacking. In order to get the opponent back to the surface (you can't damage him while he's hidden), press L1 + Circle.

Wraiths, apart from the underground attack, will also use their blades – at short distances (combo) as well as on long (blade throw). You have to constantly attack them and quickly get them out once they hide underground.



A little further on, you'll come across two chests with health and mana. What's more important, there's also a third chest [!!!], hidden to the right from the other two, behind a wall (you have to point the Head at it to unveil it). This way you will get a Gorgon Eye.

A little further on there will be another fight. Apart from the new enemy, you'll also have to face archers. Get rid of them by blowing up the exploding pots.



A path will then lead left. Follow it until you get to The Chain of Balance. Before you jump at it and fly up, collect experience from the nearby **chests**.



The first can be seen to the right **[LS]**. The second one is hidden behind a wall **[RS]**, behind the Chain (you'll unveil it with the Head). Look out not to get too close to the Chain as you will fly p.

The Chain of Balance



The Chain of Balance is a very untypical stage. Most of the time you will be flying up, while dodging several obstacles.



The first objects you should dodge are wooden platform **[LS]**. There aren't many and dodging them is quite easy. Beams **[RS]** are a little tougher to avoid. There will be quite a bit of them scattered in different locations, so there's quite a bit of manoeuvring waiting for you.



After the first phase of the flight, you'll get to a Titan. A QTE will start, during which you'll have to press one of the basic buttons.

If you react fast enough and throw the colossus into a pit, you'll land on a wooden platform. Some platforming for a change. Jump from one ledge to another, bearing in mind that they will start crumbling after you land on them.



A few jumps later, you'll arrive at a net. Climb it, while dodging the falling rocks.



Yet another platform. This time the jumps will be a little more complicated. During them you'll have to grab the metal bars (you can swing on them just for a little while, as the bar will eventually break and).



Another climbing section awaits you, together with falling rocks (there's quite a bit of them, but you can avoid them by hiding behind rocks). After getting onto the ledge, shine with the Head **[RS]** to uncover a chest with a Phoenix Feather **[!!!]**.



Eventually another flying section will start. There's a new obstacle – concrete vaults **[RS]**, which will get destroyed by falling rocks. They will create holes through which you can fly through without losing health. The end on the flight brings a new level.

The Caverns



You begin this level with a visit to the first fragment of Daedalus' labyrinth (a large cube hanging in the air). Point the Head at its right corner to find a chest containing a Minotaur Horn [!!!].

In order to continue, set fire to the vines blocking the mechanism. This way you will change the cube's position and unlock the path. The element that has been holding the cube will get unhooked and you'll be able to perform a long jump with a grapple. This way you'll get to the smaller platform.



Perform another jump with a grapple (at some point you'll be doing circles and will have to let go at the proper moment) to get onto the next cube. Burn some more vines and get ready for a fight. At first you will be attacked by normal undeads...



... and later on Minotaurs will show up. Fighting them will be quite difficult, as they won't focus on attacking you, but the chains holding the cube on which you're fighting. On higher difficulties you'll only have a moment to eliminate them before falling down.

After you're done with them, the second phase of the fight will begin. During it a small Cerberus will appear – weaken him and you'll be able to ride him (remember how you got Apollo's Bow?). Use it to get rid of the oncoming enemies.



Once the fight is over and the cube will move to the others, a cutscene will play. Hermes will pay you a visit – he's your next target.



After the conversation, do a grapple and jump onto the chain. Keep climbing up, as you pass by familiar places.

The Flame of Olympus



Eventually you will arrive at a room with the Pandora's box in the middle. For now you won't be able to get it out of the Flame, so explore the area.

Use Helios' Head at the naked walls surrounding the room **[RS]**. This way you will unveil six paintings and summon the messenger of the gods once again.



Before you start the pursuit, approach the place through which the Chain goes. To the left from it there's a hidden room with three experience **chests** and one with a Gorgon Eye **[!!!]** (there are two more experience chests behind the blue crystal, however you won't be able to get to them until later on – you'll visit this place several more times).



Once you're done with that, start chasing after Hermes. On your way you'll pass by a save point. Before you jump down after him, walk to the end of the current road and take the stairs up. There are two experience **chests** on the round terrace.



Glide towards the Hermes and grab the wall. Follow it to the right and slide down at the end to begin a new platforming stage.

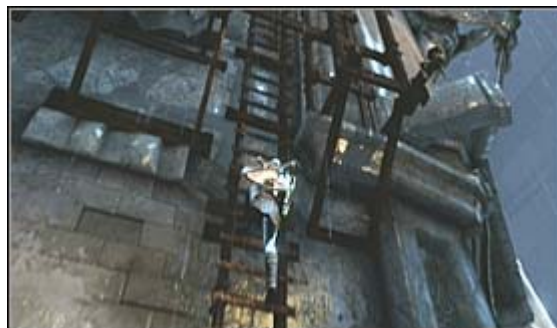
Olympian Citadel



There's a log and demanding chase waiting for you. For off the wall, grapple to the beam and land at the wooden platform. As you jump down the floor will start burning, rush forward to avoid death.



After a couple meters the platform will collapse and Kratos will grab onto a vertical wall. However the fire is still chasing you. Quickly climb up, killing any mortals in your way (they block your path quite effectively, so killing them is necessary).



As you reach the top, you can take a deep breath, as the running is over. However the chase after the god is still on. Run to the opposite side of the platform, jump onto the ledge and go up the ladder.



Go along the ledge, following Hermes. At some point you'll have to perform a long jump together with some gliding. This way you'll get onto another wooden platform.



Go along it, eliminating the undeads, until you reach a big crane **[RS]**. Get onto it and then quickly jump once more and grapple. This way you will grab the mechanism, which will automatically take you to the distant platform.



Here you'll have to go through the toughest platforming section in the game. Try to cross the concrete bridge, which will eventually start crumbling.

Jump, hit the grapple point and glide towards the construction mentioned before.



Once you land on it, it will start crumbling of course. Quickly run forward, jump and hit the grappling points when needed.



This way you'll arrive at a terrace, where you'll be attacked by undead dogs. Get rid of them and keep chasing Hermes. He will eventually lock himself behind a gate. In order to get to him, start climbing up the ladder to the left of the gate. Go to the very top, jump off and glide to the opposite side. There you can grab the wall and climb up to the very top.



Now you have to cross the partly crumbled terrace in order to get to the ballista.



You'll have to use it in order to get to Hermes. Turn it by grabbing the handle by its base and turn it. Afterwards jump up and fire it by pressing Circle. During the flight you will have to press one of the basic buttons.



Hermes' Coin

Upon landing, head towards the big statue head. Right beneath it you'll find one of the Godly Possessions – **Hermes' Coin**. Pick it up and exit the room.



You should notice a blood trail. Follow it until you make a circle and return to the place where you landed a moment ago.

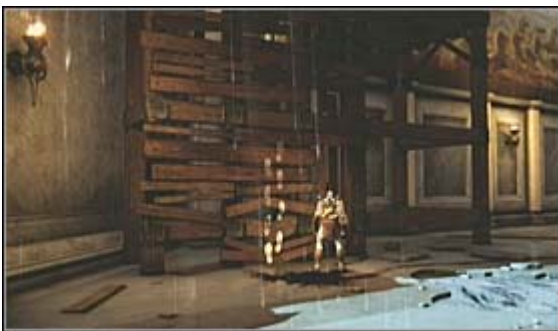


You will have to fight Hermes. The first phase is a conversation, which will be interrupted with a QTE, a proper move with the left stick will do the job. Afterwards the camera will change and you'll have to approach Hermes. Another QTE will begin and you'll have to press and hold Circle several times (a unique action). This way you will get rid of the god and come into possession of **Hermes' Boots**.

Hermes' Boots

Their powers are limited, but if used well they can come in handy during many fights. The boots give you the ability walk along walls and quickly move through the arenas. The first ability can be used only by walls marked with golden feet.

During the fight you can use them to quickly move. During your couple meters long rush (L2 + X) the smaller enemies which stand in your way will be thrown into the air and receive some minor damage. Additionally they will be slowed down during the flight, allowing you to quickly finish them off. By upgrading them, you can charge by holding down X, which will increase the damage dealt. I also must add that moving quickly through a room is an excellent way of avoiding attacks.



With the newly gained boots, you will be able to run up the nearby wall and then get to the platform in the distance (you can also save your game before doing that).



In order to get to the very top, to the spot with an experience **chest**, you'll have to use the boots several more times.



Go outside, search some more **chests** and move forward (you'll pass by yet another experience **chest**). Afterwards run up the vertical wall.



Once upstairs, head to the place showed on the left screen **[LS]** to find a hidden chest with a Phoenix Feather. The road then leads up another wall, next statue surrounded by yellow light. You'll repeat the activity once more upstairs, on the outer part of the terrace **[RS]**.



From there glide towards the balcony with a health chest.



Move on to get to a big square, where you will have to go through quite a long fight, during which a new enemy will be introduced. Once they're all dead, the nearby door will open.

Armoured Cyclops

The armoured Cyclops, despite its size, is a relatively easy enemy. He moves very slowly, so you won't have any problems with avoiding close contact. However keep in mind that among his attack are also those which are long ranged.

Most of the time, he'll use the ball which he holds in his hand. Dodge it, as he uses this weapon for long range attacks. Once you notice a golden glow above the weapon (which symbolizes this attack), quickly jump into the air. Once you get close to him, you must be ready for normal, short and medium range attacks.

Once you weaken him enough, launch a QTE during which you'll have to press four basic buttons. If you get it right, the Cyclops goes down.



Before you go back to the big room with the Flame of Olympus, go to the opposite side of the balcony. There you will find an experience **chest** and a Minotaur Horn [!!!].

The Flame of Olympus part II



Once you're back at the well known room, walk round it, take care of the archers and open two experience **chests**. You'll also be able to save your game.



The path then leads to a long and narrow corridor, in which you will meet a new enemy type – the Siren. It's the only path available, so you pretty much can't miss. Get rid of the enemies and run to the end.

Siren

The Sirens are quite nasty and can be quite a pain, especially if you're playing on higher difficulties. Their main and most deadly power is the ability to partly disappear – they change into a sort of a blue ghostly form. While they're in this form, you can't damage them. In order for them to return to their material form, you have to use the Head of Helios on them, then you'll be able to damage them.

They mainly focus on attacking at close range with their hands. However do have some aces up their sleeves: they can create a medium range sound wave and they can also stun you – once they do hit you, the screen will turn blue, you'll lose control over Kratos and will have to move the left stick quickly in order to regain control

In order to completely kill this enemy, you have to weaken him twice. The first time a QTE mark appears above its head, Kratos will only do a throw. The second QTE kills the Siren, which leaves some mana behind. It's also worth to notice that they both don't require any interaction.



At the other end of the corridor there are some round stairs and an experience **chest** by their base. Open it and enter the big room.



Once inside, head left first. There's a vent which will allow you to fly up.

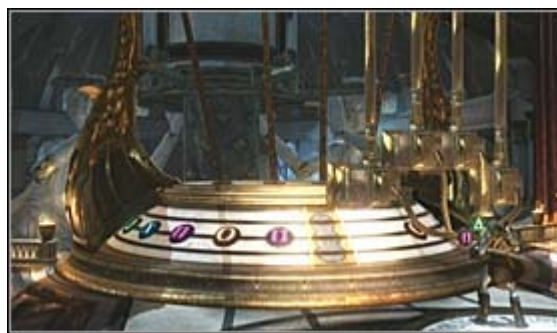


There you will find two **chests**: the one on the left contains a Phoenix Feather [!!!], while the one on the right will give some experience. Absorb the red orbs and jump to the nearby metal platform (avoid falling down).

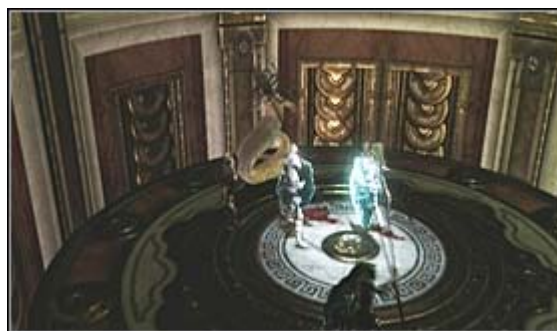


There are four movable drums. You have to turn them so that the picture below shows a sword. In order to do that (beginning from the left side) turn the first one once, leave the second untouched and turn the last two three times each.

Before you jump down, head to the platform on the right side **[RS]**. There's an experience **chest** there. Afterwards jump down.



Now you will have to demonstrate your dexterity. Approach the mechanism with the joypad buttons and begin the mini-game. The key is to press the buttons as they enter the marked spot. One mistake will reset the whole game and you'll have to start from the beginning.



