

----Controls/move list---- [cmlt018]

----Credits---- [ceds020]

----Copyright---- [cyrt021]

----Frequently asked questions---- [faqs019]

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=====Introduction=====

Hello and thank you for reading my guide. I would just like to say all of the god of war games are really good, and chains of Olympus is no exception. For one there is excellent graphics, lots of blood, and lots of hacking and slashing. The only real down side is that on normal difficulty you can easily beat the game in 4-5 hours. Before you continue reading you should know that this is my first guide and I am not that good at spelling so cut me some slack. If I did anything wrong or spelled something wrong or you just have a question send me a e-mail at ratlips24@aol.com and make sure to include god of war in the subject.

-----The Basics----[tbic001]-----

Chests: All throughout the game you will find chests everywhere.
There are 6 kinds of chests

Red orb chests: they produce red orbs that you can use to upgrade your weapons and magic

Green chests: they refill your health usually completely. (on God mode they will usually only refill have of your health).

Blue chests: refill your energy.

Altering chest: the color of the chest will change every 3 or 4 seconds between green and blue. Just choose witch one you want and start opening the chest when the color is the one you want.

Phoenix feather/ Gorgons eye chest: look likes a plane chest, contains ether a Phoenix feather or a Gorgons eye. Collecting 5 Gorgons eyes will increase your health. Collecting 5 phoenix feather will increase your magic.

Random orb chest: looks like the Phoenix feather/ Gorgons eye chest but contains red orbs, health orbs, and energy orbs

----Controls----

Square: light attack

Triangle: heavy attack

X: jump (tap it twice for a double jump)

Circle: action button, grab, and triggers most button pressing sequences.

L: block

R and L at the same time use analog stick to direct the roll: roll

Analog stick: move

d-pad down: changes weapons

Start: upgrade screen, combos, and inventory

Select: options

---Tips and advice--- [taae002]

1. Avoid combos larger than 3 or 4 hits they will usually leave open to attacks.
2. You should usually never use the moves: cyclone of chaos, rampage of furies, and tarturas rage while on the ground, only use them in the air.
3. Roll, roll, and roll. Rolling is always better than jumping in terms of avoiding attacks.
4. Efreet is better than all of the other magic's combined. Don't waste your energy on the other magic's. Also while upgrading magic's the Efreet should be a priority.
5. Orion's harpoon. This move is awesome and enemies won't attack you while you use this.

-----Walkthrough----[wkth003]-----

-----Siege of Attica----- [soga004]

Once the battle starts 5 Persian soldiers will come up the sides of the building. The game will explain the basic game controls, The Persian soldiers will be the mane enemy you fight while in Attica lucky enough they are just soggy meat puppets against your chain blades. Once you take those guys out one of your dead soldiers will say "I must return fire". After that some more soldiers will come. So once you dispose of them walk over to ballista (the giant crossbow) and fire it by pressing circle then pulling back the analog stick. Once the boat has been destroyed more ballista will be fired at you and a hole will appear on the roof.

Once you land inside kill the soldiers (by the way it doesn't matter if you kill the Spartans to) after that walk over to the door, you will have press circle button rapidly, but after a few seconds a Cyclops will burst through and try to crush you with a tree stump again press circle repeatedly, after that another big ugly creature will eat the Cyclops the Basilisk.

Boss Battle

Basilisk

2 minutes into the game and there is already a boss fight. Well the first boss of the game is the easiest. Just do a short 4 or 5 hit combo then the basilisk will do its bite attack where you can just block. After that it will do its fireball attack where you just need to back off and do a roll to avoid it. Surviving shouldn't be a problem, and if by any crazy chance your health gets low there's a health chest in the lower left hand corner of the room. After its health gets down to about 1 forth you will have to do one of many button pressing mini games. Get accustomed to it because you will have to do many of this games in the future. Once your done proceed onto the beach

Despite the basilisks bleeding eye it continues to destroy the city. While you are walking on the beach the Persians will continue to fire their ballista's on the beach. So just avoid the red circles around the beach and you should be fine. So go up to the battery ram and hold circle and push the analog stick up and down. Continue to push the ram up to the wall, But before hitting the wall down go to your right for a red orb chest, then go to your left for a save point and a chest with a Gorgons eye in it. After you collect those beat the door down.

As you enter the breach in the wall you run into 3 Persian soldiers, after finishing them off continue to your left and you will get your first encounter with your Persian archer. Swim across the pool of water and encounter 4 Persian archers and 4-6 Persian soldiers (they will spawn through the doors right next to the crank) . Once your done with them press circle near the crank and turn it counter clock wise till the door is open then quickly make it through the door before it closes again (if your having trouble try rolling through).

Hey weren't we just inside? Well anyways come down from the cliffs and kill off those dam Persian scum. After that hit the boards at the bottom of the tower and start climbing up the latter, around the third story of the tower and get off the latter and open the chest for another gorgon eye then continue up the tower. Once on the top of the tower hit the door down by pressing circle.

Walk down onto the rooftop and kill of the soldiers. Go to your left for a red orb chest, then to the right and walk across the wooden plank. About half way across the basilisk will shoot a fireball over and you will get knocked over so just press x to get back up again. Press o to open the door and enter the treasure room.

Boss Battle Persian King

This guy is really easy. Despite the giant sword all the spears on his back (by the way he doesn't use the spears) and the giant fire demon monster that comes out of him. The sword combo you can block or roll away from, the fire slash you can just roll away, and the Efreet is a bit harder to dodge but still you just need to roll away. So Basically just do a combo or plume of Prometheus then dodge or block his attacks. Also he will be accompanied by 13 Persian soldiers that will periodically spawn that you can just kill to get some red orbs. Once his health is down to about 1 sixth do another button pressing mini games to finish him off.

Your award for killing the Persian King is your first magic the Efreet. 6 Persian soldiers will drop in for you to test your new magic on and you get unlimited magic till there dead. After that two doors will open. In the right door is a very interesting button pressing mini game. Anyways go up and press circle the 1st and 2nd buttons are random but the 3rd is turning the analog stick to the right the 4th is turning the analog stick to the left and the 5th is pressing the L and R repeatedly and the 6th is another random button. Your reward is some red orbs. After that go through the left door save your game in the bright light. Then exit the through the door by the save point.

Once you enter this area there will be 4 Persian soldiers and more soldiers coming up latter. In this area there will be a ballista In the middle of the area and two points were ladders will come up and allow more soldiers to come. In all there will be about 20 soldiers spawning up the ladders and you can press circle near them to knock them down. Well anyways when your ready turn the ballista so it is aiming in the middle then fire. Then move it over and

shoot the Basilisk in the neck. Move on and open the door and enter it

Once inside go past the crank for now and go up the ladder for a chest with a phoenix feather and red orb chest. After that turn the crank to lower the elevator.

Continue forward and you will get first glimpse of the ugly creature known as the Cyclops. Well you have to face roughly 10 or 12 of these guys in the entire game. But luckily there pretty easy to beat just kind of takes a while. To start with the Cyclops on really has 2 attacks: 1 a 3 hit combo where he punches the ground with his fists and goes right, left than claps 2: he smashes the ground with both of his hands. The battle is really simple just roll to avoid both of his attacks and spam Efreet when you can to make him flinch or just do a combo, also if you need to there is a health chest and energy chest you can use. After you finish him open the door and move in to the next area.

When you enter this are there will be 4 archers trying to shoot you, destroy them and get the red chest and gorgons eye chest to the left. After that climb up the wall where the destroyed ladder is.

Once on top continue to your right take out some more soldiers then take the first left and continue down that ramp and the small building should have a hole in left side if you fired the ballista in the middle earlier. Enter it for a gorgons eye. Well head back onto the path and jump onto the platform with the two archers on it. Watch out you can fall and you will die so be careful once on the other side open the red orb chest and Phoenix feather then jump back. Once back smash down the door and pull the lever to move onto the next area.

Aw the market a place of talk, laughter, and most importantly DEATH!!! Go to your left for a red orb chest then go up the stairs and open it. Continue forward and go to your left and kill 2 more archers. Then go back to the middle path move forward then go left again up a ledge to 2 more archers and a red orb chest the continue forward again the left again for not one but two red orb chests. All the way through those left turns soldiers will be dropping down from no where to harass you. Then you will have to solve the first and one of the easiest puzzles of the game. Step one move the big crate and move onto the button in front of the door on the far left. Step 2 move the dead corpse Through the newly opened door and put it on another button to open a door into a hallway. Walk down the hallway and replenish your health and energy near the save point and save your game. And continue onward for another Phoenix feather the continue into the next door.