If everything goes well, a lever will appear – pull the platform will start going down. During the ride you'll get attacked by shielded enemies. As you don't yet have the weapon needed to break through the armour, use the nearby Gorgon to change them into stone and then crush them.



After getting to the very bottom, leave the lift and once more enter the familiar room. This time stairs will appear. Take them upstairs.



Afterwards pull the lever by the Pandora's Box. This way you will unlock a nearby door and summon a few archers – kill them and go through the door.



Once again you'll find yourself in a long corridor. As you go deeper, two Wraiths will attack you. Get rid of them and go down the stairs to the very bottom (there's a hidden chest with a Gorgon Eye inside [!!!]).



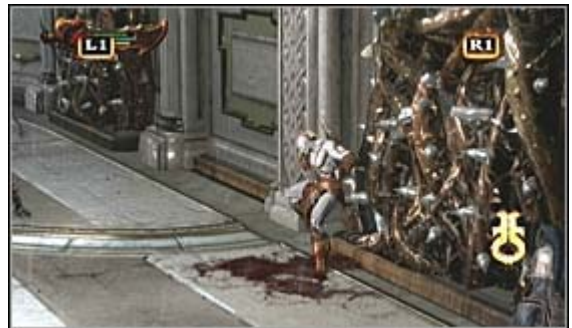
Go straight and there will be a save point. Be sure to use it, as you're in for a tough fight in just a moment.

There's an open area in front of you. Before you go out, replenish your health and mana using the two nearby chests.

The Forum



As you enter the arena, a cutscene will start, during which you will meet your new opponent – Hercules.



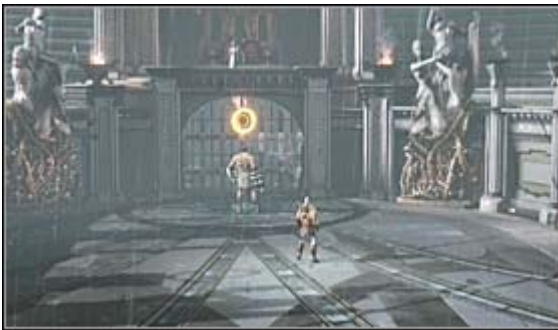
In the first phase of the fight you will face just normal undeads. Kill them as fast as you can, using quick attacks. Also take a look around – there are spiked walls surrounding the arena **[RS]** – look out for them, as once thrown on one, you'll have to quickly mash L1 and R1 in order to free yourself.



After defeating enough smaller enemies, Hercules will enter the stage. Apparently he's not that tough. He mainly attacks with close range combos. His three-hitter can throw you back quite a bit, so look out for the spiked walls mentioned before.

If you deal enough damage, he'll get mad and rush onto you. Make contact and quickly tap Circle to win the wrestle. This way you will gain control over him – use the left stick to push him onto the spikes walls (which will also restore you some health).

Do this twice and all the undead will disappear from the arena and Hercules himself will become more aggressive.



After you damage him enough you will be pushed back and he will stand under the gate with a QTE symbol above his head.

Nemean Cestus

Launch the QTE and follow the button commands (one basic button and a left stick motion). This way you will gain his weapon, the **Nemean Cestus** (my personal favourite).



During the last phase your enemy will be quite weak. Attack him with his own weapon and try not to get grabbed (if you do, mash Circle). Hercules will also throw fragments of nearby constructions at you. Simply dodge them when he does.



Damage him enough and in anger he will lift up almost the whole square on which you're fighting.



Save yourself from falling down by quickly pressing Circle and then L1 and R1.



Now you just need to approach him by pressing one of the basic buttons four times and once you do – mash Circle.

Hercules' Shoulder Guard



This way Hercules will become history and you'll end up in the sewers. Before you move on, dive underwater by Hercules' body and at its bottom you will find **Hercules' Shoulder Guard**.



Now you can move on. At one of the rooms some undeads will attack you. Kill them and use your newly gained weapon to destroy the nearby blue crystal. This way you will unveil a lever – pull it and return Hercules' body.



However before you can get there, shielded undeads will stand in your way. Having the Nemean Cestus, they are no threat to you. Break their shields and they will turn into common undeads.

After getting to the first room, dive underwater and swim through the newly opened gate. At the very end of the long canal you will find a room which is the beginning of the next stage.

Poseidon's Chamber



The stare will begin with a fight – you will get attacked by shielded soldiers and undead dogs. They shouldn't pose any threat, just don't forget to switch to the Nemean Cestus.



Afterwards take a look around. In the upper left corner of the room there's a wheel. Pull it and go through the opened gate to reach a save point.



Follow the only possible path in the direction of the gate, behind which you will meet Poseidon's lover. After a short conversation go left, to the bigger room.



There you will find a couple teleports. Enter the first on the right and you will be moved onto a moving platform. From there, jump onto the ledge on the left and pull the lever found there.



By doing so you will make the bridges move and undead dogs appear. Jump down and collect experience from the two unblocked **chests**. What you need to do now is grab the beasts and throw them into the teleport through which you have arrived. Do this four times and then jump in yourself.

This way the platform will lower itself, which will allow you to use the last teleport.



You will find yourself in the room in which Poseidon's lover has been imprisoned a while ago. After the cutscene is over, take a look around – on the left there's an experience **chest**.

Poseidon's Conch Shell



On the right, in the further of the nooks you will find a Godly Possession – **Poseidon's Conch Shell**. There's also a Gorgon Eye hidden in the room [!!!].



Once you collect all the valuable stuff, you can return to the teleport. On the other side a fight awaits you. You will have to rescue the mistress from falling down – kill the dogs and then push her to the upper teleport.

Crystal statue



By doing so you will initiate a fight with a new enemy. The easiest way to deal with this statue is to use the Cestus – equip it and jump right into the fight.

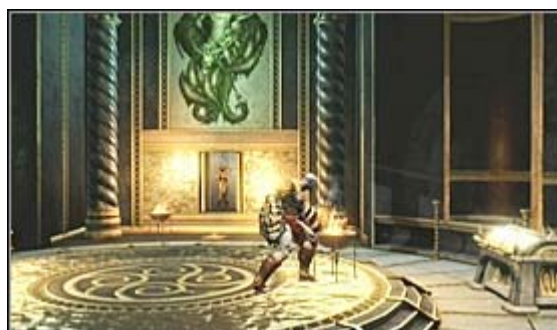
The enemy acts similarly to the basic statues – he's very slow and his main attack is a short distance hammer blow.

Try to stay behind his back (he turns around very slowly) and quickly attack. After you deal enough damage, a QTE mark will appear – activate it and press three basic buttons to finish the fight.



Follow the princess and you'll be attacked by shielded enemies – eliminating them is mere formality. You will have to push the lady, as she won't move otherwise.

Go along the path until you reach a locked gate – push it up and let her pass.



On the other side you will be attacked – get rid of the enemies (including the new statue type) and turn the nearby wheel once again. Kratos will automatically use the princess to hold it down, which will allow you to go through the gate by the save point.

On the other side you will have a short talk with Pandora. There's a hidden chest here, use the Head to unveil it – it contains a Phoenix Feather [!!!].



The further path leads left, outside the building.

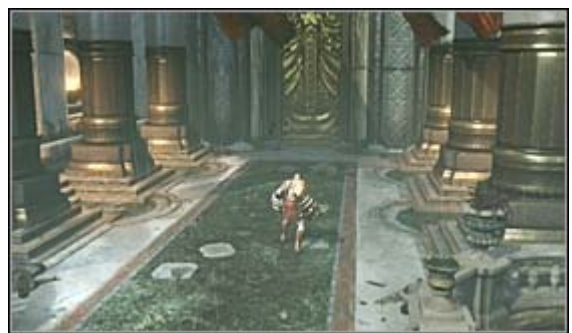
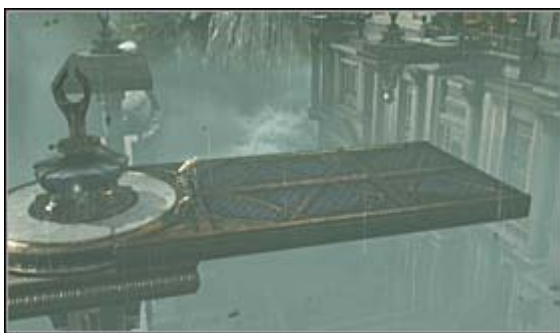
The Upper Garden



You will enter the gardens. Go pass the first terrace and approach the crank. Move it, jump onto the other platform and repeat the process once more.



Do the same with the third one. Move on to discover that the fourth one is broken.



Go back to the third one, turn it once more and jump onto the nearby terrace. At its end you will find the entrance to Aphrodite's Chamber.

Aphrodite's Chamber



Enter the chamber and get ready for some pleasure.



Approach the bed and go for it. During the QTE you will have to press three basic buttons, move the left stick, move it round and then to the sides, hit Circle 6 times at the right moment and finally mash the same button.



Before you enter the Hyperion Gate, collect the precious items from the area. On the right side (while looking at the entrance) there are two experience **chests**. Next to the Gate you will find a Minotaur Horn [!!!].

Aphrodite's Garter



The most precious item is hidden on a barely visible platform behind Aphrodite's bed. Glide the (you have to jump or you'll fall into the pit) and pick up **Aphrodite's Garter**.

Now you can use the teleport. You will once more find yourself in the Forge. After the cutscene, head through the newly opened door, leading to Tartarus.

Tartarus



Follow the only available path, which turns right after a few meters. After a while you'll pass by a chest containing a Phoenix Feather [!!!].



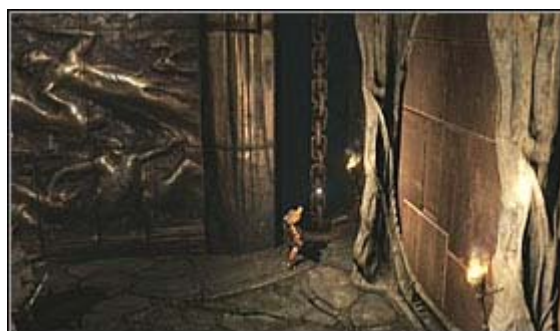
A little further there's an arena with an experience **chest**. There you will also have to fight a Centaur and a group of undeads. Overall it shouldn't be too hard.

The path will then lead through the place from which the Centaur ran down (perform some jumps through the rock ledges). The next stage begins a little further.

Gates of Tisiphone



The stage begins with a demanding fight with three Chimeras. The exploding pots will surely come in handy during the battle.



After you deal with the enemies, it's time for some puzzles. Start off with pulling the chains at both corners of the room.



Afterwards push two blocks inside the gate (this way you will change their configuration).



Now for some jumping. Begin with getting onto the sticking out blocks on the left. Once on them, grab the Harpy and fly to the opposite side. You will land on a block from which you can easily fall, by being pushed down by a moving one. Avoid falling by jumping onto it and then onto another one.



This way you will be able to glide towards the centre part of the gate, to a stable and safe ledge. Go left from it, to another block which can be pushed inside. Afterwards use the Harpy to fly back to the right side (you have to calculate it so that you can land there as the blocks are moved out).



This way you will get to the last movable block – by pushing it in you will unlock a path to the top of the gate, in its middle part. There's a movable mechanism there, use it.

Now watch a cutscene and go through the opened gate. Right behind them there's a save point and a chest containing a Phoenix Feather [!!!].

The Pit of Tartarus and Cronos



Move along the path until you reach the Pits. Go down the rocky path on the left. Some undead will attack you, but they're nothing to be worried about.



There's a gap at the end of the road. Jump over it and approach Gaia's hand, lying in the distance. This way you will initiate a fight with Cronos.



At the beginning you will go through some QTEs. Once you find yourself between the Titan's fingers, quickly mash Circle to avoid getting crushed. Afterwards you will have a couple seconds to blind your enemy – equip the Head of Helios, charge it and release a beam of light.



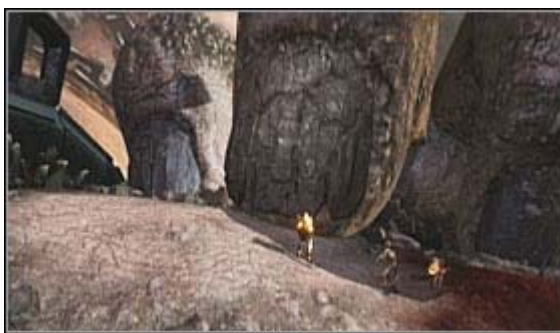
You will be falling down. Press one of the basic buttons to land on the Titan's hand. Kill a couple undeads and prepare for some climbing.