----Basilisk Final showdown----[bfsn005]

This guy is still really easy. This battle is being fought on a kind of broken bridge. So just stay in front of his mouth and block the bite and do a combo. Every so often the basilisk will move back slightly giving you health and energy after you have done enough damage. Sometimes he will grab you with his teeth in which case you will have to press L and R rapidly which just gives you more health. Eventually he will retreat on the back wall then start shooting fireballs which will make the ground burst into flames on the ground. Your objective is to run up to his right foot and press circle you will have to that entire process twice. After you have done that twice he will stop moving back and you will have to just keep hitting him till circle appears over his head to finish him off.

-----City of Marathon----[comn006]-----

Start off by opening the chest with a phoenix feather in it. Then move down the side of the cliff for a chest. Keep moving down the cliffs till you get to the ground and a save point. After you save break down the door and you will have

your first encounter with the fog soldier. These guys are only slightly harder than the Persian soldiers such as the fact these guys can block and you can no longer instantly kill them with circle without damaging them first. So just juggle him or just use strong attack to kill them.

After you finish him go forward break another door down and open a random orb chest and a red orb chest on the other side then go back and left to get on the streets of Marathon.

Head forward for 3 fog soldiers and a building with a red orb chest in it. Continue down the street after you pass the green orb chest you face off against 2 fog soldiers and 3 fog archers. Across from the blue orb chest is a building with 2 red orb chests in it and right next to the blue orb chest is a building with one red orb chest. Continue down the street and you will see a crate on fire next to some very ominous clouds. Go to the left of the crate and you should find your 5th gorgons eye in a chest. It would be smart to NOT touch the clouds and just push the crate through the clouds. Open the door and move into the next area.

Once you enter go up for your 6th Gorgons eye behind a rock. Continue forward some more and you will encounter the ugly sucker known as a screamer, the screamer is really easy to beat just juggle them or use the Efreet. They will keep spawning till you turn the crank that's to the right of the statue holding the torch. Once you stop them from spawning continue forward and get the red orb chest then destroy 4 more fog archers. After that go back to where you fought the screamers and grab the torch and take it back to the cart with the hay and set it on fire and start pushing. After a few seconds the camera will look to the left, at this point stop pushing and get 2 red orb chests then start pushing again. After a while the camera will go to the right were you can get a altering chest and a Phoenix feather then get back to pushing. Once your done pushing your have your first face off with the sabretooth. Just press L and R when he pounces on you and roll to avoid his breath attack then block when he tries to hit you with his paw. After that break the rocks down to your right finish of some more archers climb up the wall.

Once your up there save your game. You cant do anything with the statues right now so start walking down the path and enter the temple of Helios (not really the temple just the area around it for now).

----Temple of Helios I----[tohi007]-----

After you get to the end of that very, very, Very long bridge climb up the wall and enter the temple.

After you get to the top you will have to watch a short cutscene. First off go all the way left across a pool of water for a gorgons eye then go forward then go left along the edge of a pool of water for a red orb chest. Then go into the building in the middle of the area and save your game then pull the lever. Once your on top you will have your first encounter with the ram bomber not only that 1 more ram bombers will shoot at you from across the gate. For now you can't move on because the bombers will continue to throw bombs at you when you try to open the door. So go to the right of the elevator for a Phoenix feather, then go to your left for a small battle after that continue left for a altering chest and a switch, pull it. Go back down the elevator. Go up the stairs on the left side of the area for yet another battle with several ram soldiers and bombers. Continue up the stairs and take out the bomber that were harassing you earlier. After that pull the lever and open the door and enter the temple.

Continue down the long hallway and get the red orb chest and you can break most of the statues in this place for some extra orbs (they really add up in the end). At the end of the hallway you will get attacked by some demon birds. A easy way to defeat them is to press circle repeatedly. First get the red orb chest to the left of wear you entered, and then pull both of the statues on opposite sides back and pull the switches behind them. Enter the door on the right for a battle with 3 fire guards then pull the switch. After that go outside and enter the left door and save your game and open a random orb chest.