Cronos will change position and you will have to climb up his arm. Jump over the gap and eventually you will reach a blemish – hit it a couple times to enrage your enemy.



He will set his hand horizontally again and you'll have to fight some more undeads. Additionally you will have to look out for the Titan's breath (it can take away quite a bit of health).



Fight the enemies until Cronos puts his hand by his arm, which will allow you to damage his fingernail (hit with the Cestus or use the Rage of Sparta). Once you deal enough damage (you might need to repeat the process several times and wait for him to close in his hand again), activate the QTE and rotate the left analog stick.



Cronos will begin to attack with his whole hand, trying to crush you. Try to position yourself between his fingers, which will allow you to climb up onto his hand. He will then move the hand to his head, which will allow you to blind him for the second time.



As a result you will be fired into the air. During the flight you will have to press one of the basic buttons to land on the Titan's torso and begin climbing up.

After a short climb you will have to jump and hit a grapple point.



If everything goes well, you will land on a ledge, where some undeads and two statues will attack. Killing them won't be too hard. Once they're history, go to the middle part of the part of the stone circle and open it by mashing L1 and R1. Afterwards begin attacking the tissue underneath.



After a couple hits Cronos will grab you with his hand. Climb it, kill some basic enemies and the Titan will try to crush you. Quickly tap Circle to free yourself.



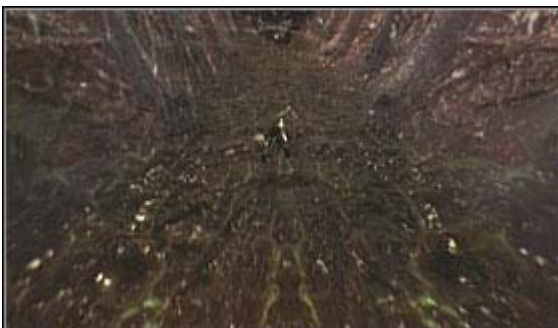
This way you will end up hanging from the bottom part of his hand, above a pit. Go right and perform four jumps with grapples.



In result you will land on his arm. Begin running to the right (while avoiding enemies and jumping over stone barriers). Cronos' hand will be ramming everything in its way.



You will arrive at his shoulder, on a small arena. There's also a Cyclops. Hit him a couple times and take control over him. Once you do, begin attacking the spot from which the monster appeared (the cut arm). After a couple hits the Titan will try to knock you off. A QTE will start – press one basic button and quickly tap Circle.



As a result, you will find yourself inside the Titan. Begin running away from the deadly liquids. Move downwards quickly (by holding down R1) and avoid the obstacles by jumping sideways.

The camera will exit to the surface and so should you. During the QTE you will need to quickly press Circle, press both sticks at the same time and then tap Circle a bit more.



This way you will get out. Walk along the fingers and glide towards the stone ledge on which you were fighting a moment ago. Once you get there, destroy the crystal chain.



Once it breaks, another QTE will begin. Press two basic buttons to finish it successfully.



This way you will arrive at the head. Destroy the spike fragment and move to the forehead. A QTE symbol will appear – press L2 and R2 at the same time and watch the Titan die.



After you land, destroy the crystals in front of you and jump into the hole behind them. This way you will arrive at the Forge for the last time.

The Forge and Hephaestus



A cutscene will play and Hephaestus will forge a new weapon for you – the **Nemesis Whip**.

Nemesis Whip

It's the last of the basic weapons. It's quite quick, but at the same time it has a rather short reach. It's definitely the least useful weapon. Your basic Blades are good for most fights, the Cestus is a powerful weapon against single strong enemies, and Claws of Hades work great against big groups of smaller enemies. It's hard to find a proper use for the Whip.



Upon receiving it, you will be attacked by the thus far friendly god. At first he'll electrocute you – quickly tap Circle to survive. Afterwards charge up the generator in the right corner of the arena by hitting it with your new weapon. This way you will get rid of Hephaestus.



Some smaller enemies will then appear. There will be just a few of them, so you won't have any problems with eliminating them. Now you can use the Hyperion gate to visit Aphrodite once again.

Hephaestus' Ring



However before you do that, go behind the nearby water container. You will find another Godly Possession there – **Hephaestus' Ring**.

The Upper Gardens part 2



Play another sex mini-game at Aphrodite's chamber, earn some experience and head to the exit. Upon exiting, you will get attacked by a rather small group of undeads.



Approach the first mechanism and use it. This way you will get to the previously broken one.



Charge it up by using the Whip and cross the bridge to the next terrace. Enter the door found there to finish this stage.

Daedalus' Workshop



After entering the building, go through the corridor and enter Daedalus' workshop. Inside you will find some teleports and lots of chests waiting to be opened.



Begin with turning the ballista (found in the middle part of the room) to the left and firing a rope. It will teleport a couple times and eventually allow you to get to a **chest** containing a Minotaur Horn [!!!].



Check out the right side and pull the lever found there. This way you will move the ballista to the upper level. Afterwards run up the wall on the right and get onto the platform behind the bars [RS]. There's another lever to be found there – pull it to lower two chests down from the ceiling.

Daedalus' Schematics



Now you need to fire the ballista at the teleport in the front (after opening the gate using the same method) and knock the chests down. Inside you will find **Daedalus' Schematics** and a Phoenix Feather [!!!].



Leave the rope as it is, use the teleport on the right (the blue one) which will move you to a platform (with an experience **chest** on it), partly surrounded by bars.

Before you move on, fire the ballista into the left teleport once more. Thanks to raising it, the rope will allow you to get onto the platform with a Gorgon Eye **[RS] [!!!]**.



Now you can use the previously unlocked passage and slide down the pipe. Once you're on your feet, approach the camera – you will find two **chests** there, one with experience and the other one containing a Minotaur Horn.



Now you just need to go down the corridor to the exit. This way you will begin the next stage.

Hera's Garden



Your visit at Hera's Harden will begin with a long cutscene.



After it ends, go straight. There's an experience **chest** there, two more can be found on the right. On the left there's a chest containing a Phoenix Feather [!!!].

Hera's Chalice



Move in the camera's direction a bit and turn left. **Hera's Chalice** will be lying near the save point. Kratos will pick it up automatically, as you can't finish the game without it (this way you have gained all the Godly Possessions).



Move on, get rid of two stone statues and turn right. At the end of the straight road there's an experience **chest**. Backtrack a little and turn in the direction of the middle part of the garden. Go by the locked gate and eventually you'll arrive at a corridor **[RS]**.

Satyr



Inside of it you will be attacked by a new type of enemy – the Satyr. They're very dangerous, possibly the most troublesome in the game.

His attacks are mainly short ranged, but considering his speed and agility (he can even run on walls) he can quickly get near with an attack.

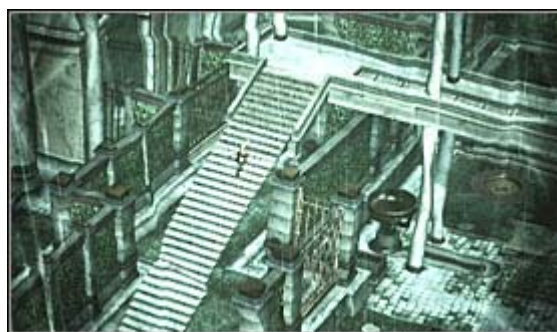
You should often block, focus on counter attacks and using L1 + Circle. A QTE symbol will never appear above him, but that doesn't mean you can't grab him. Most of the times you will have to tap Circle upon doing so, but if the enemy has been weakened with attack before, Kratos will perform a deadly attack with the enemy's own weapon.



Take a good look around the area at the end of the corridor, as you can find some hidden chests there.



Turn left to find an experience chest. On the right (next to the passage leading deeper into the garden), behind the hedge you will find two more experience **chests** and one hidden, containing a Gorgon Eye [!!!].



Upon arriving at the centre part of the location, be ready to solve the hardest puzzle in the game. There's a round button on the ground nearby. Stand on it and the camera will change perspective and show the environment from such a perspective that certain elements will sort of merge with each other and form a whole.

Use this opportunity to get to the passageway above you...



... and reach a gate. Open it, go down the ladder on the other side and move to the camera to discover another experience **chest**. Approach the pit which separates you from the further part of the location, jump over it and land onto the hidden spot on the left. There's a chest with a Minotaur Horn inside [!!!].



On the other side of the pit you will find a movable stairs part. Move it to the neighbouring „room” and place next to the goblet in the upper right corner (so that the water pours down the stairs and fills up the goblet).

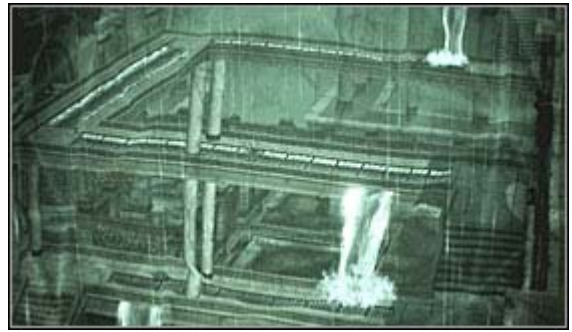
This way you will open the door – go through it and watch the cutscene during which Hera dies.



After regaining control burn the nearby bushes (unveiling another goblet) and return to the movable stairs. Move them to the new goblet and leave there. For it to fill up with water, you need to stand on the perspective-changing button.



The next task will require the stairs once again. Move them near the button activating the green filter and place them as seen on the left screen (if you get to the right spot the game will inform you of it by a short camera move). Pick up the goddess’ body, stand on the button and go up the newly made stairs onto the platform. Go near the edge and drop Hera’s body into the last goblet.



Now you just need to push the stairs onto the switch and go along the long walkway to get out of the labyrinth.



You will eventually arrive at a pit. Call the Harpy by shooting it with the bow. Grab onto it and get to the other side, by changing Harpies a couple times, as the distance will be quite big.



On the other side you will find a couple **chests**, including one with experience and with a Gorgon Eye [!!!].

Move the nearby lever and open the entrance to yet another cave. Save the game before leaving this area.

The Caverns part 2



Upon entering the cave, be ready to encounter a new type of enemy. Luckily it's just a plain Scorpion, nothing hard really. After the fight, go down the „corridor” and after you get to a bigger room look left to find a chest with a Phoenix Feather [!!!].

Scorpion

Fighting the Scorpions – as they always attack in groups – doesn't require any special strategies. Just equip a weapon with a big range (like the Claws of Hades) and begin the extermination. They always approach in a group and their basic attack is stabbing with their sting.

Fighting them is even easier than the undead dogs, as you can grab and kill them at any moment (as the dog only gets a kick).



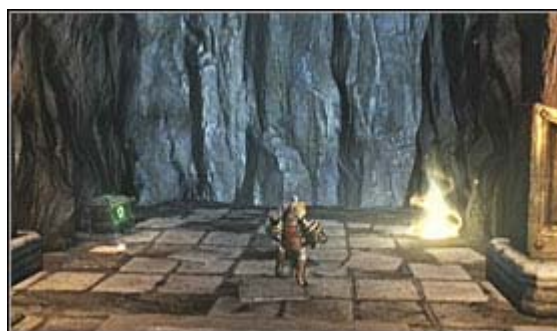
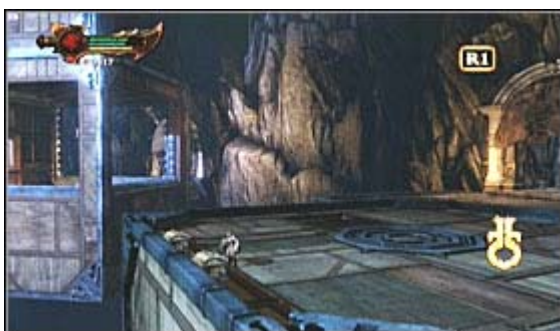
On the end of the road there's a big gear. Turn it and the big lift will take you down. Once down, head forwards and through the dark corridor (use Helios' Head to light your way).



On your way you will be attacked by a group of Scorpions. Finish them off and enter the cave with hanging cubes.

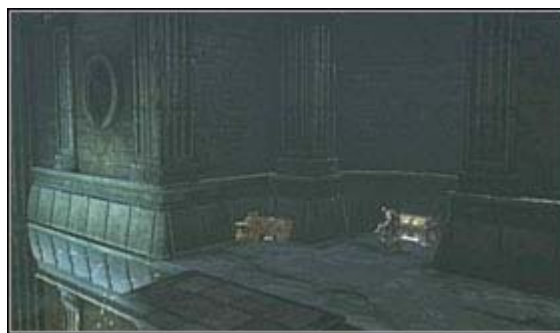


Jump on the first one and begin the fight. You will be attacked by a group of armoured Cyclopes. Finish off the first two and another one will show up. There's also one without any armour between them, so focus on him first. Take control over him and get rid of the other enemies this way (the whole fight is rather demanding).

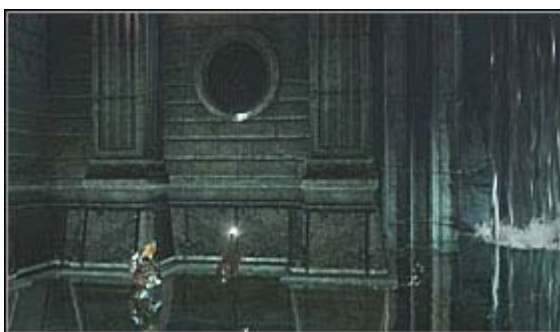


Afterwards take a look around. There are two chests with power-ups by one of the edges (a Minotaur Horn and experience, as you should have already maxed out one of the bars) [!!!].

Now jump towards the tunnel and unveil it using Helios' head (there's a save point right next to it).



At the end of the unlocked path there's a partially flooded room. Before getting down, take a look around the platform you're standing on. There are two experience **chests** to be found there. Afterwards jump down and head right to find another chest with a power-up [!!!].



As you're down, there's a lever on the left side. Push it to rise up the water level and as a result you will be able to grab the grating on the right.



Climb up and head towards the lift, it's at the very end. Pull another lever to ride down.



This way you will find yourself in a dark cave. Move cautiously, as it's very easy to fall from the narrow wooden walkways. At the end of the road, jump onto the climbable wall.



As you reach the top, you will have to fight some Gorgons and Harpies. Kill them and head forward to reach a wall marked with golden footprints.



However before you Hermes' Boots, walk along the walkway to the end. There are two experience **chests** and one containing a Minotaur Horn to be found there [!!!].



Run up the wall and go through the cave in front of you (you will be attacked by a group of Scorpions but nothing more). Afterwards go through the corridor and open the door at the end.



This way you will once again arrive at the hanging cubes. Begin with looking behind the wall on the right, you will find an experience **chest** there. Afterwards head left and jump onto the nearest cube.

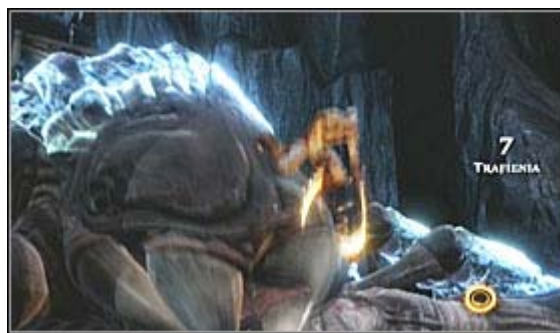


You will have to face a demanding boss. However before he shows up, a group of Scorpions will attack.



The first thing the big one will do is grab you. Quickly press L1 and R1 to break free (he will also use this attack later in the fight, not breaking free however doesn't kill you).

In order to defeat him, you have to attack his limbs on the left or right side - use the Cestus. The enemy will of course constantly try to hit you. If he rises up his abdomen, quickly jump back from him.



If you inflict enough damage and destroy all the crystals on either side, he will collapse out of exhaustion. Run up to his mouth and begin attacking him. After a couple hits a QTE mark will appear above his head - activate it and quickly press Circle to complete it.

The boss will leave the arena for a moment and the second phase will begin after he appears again.



During the second phase the fight will be almost identical, apart from a new enemy move. He might try to hit you with a freezing sting. Dodge it, as mere running won't do the job.



Once you destroy his last legs and hit his mouth a couple times, the last QTE will begin. It will be a little longer than the first one. At the beginning you'll have to press one of the basic buttons. Afterwards a flight sequence will begin **[LS]**, during which you'll have to avoid falling ice blocks. Upon getting to the enemy, be ready to press one basic button and start turning the left stick **[RS]**.

Boreas Icestorm



This way you will freeze the boss. Now you just need to shatter his body and then his abdomen. Pick up the item leaved behind – **Boreas Icestorm**. By obtaining it you will be able to manipulate the adjustment of the big cubes. Approach the big switch in the middle and interact with it. This way you will open up an air vent. Use it to fly up.



This way you will transported onto another switch. Before you interact with it, go to the end of the available road and turn left. There's a chest with a power-up there **[!!!]**.



Interact with the next switch and afterwards do a couple jumps with hitting grapple points. During some you will be going in circles. Remember to let go as you get to another one.



Finish the series of jumps and you will land on a cube with another switch. Interact with it and you begin a fight. During it you will be attacked by shielded opponents. Takeout the Cestus do deal with them.



After the cube stops you will have to do some more jumps. Perform them and you will end up on a vertical wall. Climb it up.



Head towards the familiar area leading to the flooded room (passing a save point on your way).

After reaching the water interact with the previously unused switch and run up the vertical wall (also open the experience **chest** if you haven't before).



Afterwards head forward, go through the tunnel and get to Daedalus. After a short conversation, head right. There you will find two experience **chests** and one with a power-up **[!!!]**.



Jump onto the rope hanging by Daedalus, go to its end and jump down onto the platform. Afterwards perform some jumps with hitting the grapple points (directions of the jumps will keep changing, so look out).



You will end up on a vertical wall, next to which there's a door. Use it to finish this chapter.

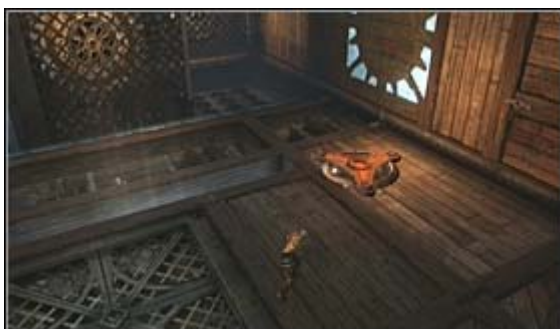
The Labyrinth



This way you will find yourself inside Daedalus' labyrinth. There's a save point and a hidden experience **chest** in the bottom left corner of the first room.



You will also find a familiar switch – interact with it and change the cube's position. This way you will also trigger a fight. It will be a little harder than usual, but you should okay, especially considering the Cerberus which you can „mount”.



After the fight ends, move on to the next room, open the power-up chest found there [!!!] (on the left) and then interact with the switch.

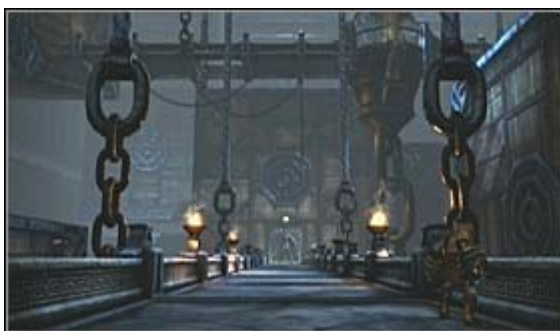


The cube will turn and you'll land next to two **chests** (on the right): one with experience, the second one with a power-up **[!!!] [LS]**. Open them one at a time so that the fire doesn't reach you – it will appear once every couple seconds and by touching it you automatically die.

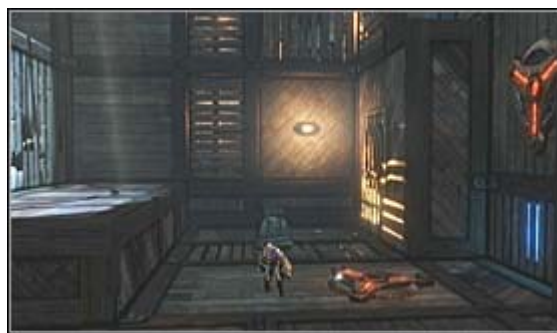
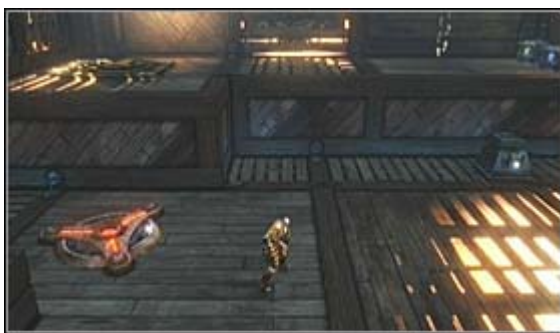
On the left there will also be a fire mechanism. Once it turns off, run there, grab the grating and quickly climb up.



Hold on to the moving object. Approach its right edge and wait for it to get close to another grating. Once it does, jump onto it **[LS]**. Afterwards, as the last moving mechanism retreats, get onto the top and jump onto another one. You will find a lever which opens a passage – pull it.



Go outside and cross the bridge (it's completely safe) to get to another room.



There's another puzzle waiting for you here. On the ground (apart from an experience **chest** on the right) you will find a movable block. Move it to the middle part of the platform and then change the cube's position by hitting the switch. Afterwards move the block once more, this time to the upper part (away from the camera) and use the next switch.



This way you have moved the block near the pressure switch. Put it onto the switch and head to the exit.



A fight will begin, during which it will be very easy to die, even on the lowest difficulty. The cube you're in is filled with spikes which will appear from the floor – getting hit by them causes an instant death. To make things easier, the process is divided into two phases: at first just the tips of the spikes will appear, the whole will move out afterwards. If you see the tips underneath your feet, quickly run to another part of the room.



There's a whole cast of enemies that will try interrupt you. Basically you should keep moving all the time and let the spikes finish them off.

By the end of the first and second phase the whole floor will be filled with spikes. A Harpy will also appear, so grab it to save yourself (try to get the moment right, as grabbing too early will result in you falling on the not yet retracted spikes), just like you do when crossing gaps.

After you survive the second phase, an exit will open up **[RS]** – use it to get out.



Cross another bridge, save your game and go to the cage at its end (you will open it by destroying the crystal lock with the Cestus). Inside you will find Pandora.



After the cutscene go out and collect the power-up from the chest on the right **[!!!]**. Afterwards follow the path to its end, grab the girl (Circle) and give her a leg up.



In the next room you will have to go through a longer and harder than usual fight. Enemies will appear for quite a long time, with Gorgons amongst them (finish them off with QTEs to petrify the other). On the left you will find a hidden experience **chest**.



Once everyone's dead, pull the nearby lever and let the girl go through the grating. She will stand on a button and unveil to you a switch which will change the cube's position.

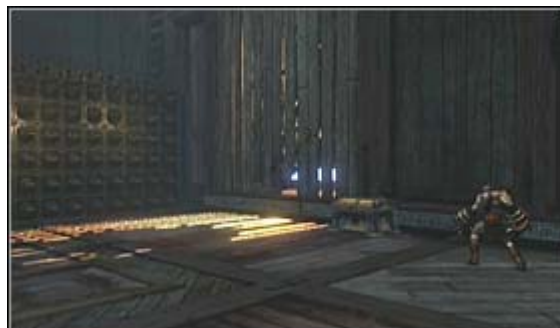


Once it happens, the girl will find herself in a deadly trap, with saws approaching her. You have only a couple second to save her. Jump onto the green gratins and quickly move left. Afterwards jump onto the upper moving part and then jump onto the lower one again, once you're on the other side. Jump down to the ground once there and pull the lever.

If you were fast enough, Pandora will be saved. Now give her a hand once more and she will get behind the nearby grating. While she's climbing up the ladder, you can collect some experience from the **chest** on the left.



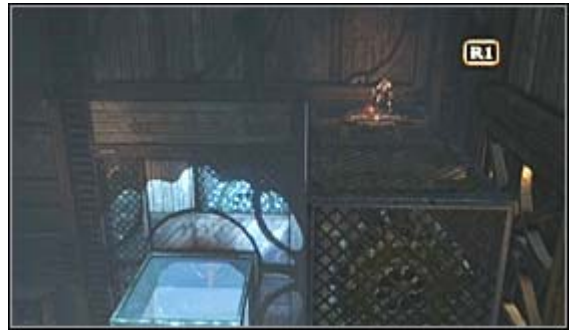
Go through the opened grating, grab the ladder and head up.



Once you get to the top you will find Pandora trapped in a tank which will start to be filled with water in just a moment (once you move the first object). Before you begin the rescue mission, collect the Minotaur Horn [!!!] from the hidden chest on the right.



Now you can try to save Pandora. As you switch on the mechanism (by moving the wall on the left [LS]), you will have a short amount of time to save Hephaestus' daughter. Move the mentioned block and run up the vertical wall. Afterwards glide towards the tank.



Once on it, jump to the vertical grating on the right and move out the block. Grab the ceiling, go up and activate the switch there to change the cube position.