In the next room open a chest with a phoenix feather chest and two red orb chests. Go onto the elevator and destroy the two shiny thingies to get the elevator moving. While on this extremely slow elevator ride you will have to fight several fire guards and a fire guardian. At the end of your ride open the 3 red orb chests. Go up the stairs then continue down the hallway then go all the way to the left and open 2 more red orb chests then press circle to knock down a pillar, then walk across it.

After a very interesting Cutscene go over to a small shiny spot to your right and press circle, then cross the pillar. Once across the pillar go to your right for a red orb chest and a gorgons eye. After that go over to the throne and destroy it and pick up the sun shield (anyone else find it weird that someone would store there powerful shield in there throne?). Well after you pick up the shield some enemy will spawn. The shield alloys you to parry enemy attacks by pressing L right before an enemy attacks, if done correctly the enemy will flinch and become open to attacks. After you dispatch the enemies go to the left stairs and open a red orb chest. Then head up the stairs for a Gorgons eye and 2 red orb chests after that head back down the stairs. Once back down enter the door in the middle and save your game and also refill your health if you need to. Head up the stairs.

Go up the stairs to your left for a battle against 2 sabretooths and some archers but luckily enough they don't spawn at the same time. Once you finish them of activate the stairs and go down them.

----Activating the East Wind----[atew008]-----

In this next area start by getting the red orb chest on the upper left hand corner of room then push both statues forward. The next part is a bit hard to see. First pull out the steps all the way then go through a hole on the left of the giant steps. Once inside the next room get the phoenix feather in the lower right hand corner of the room then move both statues all the way back, than jump up onto the platform at the top of the room and press L then tap circle repeatedly. Go back into the previous room. Jump up the step open the door in the back for 2 chests then press circle by the statue of the horse. Head down the stairs that just opened up and head through the hallway. Once out of the hallway go to your right for a gorgons eye then enter the portal to your left.

----The Cave of Olympus----[tcoo009]-----

Once you enter the cave go up and save your game at the save point. This is the only time you will ever get to swim in water in this game, so jump in the water then swim all the way to the right side of the lake and get a Gorgons eye and 2 red orb chests after that go to the small piece of land between the two giant statues and climb your way up the wall. Once on top get the Tritons Lance from the statue, this item is pretty useless and you will only use this while in this cave. Jump back into the water. The lance lets you swim. You do this by pressing square to submerge and triangle to go back up. Now that you can swim

go to the far left side of the lake and go underwater to find 2 more chests. Now go back to the small patch of land were you found the chest with the gorgons eye and go underwater and smash through the gate by holding R. keep going through the underwater hallway and you should find 2 red orb chests and a phoenix feather chest and pull the lever at the end of the hallway. Get back onto land and climb up the new path on the cliffs and open the door on the top.

In this next room you will have your first encounter with the Minotaur. These guys are kind of annoying. All you need to do is roll, roll and roll. You can also use the Efrete to make him flinch or just do a short combo after he uses one of his attacks. After you beat him turn the crank at the top of the room and open the door at the other side for a cutscene.

After a very interesting cutscene (Is it just me or do all the Women in this game not wear shirts?) go left down the river and once the river gets deep enough for you to swim go underwater to find a Gorgons eye in a chest. Continue down the river. Once your back on land you will have to face a couple of fireguards, after you dispatch them continue forward save your game at the save point and continue through the door and touch the light. After you pick up the light the statues will start shooting fireballs at you. You can reflect them by pressing L right before you get hit. Once all of the statues are destroyed you will obtain your first projectile magic called the Light of Dawn. Some bombers will spawn either reflect their attacks or destroy them with your new magic. Once their dead the floor will come back. Go in the far right door for 2 red orb chests, then to the far left for a Phoenix feather. Afterwards go through the middle door. Once outside you will face off with 3 more fire guards. After your done with them jump down and go back into the temple from the way you came.

----Temple of Helios II----[toh2010]-----

Once your back in the temple go forward and press circle to activate a bridge. Go forward then to your left down another bridge an open another door. Go through the door and press circle to activate the elevator. While on this slow elevator drive demon birds will spawn. You can easily get a 70 hit combo and lots of red orbs by simply pressing circle repeatedly. Once you get off the elevator grab the 2 red orb chests and go up the stairs and save your game and get a Phoenix feather then open the door.

----Activating the South Wind----[atsw011]-----

After you defeat the 4 bombers and a fire defender you will have to do another puzzle. But first get a gorgons eye in the lower left hand corner and a red orb chest in the upper right hand corner. Step 1.to solving the puzzle is to press circle on the shiny spot from were you entered to open up a laser. 2.Turn the laser all the way to the left to reveal a statue 3.turn it all the way to the right to reveal a statue. 4.Take the statue from the top left hand corner and pull it onto the button on the lower left hand corner and activate the laser again to reveal another statue. 5.push the statue that you just moved forward to reveal the last statue. 6.take the statue who's shield faces the left and push it onto the button on upper right hand corner. 7.push the statue with the shield that faces the right on the button on the upper left hand corner. 8. Push the remaining two statues on the last two buttons. 9.shine the light on the statue in the middle of the room. 10. Go right in front of the statue of the horse and press L on the light spot and press circle. Congratulations you have activated the south wind.

Press circle were the laser was to activate the elevator. Once down go to your left for a red orb chest, forward for a phoenix feather, then to your right for a door for you to advance. In the this hallway make shore to grab the red orb chest.

----Activating the West Wind----[atww012]-----

Start by grabbing the gorgons eye on the right side of the room. Then push the statue on the right forward, then start hitting the top of the statue till it breaks then stand on top of it and hold L and then tap circle. Go up the wall and activate the horse then exit through the door.

Once your outside again go back down the wall and fight your way through some screamers and fog soldiers and head back to where you started next to all of the horse statues. Once your back turn all the levers and press circle by the shiny spot.

----Hades----[waih013]-----

After a very cool cutscene save your game at the save point And start climbing up the wall by the save point. Once your over the patch of land press R to drop . Once on the ground again jump across the water. on the other piece of land continue forward a bit but instead of jumping forward onto a wall jump straight up and go across for a red orb chest and a gorgons eye. Jump onto the other wall. While climbing this wall enemies will spawn on the wall. These guys are really easy, they usually die with 1-2 heavy attacks. Once your at the top your have your first encounter with Medusa. There are just like the screamers but these guys will petrify you instead. If you get petrified tap L and R as quickly as you can because when your petrified you die in 1 hit. You will have to face 3 of them here. After you have ripped there heads continue forward. Before jumping across the stairs go to your right, slide down the cliff, jump a cross the gap for a chest with a phoenix feather. Then go back. Keep going forward till you come to a clearing were you will have to fight 3 Cyclops (spam Efreet if your having trouble). After you finish them go to the runes to your right for a red orb chest then continue onward. In the next area some demon birds will spawn. Once your done stepping on them break a crumbling wall to your left for a battle with a gorgon, a random orb chest and a red orb chest. To continue break the wall to the right of the box in the middle of the area and push the box up to the ledge were the green orb chest is and jump onto the ledge then climb onto the wall behind the waterfall and continue across and then get the jump on some enemies. After you have dispatched them hit down the pillar and enter next room. In this next room save your game and grab the red orb chest then go up the pillar, then break the crumbling wall on the left for a phoenix feather and then climb up the wall.

Once on top go forward a little and it initiate a fight against 2 hell defenders and a bunch of demon birds. Once you have defeated them go back to the door that you have passed earlier and go through. Go forward and you will eventually enter a room and the doors will close behind you grab the red orb chest and random orb chest and then proceed into the next room. In this next room you will have to face 2 hell defenders, many demon birds, and saws that will move side to side on the floor. There is a easy strategy to win this battle. Ok first kill all of the birds by pressing circle to stomp on them then if Like me you maxed out Efreet, spam it like no tomorrow on the hell defenders (I doesn't matter if they still have their shields Efreet brakes it). Once the battle over and if by some chance your still alive exit through the door go forward a little then save your game then ring the bell.

Boss Battle

Charon

Could the creators of this game make the boss battles any easier? This guy is a joke to say the least. You can just block his scythe attack then do a combo or the Efreet. When he tries to shoot green orbs at you can dodge them or just reflect them to deal some extra damage. Once he is at half health he will hit

you with a attack that is unavoidable and you will die.