After that quickly move along the ceiling on which you've landed again or you'll end up in the fans (you'll only have a couple seconds to do this). Move towards the wall under the tank and wait until the moving spiked platform gets beneath you. Then quickly climb up the grating onto the tank.



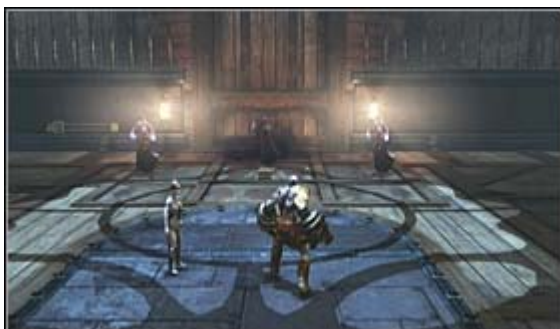
Move the crank to unveil a switch. Use it to change the cube's position again.



This way you will pump the water out of the tank and will be able to break the glass, freeing Pandora.



Once reunited, go across another safe bridge (there a save point on it). At the end of the path there's a lift which will take you down.



After the lift stops, you're in for another long fight. The enemies will appear for a long time and among them will be the troublesome Minotaurs.



After the fight, collect the **chests** hidden on both sides of the room. On the left you will find experience and on the right a power-up [!!!].



Now pull the lever to open the gate for Pandora. As she gets inside, you should get onto the switch above her and leave the labyrinth by going up.



Now go straight in the direction of the save point. Upon reaching it a cutscene will start and the stage will come to an end.



Get there by using the cubes most to the right side. There are hidden chests on the first and last of them (a power-up and Minotaur Horn) [!!!] [!!!].

Judges of the Underworld part 2



After the cutscene there's a flight sequence waiting for you. It's very hard, with lots of obstacles in your way. However you shouldn't have much difficulties, considering you've went through it several times now.



Get ready for a tough fight as you get to the surface. You will have to kill a big Cerberus and some Satyrs. Get rid of them to be able to move on. There are also two experience **chests** and one with a power-up **[!!!]** in the area (jump over the destroyed walkway on the left side of the arena onto the ledge and go to its end).



Once the threat is gone (and all power-ups are in your possession), head towards the Hyperion gate which you've already used once. On your way you will pass by a power-up chest **[RS] [!!!]**.



After teleporting upstairs, head left. There you will find the first crystal attached to the head of the judge. Destroy it using the Cestus and get ready for a fight. Two Sirens and some basic enemies will attack you.

Afterwards head right. Upon getting to a pit, you can find another power-up chest next to it [!!!].



After jumping to the other side, approach the second crystal. Destroy it and fight some shielded undeads. Move on and as you pass by the tunnel in which you've fought Minotaurs before, you will discover the third power-up chest [!!!].



Additionally you'll get attacked by two Satyrs assisted by undeads. Considering they're not the easiest enemies around, you shouldn't underestimate them.

Approach the vine wall, go down it and destroy the last crystal to unveil the Chain's weak spot.



Now all that's left is destroying it. Return upstairs using the vine wall and use the nearby Hyperion gate. On the other side you will find a power-up chest [!!!] and a lever which opens up the gate. Get to the chain and break it to start a cutscene.



Once it ends, the last flight section in the game will begin (it will be rather short and shouldn't be too troublesome).



After landing in the labyrinth and having a conversation, jump onto the chain and get to Olympus, which will end this level.

Zeus



You will once again arrive in the well known room, this time able to collect all the experience **chests** and one with a power-up [!!!], hidden in a alcove next to the chain (not the one you've been climbing). Once you open them all, go up the round stairs.



Approach the Pandora's Box and begin to move the crank. This time you will be able to push it till the end, which will start a cutscene.



After it ends, the first fight with Zeus will begin. It will be kept in a 2,5D style. You will be able to move in one line only, so dodging the enemy's attacks will be much easier.

During this phase Zeus will most likely attack with lightning bolts after jumping. Avoid getting hit by simply jumping in the other direction.

Additionally the highest god will attack you with combos. They're not very effective, as you would have to stand very close to him for a long time to even get hit. Zeus can also sometimes break your combo in the middle and attack.



During the fight Zeus can sometimes grab you and drag you through the whole „arena”. Move the left stick to avoid getting thrown at the wall.



At some point a QTE mark will appear above the enemy's head. Grab him and activate an event during which you will have to press three of the basic buttons.

After the first QTE, you will move on to the second phase of the fight. It's not very different from the first one. Zeus will however learn some new moves: attack with a series of lightning from the ground (quickly dodge) and teleport (he'll be able to quickly move behind you).

Deal enough damage and another QTE mark will appear. Quickly tap Circle to complete it successfully.



After finishing the initial part of the fight and watching a cutscene, you will regain control over Kratos. Head to the door and save your game before exiting the ruined room.



Go forward and glide towards the terrace. There you will fight again (and surely not for the last time). It will be really short and easy. For the most time Zeus will try to hit you with lightning. Dodge his attacks and deal enough damage...



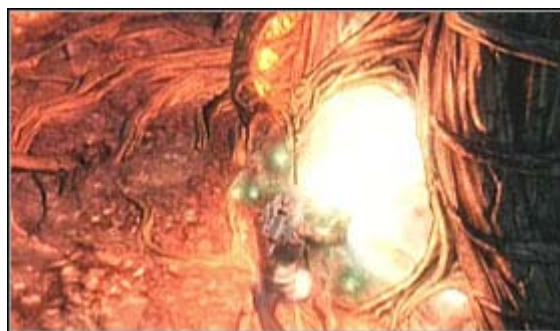
... and Gaia will appear. She will grab the whole building and you and Zeus will land inside her.



Before the final fight begins, you will have to follow the familiar path towards the Titan's heart.



Once there, destroy the crystals surrounding her heart and incinerate the vines found there. Hit the heart a couple times and your health will regenerate.



Zeus will join the fun and the last classic fight will begin (you'll have several more occasions to attack him later on). Pay attention to Gaia's heart during the fight, as after regenerating it can be used as a health pack both for you and your enemy as well. Remember about it while playing on higher difficulty setting – you will get green orbs by hitting the organ a couple times). If Zeus runs toward the heart (after charging up and throwing a comment) and starts regenerating, be sure to attack him and stop the process.

The enemy will mainly throw lightning bolts at you and clone himself. However you should always be able to tell the clones from the real ones. By destroying the fakes, you will receive mana and orange orbs which fill up your Rage of Sparta bar.

The god will also be able to quickly dodge your attacks and hitting him won't be that easy this time around. He will move very fast which will allow him to do a quick counter attack.



Hit him enough and a QTE mark will appear above his head.



The QTE will take the form of a mini-game, as before you will be able to push Zeus onto Gaia's heart (where the finishing blow will be dealt), you will have to alternate between pressing L1+R1 and mashing Circle. If you fail with L1+R1, a sub-QTE will launch, during which you will have to press three basic buttons to avoid death.



As you get close to the heart, Kratos will jump into the air and you will have to do a curve with the left stick. Thanks to it Zeus will be pushed onto the place where his death will begin. Press L2 and R2 at the same time.



You will begin wrestling with Zeus, quickly press Circle.

A cutscene will play.



Afterwards you will take control over Kratos once again. Approach the sword lying in front of you.



You will get attacked once again – press Circle to get out of it alive. This will end the stage for now and you will sink into darkness.

The darkness



This stage is basically all about going up. For the most time you will be following a trail of blood or a blue flame, meeting various characters on your way.

Head towards the chalice.



Afterwards follow the red line, pay a visit to your family and move on.



This way you will reach a dying Pandora, who will change into blue flame of hope.



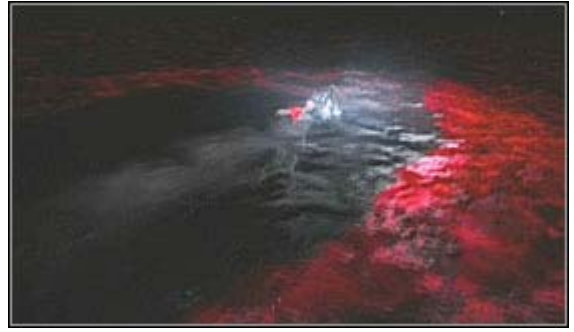
Move on and you will see your family, brutally murdered. Continue going up the screen after the cutscene ends.



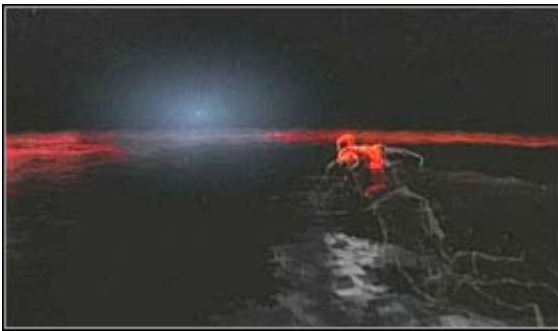
You will pass by Athena. As you walk away the camera will once more show her body **[RS]** – return to her.



Go straight in the direction of the pit and Kratos will perform a characteristic jump, known from the first game.



You will land in an ocean of blood. Swim towards and flame and then swim around while getting away from the voices of the gods you've killed.

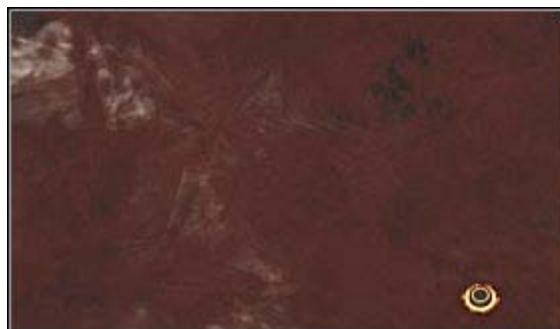
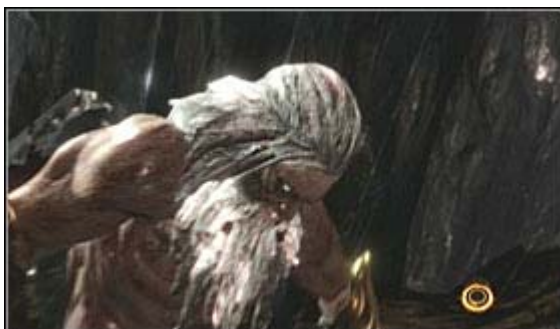


Another source of light will appear in the distance. Swim towards it and you will find yourself in front of the Pandora's Box. Open it to end the stage.

Finale



After the cutscene, you will take over control over Kratos once again, with the slight difference of being in FPP. This will also be the last fight with Zeus. Attack him with Circle and Triangle (the Circle alone does the job done well, no complications involved).



Once Kratos grabs the enemy in his true form, begin to mash Circle. Stop once the screen is covered in blood completely (you can continue if you like).



This way a cutscene will play and the end will be near.



At the very end you have to make use of the sword and press L2 and R2 a couple times. This way the game comes to an end. Note that after the credits roll, another cutscene will be played – it's worth seeing it!!!

Congratulations, you've finished the game.

Trophies

Introduction



This guide contains information and guidance about trophies, which you can obtain playing *God of War III*. The guide is divided into several sections, each of which deals with different trophies. Here they are.

- 1) **Story** – the description of the trophies which are related to the story of the game.
- 2) **Combat** – the description of the trophies which are related to combat.
- 4) **Weapons** – the description of the trophies which are related to the weapons.
- 5) **Gameplay** – the description of the trophies which are related to gameplay.
- 6) **Challenges** – the description of the trophies which are related to the challenges.
- 7) **Godly Possessions** – the description of the trophies which are related to the godly possessions.
- 8) **Gorgon Eyes** – the description of the trophies which are related to the gorgon eyes.
- 9) **Phoenix Feathers** – the description of the trophies which are related to the phoenix feathers.
- 10) **Minotaur Horns** – the description of the trophies which are related to the minotaur horns.
- 11) **aMAZEd** – the description of the secret trophy.