----Pits of Tarturas----[pots014]-----

Once you get control back tap L and R to get free of the chains. Once you are free go down for a save point and phoenix feather chest. Congratulations If you have been following this guide your health and energy bar should be at its max . All through out this area if you ever need health kill some of the bodies chained to the wall (is it just me or are most of the people chained to the wall women). Well back to the guide, once you hit the fork in the rood go to the right for some archers and hell soldiers, then go down the left path. After going left a short scene will take place then some harpies will spawn. A easy strategy I have found to quickly kill these guys is to hit them with a single light attack then press circle, not only will this quickly kill them it will make a big combo. After you finish them continue down the path and open the door at the end and start a fight with a couple of archers and soldiers. After you finish them walk across the chain to the north and save your game then start climbing the wall.

Once on top kill some harpies and a medusa then pull the statues on the left and right all the way back and twist the newly revealed crank. Continue along the path and you will come out onto opening were you will have to fight 2 Minotaur's and a bunch of archers. A easy way to win this battle is to stand by were the archers spawn and press circle to instantly kill them, then for the large and ugly one use Efreet. Once you finish them off go through the door on the left for a save point then brake down the wall by the door. Grab the red orb chest further down the balcony then slide across the ledge over the door that you entered. Once on the other side brake the broken section of the wall and pull the lever. Jump back down and go through the door that you opened, go up the stairs and decapitate some archers, then pull the lever. Go up more stairs push the throne and grab the key then jump back down. Move the corpse onto the button and insert the key into the hole, then cross the bridge.

----Temple of Zeus---- [tozs015]-----

Once on the other side save your game and open the red orb chest, then enter the temple. Once inside destroy the 2 hell defenders and press circle on the shiny spot to get the Gauntlet of Zeus from the statue. After you pick up the gauntlet some soldiers will spawn with shields that can be only destroyed by the Efreet or a charged punch from the Gauntlet. Once you finish them head back to where those three statues where. (By the way you can destroy stuff that is reflective or shiny with the gauntlet). Once you are back to where the statues were break the statue on the left for a random chest, then break the statue on the right to continue.

You will eventually come into a area with 3 harpies in it, kill them then go up the wall to your left. When your on top you will face off with 2 Medusas and some more soldiers then twist the crank then jump back down. Once your back down go down the chain to your right for a save point. Continue down the path and have your first face off with the armored Cyclops. You can break there armor by using Efreet or the gauntlets. After you stab his eye out twist both cranks then cross the chain to the north then jump across the 2 platforms to the north. Then go down the hallway then turn right and start scaling the wall to the north but, before jumping on top of the cliff go to your left for some extra chests and red orbs. Once your done go back to the top of that cliff for a fight with a Minotaur while some archers try to snipe you. After you finish them turn both cranks, then jump on the platform on the far right for a red orb chest then go on the chain to the north then save your game. Continue down the path and in the next room were you will have to fight a bunch of archers

and soldiers. Will they ever learn that they just can't win? Well anyways after your done cutting there heads off pull both levers then climb up the wall to the right of the right most lever and pull the lever on the other side then jump down to the area that you just revealed and after a short cutscene climb across the wall and fight your way through some enemies and then save your game at the save point afterwards jump onto the platform and start cranking. While your cranking 2 soldiers and a couple of demon birds will spawn , they should be really easy for you at this point. Once the platform stops moving jump onto the next platform and start cranking again. Just like last time a couple more soldiers and demon birds will spawn. Once you get to the other side press circle to punch the chain and start walking across.

Once your back in control continue up the path and open the two chests at the end then bust down the shiny brick portion of the wall then enter. This place should be familiar. But this time you DO NOT have to fight them. You can fight if you want some more red orbs otherwise, go through the only available door left. Save your game at the save point and break the door down.

Charon round II

This guy is just as easy as last time. Just block his Scythe attack, reflect his magic but this time once he goes above the pillars destroy one with the gauntlet. Once you have done this he will have gained back some of his health and you will have to reduce his health again and destroy another pillar. After you have destroyed the first pillar he will start using 2 new attacks: 1 that he releases shock waves and a one were he shoots stuff out of his face, both can be dodged by rolling and jumping. Once all the pillars are destroyed press circle by him and you will throw his scythe into him. Try to pick up his mask again then he will try to fight you again but this time its just the top part of his body. For this part you just need to reflect the energy balls and once he falls punch the crap out of his face.