Lukasz "Crash""Kendryna

List of Trophies

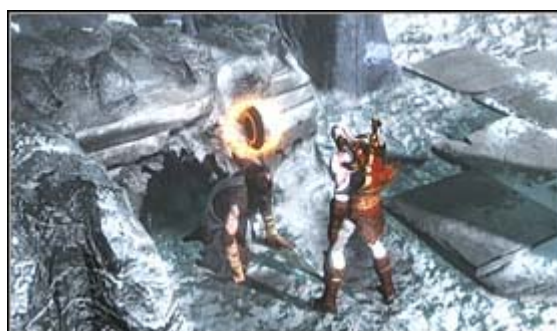
NAME	TYPE	SECTION
King of the Hill	Platinum	Gameplay
Mr. Hand	Bronze	Gameplay
Hit Man	Bronze	Combat
Rip One!	Bronze	Combat
Nice Tan	Bronze	Combat
Obedience School	Bronze	Combat
It's getting hot in here...	Bronze	Combat
Souled Out	Bronze	Weapons
Bloody Hell	Bronze	Combat
No Guts, No Glory	Bronze	Combat
Hitting Your Stride	Bronze	Weapons
Eye Candy	Silver	Gorgon Eyes
Feather Plucker	Silver	Phoenix Feathers
Are You Horny to Win?	Silver	Minotaur Horns
Maxed Out!	Silver	Weapons
Vengeance Complete	Gold	Gameplay
Up to the Challenge	Gold	Challenges
Unhuman	Gold	Gameplay
Priceless	Gold	Godly Possessions
Releasing the Floodgates	Bronze	Story
Burnt to a Crisp	Bronze	Story
Shine Lord	Bronze	Story
Shoe Delivery	Bronze	Story
I didn't do it...But I wish I did!	Bronze	Story

Ladies Man	Bronze	Story
Handy Man	Bronze	Story
Open Sesame	Bronze	Story
Rescue Me	Bronze	Story
Three Wise Men	Bronze	Story
Sibling Rivalry	Silver	Story
Titan Slayer	Silver	Story
Retribution	Silver	Story
Hooker	Silver	Story
Freezer Burn	Silver	Story
Seeing things from a different perspective	Silver	Story
aMAZEd	Gold	aMAZEd – secret trophy

Story

There is 36 trophies, 16 of them are related to the story of the game (thus their descriptions in the PlayStation system are initially hidden). They are automatically unlocked during the campaign. With the completion of the game, you will gain all of them.

Releasing the Floodgates



Description: you will get this trophy at the end of the prolog section, after killing the first boss – Poseidon. You cannot complete the game without getting it.

Type: bronze

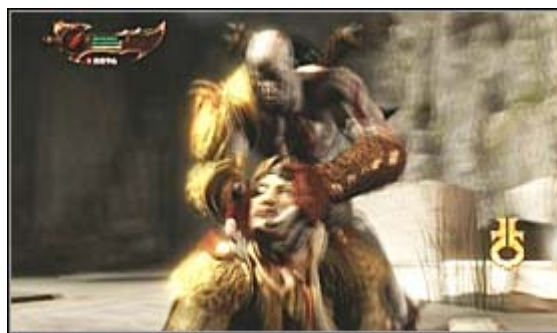
Burnt to a Crisp



Description: during the level in Hades you will come across a man imprisoned behind dead thickets. Set fire to both him and those plants and possess Apollo's Bow. That will unlock the described prize.

Type: bronze

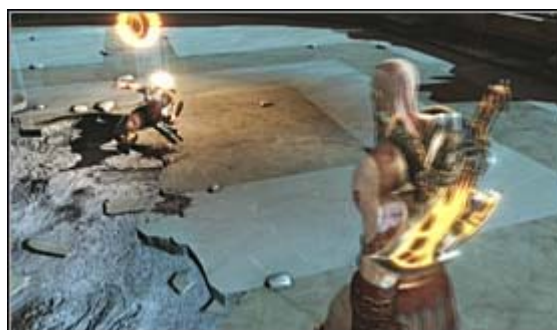
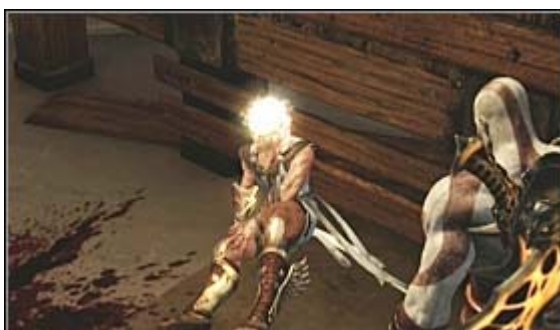
Shine Lord



Description: during the level in City of Olimpia you will come across the god of Sun – Helios. Kill him and get the trophy.

Type: bronze

Shoe Delivery



Description: near the half of the game you will reach Olympian Citadel and you will meet Hermes. Kill him – obtaining his boots – and unlock this reward.

Type: bronze

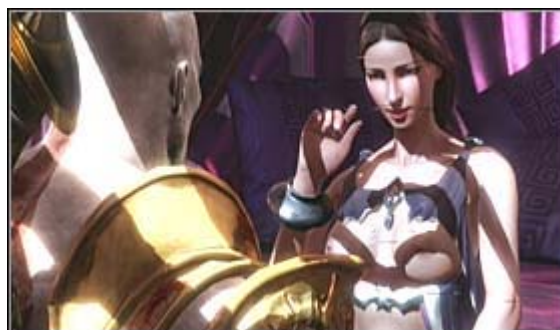
I didn't do it...But I wish I did!



Description: after reaching Poseidon's Chamber you will come across a woman of the god of seas. Take her through the corridors and use as a holder of the revolving mechanism which rises the bars. This will make that she will die, further way will be available and you will get the trophy.

Type: bronze

Ladies Man



Description: this is the only story trophy which can be omitted during the campaign. After reaching Aphrodite's Chamber for the first time, a cut-scene will be triggered. During the scene the goddess will invite you to her bed. After that a contextual menu will appear – choose 'yes' and play with her (QTE). The success will give you the trophy.

In order to do it, first, press three times basic buttons. After that turn the left stick a few times and as a result shake it. At the end press the circle button 6 times and finish by mashing it

Type: bronze

Handy Man



Description: in order to take the possession of this trophy you have to reach the entrance to the City of Olimpia. Near the gate the well-known-tytan will cross your way. Cut out her palm and push her into the precipice.

Type: bronze

Open Sesame



Description: in order to get this trophy you just have to finish the level – Gates of Thisiphone. Thanks to that you will reach the Tartarus.

Type: bronze

Rescue Me



Description: an objective which completed will unlock the trophy is rescuing Pandora from the Daedalus' Labyrinth. This level is rather long and the reward will be unlocked at the very end of it, on the top of the cubes.

Type: bronze

Three Wise Men



Description: the trophy will appear as unlocked after breaking the Chain of Balance, during the level Judges of the Underworld part 2, near the end of the game.

Type: bronze

Sibling Rivalry



Description: defeat your brother in life-and-death battle during the level Forum – about the half of the game.

Type: silver

Titan Slayer



Description: in order to unlock the trophy you have to kill the Cronos. You will come accross him in the Pit of Tartarus.

Type: silver

Retribution



Description: the trophy will be unlocked after killing Zeus, at the end of the game. The battle will be multiphase and the reward will be gained at the end.

Type: silver

Hooker



Description: in order to get this trophy you have to kill Hades. The battle will be multiphase and only when you finish the last one you will achieve a desired effect.

Type: silver

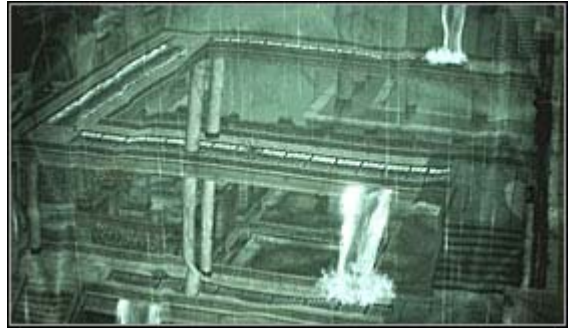
Freezer Burn



Description: in order to unlock this reward you must kill a big scorpion during the second visit in the Caverns (near the end of the game) and grab the item left on the arena of the battle.

Type: silver

Seeing things from a different perspective



Description: near the end of the game you will reach Hera's Garden. Accomplish it and get the reward.

Type: silver

Combat

Hit Man



Description: in order to unlock this trophy you have to perform the combo of 1000 hits. In normal circumstances this is imposible, yet there is a few moments in the game where such activity is easy to achive. One of them is the first battle after gettin the Hades' weapon.

Kill Hades and save the game. After that, jump into the river of Styx, dive and go towards the body of the god. Then, leave the water and go straigh to the arena whene the first battle begin. During the combat you have to play on the easy mode (if you play on the higher level, allow others to kill you a few times and as a result the game will ask you to downgrade difficulty – heaving saved the progress of the game a few minutes ago, you will be able to go back to the previous set up).

After that, choose the weapon given by Hades (do not upgrade it) and attack oponents with L1 + circle. Do not use other attacks and after a few minutes the trophy will be yours.

Type: bronze

Rip One!



Description: the trophy extremaly easy to unlock. You just have to grab one of the basic opponents (those weak one) and rip it appart. How to achive that? Grab the one with circle button, then press tringle and that's all.

Type: bronze

Nice Tan



Description: this task is easy as well; however, it requires more time – and regularity - from the player. In order to obtain the trophy you have to blind 100 opponents with the head of Helios (you will get it during the level the City of Olimpia). You will achieve this very fast if you blind weaker opponents in large groups.

Type: bronze

Obedience School



Description: the trophy will be added to unlocked ones after kicking 50 dogs. In order to perform this attack you have to grab a dog (it cannot be previously weakened). The best place to obtain this trophy is a chamber with many teleports in the level Poseidon's Chamber, in the mid game. After reaching the room you will have to kick a few dogs through the teleport on the right. Before you do this, kick them 50 times (those creatures will be appearing endlessly).

Type: bronze

It's getting hot in here...



Description: another trophy which requires Kratos' weapon to be used. This time you have to burn 100 enemies with the bow of Apollo (you will get it relatively quick). Attack weak opponents in large groups.

Type: bronze

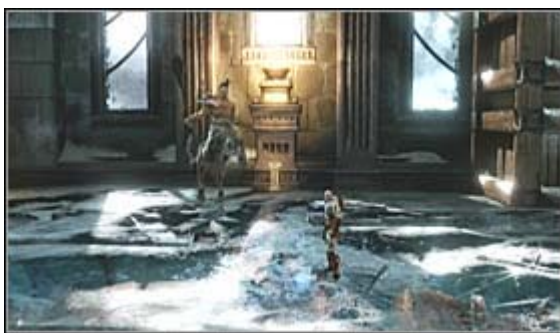
Bloody Hell



Description: this trophy will be unlocked automatically and thus it is hard to decide in what moment it happens. In order to get it you have to spill 500 buckets of enemies' blood. In practice: kill everything what is moving and you will get it sooner or later.

Type: bronze

No Guts, No Glory



Description: the reward will be unlocked after killing three centaurs which will stand in the way of your revenge. Each of them must be killed in the way that their guts will ended up on the ground being curved out. You will achive this by initiating QTE. The sequence will required only four interactions – pressing one of the basic buttons.



The first centaur is in the Ares' Tomb, at the beginning of the game. The second one is located in City of Olimpia. The last one will attack you in Tartarus.

Type: bronze

Weapons

Souled Out



Description: the reward will ended up in your hands affter summoning up all the souls of deamons. In order to achive this, first you have to come into possession of Hades' weapon. Then, you have to upgrade it to the last level and start summoning up souls (use the special attack of the weapon – R2). There will be a few types of the souls, you can change them in the menu of the weapons, after pressing the trangle button. The trophy will be unlocked in the very moment when the last soul appears on the screen.

Type: bronze

Hitting Your Stride



Description: the trophy will be unlocked almost automatically. You just have to upgrade once one of your weapons.

Type: bronze

Maxed Out!

Description: in the case of this trophy, the challenge will be a bit more demanding. You will get it after upgrading all weapons and additional items. The reason why the task is difficult is that there is limited number of red orbs, which are responsible for improving your means of destruction. You have to kill all opponents and find all secret chest as fast as possible. After collecting 12 pieces of feathers/horns/eyes the rest of the chest will be filled up with crucial red orbs. You can also destroy the elements of environment like vases or scaffoldings in order to obtain extra orbs.

At the lowest level of difficulty, the unlocked trophy will be easier to achieve because the number of red orbs from the dead enemies will be higher than on the more difficult levels.

Type: silver

Gameplay

Mr. Hand



Description: in Hades, just after the place with the statue of the three judges (Judges of the Underworld) you will enter a cave and the room with the puzzle. At the very beginning light a fire (with the bow of Apollo) in the hearth and fly on the first balcony. Kill some enemies and shift a lever. In this way you will call the lift – jump on it and reach another level.



You will find there an infinite number of mobile bombs. Push one of them to the place where the lift stops and once again shift the lever. Thanks to that you will be able to reach the previous balcony together with the bomb. After that, push it down on the main hearth in order to make the fire stronger.



Now, you can glide even higher in order to bring down the blocking bars. When the bar will be lowered, jump on it and enter the secret room. Inside, except for the large number of demonic hands (do not afraid of the death), you will find chests with the red orbs and phoenix feather. Moreover, you will unlock the trophy which requires from you to find this secret room.

Type: bronze

Vengeance Complete

Description: finish the game on any difficulty level.

Type: gold

Unhuman

Description: finish the game on the tytan difficulty, bearing in mind that the game will be challenging. However, tytan mode is not the highest one so the experienced players shouldn't have problems.

Type: gold

King of the Hill

Description: unlock all the trophies in order to possess the platinum one.

Type: platinum

Challenges

Up to the Challenge

Description: you will get the trophy after successful completion of all seven challenges which are available after finishing the main story. Each challenge is described below.

Type: gold



Population Control: you have to prevent a total of 50 enemies from appearing on the arena for 90 seconds. It's quite easy and can be completed on the first try. The enemies are plain undeads and your weapon is the Cestus. Attack by using the Square, Square, Triangle combo and as the enemies are in the air – finish them off with L1+Square.

Keep an eye on the situation and watch where the enemies gather. Attack the biggest groups.



Bare Hands: you have to eliminate all the enemies in 75 seconds. Achieve it by constantly grabbing the normal undeads and then charging (Square) into others. At the beginning your target will be two stone statues and afterwards an armoured Cyclops will take over the role of the main enemy.

Before the Cyclops show up, you should weaken the statues a lot (it's quite possible). During one charge you can deal damage several times. In order to make it in time, you can't waste time for normal finishers.

It's a quite demanding task and you probably won't finish it on the first try.



Get Stoned: it's by far the hardest challenge, requiring both time and patience. In order to complete it, you have to get petrified 10 times. Would be easy, if not for the arena filled with enemies.

Before I move on to the main strategy, some tips: don't fight the enemies (it's not your main task and you won't have enough health), don't jump (if you get petrified during the light, falling down will equal death) and above all – don't attack the Medusas (keep a distance and provoke them to petrify you).



The key is to know how to behave during the petrification. If you get hit by the green beam, stop and block the attack. It will only work if you press one of the basic buttons during the activated QTE – don't do it. This way you will speed up the process. Once it's finished, quickly move the left stick to free yourself.

After 2 waves of enemies Harpies will appear, after 4 a Medusa and Satyr and after 8 an armoured Cyclops (which will additionally make things harder). Constantly keep moving, run from enemies and block their attacks if you need to. Also try not to waste any green beam.



El Matador - Ole: it's a very hard challenge, if you don't know the trick (which makes it very easy in fact). For this challenge to be completed, you can't let any Minotaur hit you or any undead grab you (the enemies won't use any other attacks). Stand at the edge of the arena and wait for the enemy to approach. Afterwards you have to jump in the direction of the pit and glide back onto the arena. The Minotaurs will fall down and you'll only have to deal with the undeads (L1 + Square), which isn't hard.



Knockout: a very easy task which can be completed on the first try. You have to get 1000 points on 60 seconds by throwing enemies out of the arena. To make things easier, I will add that you can (or even must) take over the Cyclops. Once he shows up, attack him with a full Triangle combo (start hitting even before he fully materializes) and press Circle once the QTE mark appears (no more buttons are required, Kratos will automatically do the rest).

During knocking off, use the faster attack under Square and head to where more precious enemies are (in this case, Minotaurs).



Hades' Kids: this challenge is one of the most demanding. You will have to kill four armoured Cyclops. Deal with the first one using Triangle combos. After he's dead, two more will appear. Continue using Triangle, while keeping in mind that the last attack knocks the enemies back. Try to make it hit two enemies at once (you can make it so the enemies don't even have the chance to counter attack). Once they're dead, as much as four more will appear. This is where this challenge gets tough.

You can focus on one of them, while trying not to get killed and what's more probable – getting knocked out of the arena. Keep attacking the chosen one of them and wait for a QTE mark to appear – once it does, quickly activate it – it will require pressing four basic buttons. You can also try to run along the edge of the arena (while constantly jumping) and try to make one of the enemies fall down (Cyclops are quite big and they tend to fall down often).



Simply Smashing: it's quite easy, but might require several tries. Your task is to destroy 30 pots in 20 seconds. Use the Square, Square, Triangle combo. Try to aim the first two attacks and make use of the third, powerful one. You should also try to destroy the pots while following a pattern and not leave any behind.

Godly Possessions

Priceless

Description: the trophy will be unlocked after collectiong all 10 secret items. They are located through out the whole campaign. Below you wil find the detailed location of each item.

Type: gold



Zeus' Eagle: during „Gaia's Heart", in the room with the heart itself, you will find the first secret item. To get it, you have to climb the right wall (don't move the stone block) to its top and get onto the stone ledge. That's where you will find the Possession.



Hades' Helm: after you finish fighting Hades (during the „Hades" stage), you will be able to save your game. Do so and dive into the Styx. At its bottom (before you swim with the current to the boss' dead body), you will find Hades' Helm.



Helios' Shield: before you move on after killing Helios during „The City of Olympia”, go to where the god has been killed. There you will find the secret item.



Hermes' Coin: during the chase after Hermes in „Olympian Citadel” you will eventually launch yourself from a ballista. Upon landing head forward, towards the big statue head. Right behind it you will find it.



Hercules' Shoulder Guard: after dealing with Hercules during „The Forum” you will end up in the sewer. Before you move on, dive into the water to which the body fell. At the bottom you will find the secret item.



Poseidon's Conch Shell: during „Poseidon’s Chamber”, you will eventually reach a room in which you’ll meet the god’s lover. Push her through the teleport and then take a look round the area. On the right, in one of the nooks you will find Poseidon's Conch Shell.



Aphrodite's Garter: the item can be found in Aphrodite’s Chamber, during the stage of the same name. The item is hidden on a barely visible platform behind the goddess’ bed. Glide there (you have to jump or you’ll fall into the pit) and pick up Aphrodite's Garter.



Hephaestus' Ring: during another visit to the Forge (the last one, after killing Cronos), you will have to fight Hephaestus. Kill him and take a look behind the water container on the left to find the item.



Daedalus' Schematics: the item can be in one of the chests hanging from the ceiling in Daedalus' Workshop. You will get there after the „Upper Gardens” stage. To knock the chest down, you have to firstly pull the lever on the balcony (use the yellow teleport on the right) and then fire a rope into the teleport in the front. Open the chests once they fall down.



Hera's Chalice: this item is the only Godly Possession needed to finish the game, so missing it is pretty much impossible (Kratos will pick it up automatically during a cutscene). You will obtain the item during the beginning of „Hera' Garden”.

aMAZEd - secret trophy



Description: finish the The Labyrinth without the death of Kratos. The level will begin after reaching the first cube. You will find there the light to save the progress of the game – use it. The trophy will be unlocked after reaching the top of the labyrinth with Pandora.

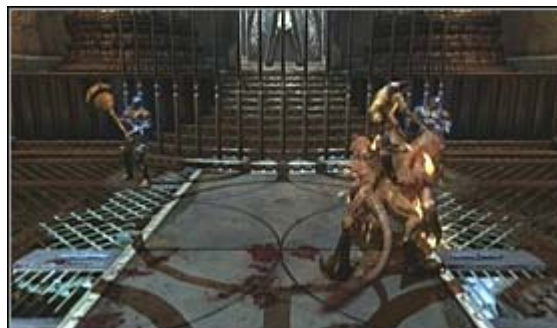
Before you start the game a few tips: play it on the easy mode (save the progress of the game in order to be able to go back to the previous and more difficult level). If you die do not load the previous checkpoint; just leave the game and load the last autosave.

The detailed description of the level below.

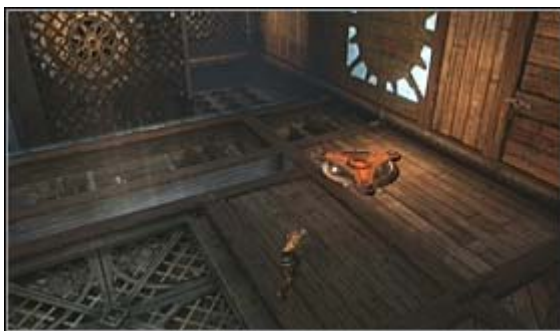
Type: gold



In the first cube there's a save point and a hidden experience chest in the bottom left corner.



You will also find a familiar switch – interact with it and change the cube's position. This way you will also trigger a fight. It will be a little harder than usual, but you should okay, especially considering the Cerberus which you can „mount”.



After the fight ends, move on to the next room, open the power-up chest found there (on the left) and then interact with the switch.

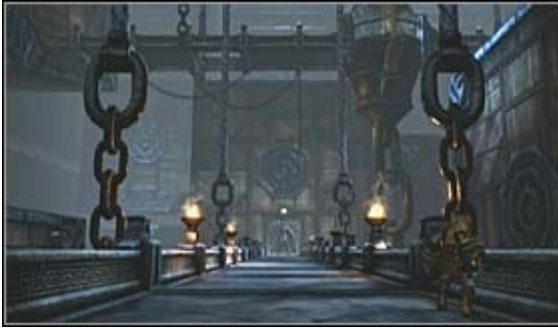


The cube will turn and you'll land next to two chests (on the right): one with experience, the second one with a power-up. Open them one at a time so that the fire doesn't reach you – it will appear once every couple seconds and by touching it you automatically die.

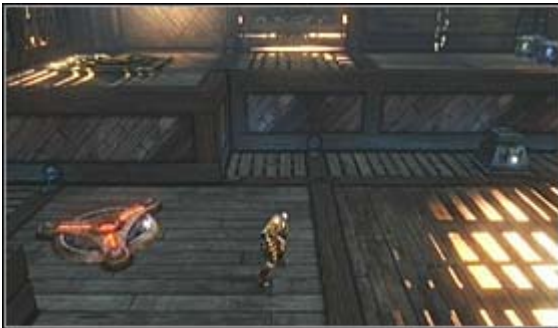
On the left there will also be a fire mechanism. Once it turns off, run there, grab the grating and quickly climb up.



Hold on to the moving object. Approach its right edge and wait for it to get close to another grating. Once it does, jump onto it. Afterwards, as the last moving mechanism retreats, get onto the top and jump onto another one. You will find a lever which opens a passage – pull it.



Go outside and cross the bridge (it's completely safe) to get to another room.



There's another puzzle waiting for you here. On the ground (apart from an experience chest on the right) you will find a movable block. Move it to the middle part of the platform and then change the cube's position by hitting the switch. Afterwards move the block once more, this time to the upper part (away from the camera) and use the next switch.



This way you have moved the block near the pressure switch. Put it onto the switch and head to the exit.



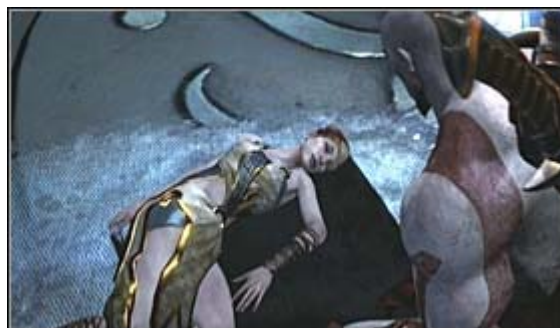
A fight will begin, during which it will be very easy to die, even on the lowest difficulty. The cube you're in is filled with spikes which will appear from the floor – getting hit by them causes an instant death. To make things easier, the process is divided into two phases: at first just the tips of the spikes will appear, the whole will move out afterwards. If you see the tips underneath your feet, quickly run to another part of the room.



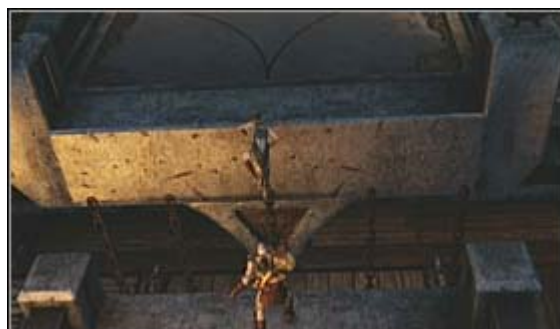
There's a whole cast of enemies that will try interrupt you. Basically you should keep moving all the time and let the spikes finish them off.

By the end of the first and second phase the whole floor will be filled with spikes. A Harpy will also appear, so grab it to save yourself (try to get the moment right, as grabbing too early will result in you falling on the not yet retracted spikes), just like you do when crossing gaps.

After you survive the second phase, an exit will open up – use it to get out.



Cross another bridge, save your game and go to the cage at its end (you will open it by destroying the crystal lock with the Cestus). Inside you will find Pandora.



After the cutscene go out and collect the power-up from the chest on the right. Afterwards follow the path to its end, grab the girl (Circle) and give her a leg up.



In the next room you will have to go through a longer and harder than usual fight. Enemies will appear for quite a long time, with Gorgons amongst them (finish them off with QTEs to petrify the other). On the left you will find a hidden experience chest.



Once everyone's dead, pull the nearby lever and let the girl go through the grating. She will stand on a button and unveil to you a switch which will change the cube's position.



Once it happens, the girl will find herself in a deadly trap, with saws approaching her. You have only a couple second to save her. Jump onto the green gratins and quickly move left. Afterwards jump onto the upper moving part and then jump onto the lower one again, once you're on the other side. Jump down to the ground once there and pull the lever.

If you were fast enough, Pandora will be saved. Now give her a hand once more and she will get behind the nearby grating. While she's climbing up the ladder, you can collect some experience from the chest on the left.



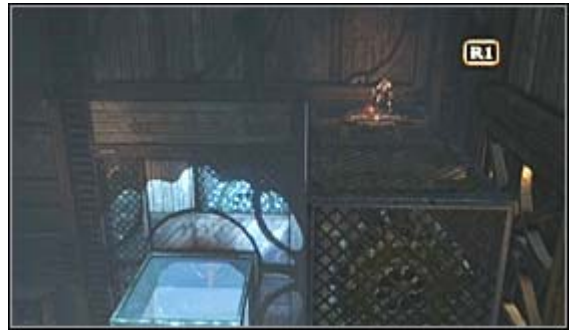
Go through the opened grating, grab the ladder and head up.



Once you get to the top you will find Pandora trapped in a tank which will start to be filled with water in just a moment (once you move the first object). Before you begin the rescue mission, collect the Minotaur Horn from the hidden chest on the right.



Now you can try to save Pandora. As you switch on the mechanism (by moving the wall on the left), you will have a short amount of time to save Hephaestus' daughter. Move the mentioned block and run up the vertical wall. Afterwards glide towards the tank.



Once on it, jump to the vertical grating on the right and move out the block. Grab the ceiling, go up and activate the switch there to change the cube position.



After that quickly move along the ceiling on which you've landed again or you'll end up in the fans (you'll only have a couple seconds to do this). Move towards the wall under the tank and wait until the moving spiked platform gets beneath you. Then quickly climb up the grating onto the tank.



Move the crank to unveil a switch. Use it to change the cube's position again.



This way you will pump the water out of the tank and will be able to break the glass, freeing Pandora.



Once reunited, go across another safe bridge (there a save point on it). At the end of the path there's a lift which will take you down.



After the lift stops, you're in for another long fight. The enemies will appear for a long time and among them will be the troublesome Minotaurs.



After the fight, collect the chests hidden on both sides of the room. On the left you will find experience and on the right a power-up.



Now pull the lever to open the gate for Pandora. As she gets inside, you should get onto the switch above her and leave the labyrinth by going up.

Reaching the top unlocks the trophy.

Gorgon Eyes

Eye Candy

Description: get twelve hidden gorgon eyes – detailed description - where to find those - below.

Type: silver

Realm of Hades



After getting control over your character's body – just after the scene with Athene – you will be forced to go ahead and make a jump with a swing (R1). In that way, you will reach a platform below. You'll find there two chests, one with red orbs and one with the gorgon eye.



When you reach the place where you have to glide in order to land on a stone platform, a longer sequence of climbing will be ahead of you. After getting to the top, go towards the waterfall on the left. Jump through it and made the hidden recess with the chest of gorgon eye.

Judges of the Underworld



This hidden item should be found at the very beginning of the level, just after the battle. Before going towards the statue of judges turn into left. You will spot there a destroyed bridge – jump over and go to the very end of the platform. You will find there a chest with experience and the gorgon eye.

The Forge



The item can be obtained during the visit in the forge. After the conversation with Hephaestus – before setting off – turn into left and go towards the closed gate. Next to it you will find another gorgon eye.

The City of Olypia



At the beginning of the level you will have to go through the cave. During the trip you will come across two precipices. In order to travel over them you have to make use of harpies. During the second flight you will get a chance to reach a hidden ledge on the right – jump on it from the second harpy. You will find there chests with experience, the gorgon eye and the minotaur horn.

Path of Eos



At the beginning of the path you will come across the light which gives you the possibility to save the progress of the game. Near that area is the chest with the gorgon eye – on the left, beyond the scope of the game camera.



A bit further, covering the path which leads towards the top, you will discover two chests with red and blue orbs (just after the fight with the new breed of enemy). However, more important will be one which is hidden on the right behind the wall (use the head of the Helios to uncover it). Thanks to that you will get another gorgon eye.

The Flame of Olympus



Just after the starting point of the level your job will be to catch the messenger of the gods. Before you go after him, walk towards the place where the fragment of the chain of the balance is located. On the left side of it you will find a hidden room with some chests – use the head to open the entrance – in one of them will be the gorgon eye.

The Flame of Olympus Part 2



During the second trip through the corridors in the Flame of Olympus level, you will end up in the very long corridor. Some wraiths will attack you there. Dispatch those creatures and go down the stairs – at the bottom you will find a hidden chest, use the head to uncover it. Inside the chest will be the gorgon eye.

Poseidon's Chamber



Another eye is in the chamber with the Poseidon's princess – you will reach that place at the end of the level, just after the room with many teleports. On the right, in one of the alcoves (in the one which is a bit more further from the camera), you will find the godly possession. Near that place a chest with the gorgon eye is hidden too (an alcove closer to the camera).

Daedalus' Workshop



In order to get this upgrade (one of many in this room) you have to launch the rope into the teleport on the left side, whereas the launcher is raised. In that way the rope will give you a chance to reach the platform with the chest and the gorgon eye.

Hera's Garden



During the level in Hera's Garden you will get yourself into the corridor with satyrs (the new type of enemies). After leaving the narrow path, on the right, behind the hedge, you will find another two chests with experience and one with the gorgon eye (it will be hidden – use the head to uncover it).

Phoenix Feathers

Feather Plucker

Description: get twelve hidden phoenix feathers – detailed description - where to find those - below.

Type: silver

Realm of Hades



The item is located in a place where you get the bow of Apollo. Before you return to the blocked passage in the cave notice that on the first floor, where you a few moments ago knock the container down, is one more alcove. Open it with the bow and jump gliding above the burning container. You will find there a chest with the phoenix feather.

Judges of the Underworld



Another item is in the cave, after the sequence near the statues of three kings. You can find it in a place where you will have to solve an easy puzzle. When the furnace will be on the fire (the stronger one, after knocking down the container), glide up in the air, lower the bars and sjum on it. In that way, you can open the door to the secret room. Inside, in addition to a large number of demonic hands, you will find the phoenix feather.

Palace of Hades



Another item you'll find in the upper chamber of the palace of Hades. You can get it right after the scene with the Persephone's coffin. First, you have to go to the end of the hall on your left. You will discover there a ladder. Being at the top, you'll find two chests with experience, and one (hidden behind a wall) with the phoenix feather.

Path of Eos



During the Path of Eos you will enter the dark cave. At the beginning of it harpies will attack you. At the other end of that room (where the battle with harpies will take place), there will be a hidden passage (use the head of Helios in order to open it). A bit further you will come across a rope which leads toward the end of the stage. Before you use it, jump down on a hidden shelf. You will find there a chest with experience and the phoenix feather.

The Chain of Balance



During the first level of the flight along the chain, in its final phase, you will come across the sequence of climbing with falling rocks. After the climbing, jump down on the shelf, use the head of Helios in front of you and uncover a hidden chest with the phoenix feather.

Olympian Citadel



After the death of Hermes you will reach an involving-agility-sequence. Make use of the boots in order to climb vertical walls. Being outside the building run up the walls to the top, to the place shown in the left image (in the background will be a characteristic scolapture, illuminated with yellow light). You'll find there a hidden chest with the phoenix feather.

The Flame of Olympus Part 2



Another feather is hidden in the room where you will have to solve the puzzle (with the shattered picture of a sword) and perform a piece of music (a mini game which is a very characteristic part of the game, I'm sure you'll recognize it). In that room, on the left side at the top (after the flight over the hot air) you will find two chests: with the phoenix feather and experience.

Poseidon's Chamber



The next feather can be found at the end of the Poseidon's Chamber level, after killing the princess (and making through the previously closed bars). On the other side of the bars a cut-scene with the Pandora will be triggered. You will also find there a hidden chest (in order to expose it use the head of Helios) with the phoenix feather.

Tartarus



A very visible chest, almost at the center of the path, at the early stage of Tartarus level. Go along the only possible path, which will take turn into the right after a few meters, and after a while you will hit it (with the phoenix feather).

Gates of Tisiphone



This item can be found behind the gates of Tisiphone (after solving the puzzle). After watching a short cut-scene go through the open gate. Just behind it you will find the light to save the progress of the game and a chest with the phoenix feather.

Daedalus' Workshop



This item has been hidden in the workshop of Daedalus. To get it, first you have to rise the ballista - just pull the nearby lever. Then run up the wall on the right side and jump to the golden teleporter, so as to find yourself near another lever (time-lever). Use it and go back to the ballista. Now, you just have to shoot the rope into the teleporter in front of you (after opening - in the same way - the blocking bars) and knock down chests to the ground. Inside one of the chests you will find the phoenix feather.

Hera's Garden



The last feather can be found at the beginning of the Hera's garden. After the first cut-scene go straight. You will find a chest with experience, and another two on the right. On the left hand, you will uncover a hidden chest with the phoenix feather.

Minotaur Horns

Are You Horny to Win?

Description: get twelve hidden minotaur horns – detailed description - where to find those - below.

Type: silver

Realm of Hades



After getting the bow of Apollo, head to the previously blocked passage and go through it (saving the progress the game a bit later). Leaving the cave, you will run into open space with another dead creepers. Burn them and uncover the chest with the Minotaur horn.

Judges of the Underworld



Near the area with three statues of kings, you will fight two minotaurs in the tunnel with the explosive containers. Just after the tunnel turn right, you'll find there a teleporter. Go through it and you'll find a note on the ground and the chest with the minotaur horn (this passage will be used a bit later in the game but it is better to check it now and collect the upgrade).

The City of Olympia



At the beginning of the level you will have to go through the cave. During the trip you will come across two precipices. In order to travel over them you have to make use of harpies. During the second flight you will get a chance to reach a hidden ledge on the right – jump on it from the second harpy. You will find there chests with experience, the gorgon eye and the minotaur horn.



Another minotaur horn which can be found in the City of Olympia will be in the arena on which you will kill the god of the sun - Helios. You can find it on the right side, in the hidden chest (use the head of the Helios to uncover it).

The Caverns



After the Path of Eos and the first flight along the Chain of Balance, you'll ended up in caves with big cubes. The starting point of the level is the first roof of one of the cubes. You can find there - on its surface, in the right corner - a hidden chest with the minotaur horn.

Olympian Citadel



At the end of the involving-agility-sequence, when you test Hermes' boots for the first time, you will encounter an armed Cyclop. After the death of all enemies - and before you go back to the grand hall of the Olympic flame- , go to the other end of the balcony. You will find there chests with the experience and the minotaur horn.

Poseidon's Chamber



When you deal with all your opponents after the fight with Hercules, swim through the open underwater tunnel. When you leave the water you will start a new level - Poseidon's Chamber. Before you go to the rooms which are located in front of you, go towards the camera and you'll find hidden chests with the experience and the minotaur horn.

Aphrodite's Chamber



Before you leave Aphrodite's Chamber (during the first visit) through the Hyperion's gate, collect the items located in the room. On the right side (looking towards the entrance) you will find two chests with experience. Next to the mentioned gate will be hidden chest with the minotaur horn.

The Pit of Tartarus



When you reach the Pit of Tartarus go down the winding path. At the end, there will be a gap. Jump over it and on the other side turn right into the rocks. You'll notice a small recess there with the chest and the minotaur horn.

Daedalus' Workshop



Another horn is hidden in the workshop of Daedalus. You will get it by turning the ballista (located in the middle of the room) to the left and launching a rope (do not lift the ballista with the lever). The rope will allow you to reach the shelf with the chests with experience and the minotaur horn.



Next horn is located nearby. After collecting all the items in the workshop use the exit unlocked a little earlier and go down the pipe. When you reach the floor, go towards the camera. You will find there chests with experience and the minotaur horn.

Hera's Garden



The last horn is - more or less - hidden in the middle of the Hera's garden level. After opening a small gate at the end of the bridge, which is over the main area of the garden, go through it and go down using a ladder. Then go towards the camera in order to empty the chests with experience. Then, go near the gap, which is separating you from the rest of the stage, and jump over it in a way that you will reach a hidden place on the left. You will find there a chest with the minotaur horn.

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