----The Temple of Persephone-----[ttop016]-----

(note: all enemies here can be easily killed with Efreet and Gauntlet of Zeus) After another cutscene you will obtain your newest magic Charons wrath and some ram warriors will spawn for you to test your magic on. Once your done continue along the path save your game and then enter the temple. In this first room there is 2 random orb chests on both sides of the room then go in to the next room for another fight against 2 saber teeth and a couple of ram bombers. After the battle go into the rooms across from the stairs to get a random orb chest then go to your right for 2 red orb chests then proceed up the stairs. In this next room there will be some more ram soldiers and demon birds, and on top of that some statues of medusa will try to petrify you but you can destroy them with the Gauntlet. In the next room save your game and grab a red orb chest. Afterwards move into the next room. In this room you will have to face 3 armored Cyclops and some more demon birds (just spam Efreet). Afterwards go into the door on the far left for a red orb chest then go onto the right door to move on. This room is the same as the one you passed earlier with the same enemies and you should have no problems clearing the room. In the next room you face 3 armored Miniatures that again can be easily beaten with the Efreet. Continue down another hallway and start turning the crane to get the elevator moving. Once on top fill up your energy at the chest and get ready to spam Efreet again on 2 medusas and a armored Cyclops. After the battle go to the far right for a red orb chest than go through the middle door for a save point then continue onward.

After a cutscene (wow she is actually wearing a shirt) press circle by the tree and press the buttons shone then move onward through the portal. After another

cutscene press circle to get rid of the girl and start snapping necks of good spirits by pressing circle till you get your swords back. Continue killing spirits while ignoring the soldiers till all of your powers are back then head up the stairs to the north for another battle and a save point. After you save walk up to Persephone to start the final battle.

----Final Boss Persephone----[fbpe017]-----

This battle takes place in two faces. In the first phase she will either fly forward and try to punch you or kick a rock at you. You can parry the punches but you cant block the rock you can only dodge it. So hit her with a short combo the prepare to dodge/ parry depending on what she does. Also this is the last battle unload everything you have on her, meaning use all of your magic. Once you get her health low enough she will grab you and you will have to press L and R or else you will die. After you do another button pressing mini game you will get all of your health and energy back and start stage 2.

In stage 2 she will be standing on one of 3 pillars and has three attacks. 1: she will fire a beam and you can avoid this by just running around the room. 2: she will make pillars come out of the ground can be avoided by just running in a circle. 3:she fires a small ball of energy at you. The way to win this battle is to reflect the energy ball back at her. When you do this it will make her fall and hang onto the edge of the pillar making here open to attacks. So once that happens start hitting with your chain blades as much as you can before she gets up again then avoid her attacks then repeat (eventually she will start reflecting the reflection). Once you have done enough damage to her she will fall to the ground and a dark mist will surround her. When this happens you should step onto the shiny spot right in front of her and press L and tap circle then press the buttons as they show. Then watch the ending scenes.

Congratulations you have beaten God of war Chains of Olympus and now you have can try the challenge of Hades or try to beat the game on god mode. You can also play thought the game again with the spud of war costume.

----Controls/move list----[cmlt018]-----

The Blades of Chaos

Game description: "Powerful Blades Given To You by Ares, The God of War. These will be your mane weapons in the game. Since they are tied to chains you have a slightly longer range than just about every close range enemy in the game.

Hyperion Ascension: hold Triangle

Orion's Harpoon: press circle while a enemy is airborne.(enemies will not attack you while using this)

Plume of Prometheus: square, square, triangle. (causes enemies to flinch)

Cyclone of Chaos: hold L and press square. (should only be used in the air. Should not be used on the ground since it leaves you open to attacks.)

Spirit of Hercules: triangle, triangle, and triangle. (like it says slow, plume of Prometheus is so much better).

Valor of Hercules: triangle, triangle, square.

Hyperion Might: hold Square.

Rampage of the Furies: hold L and press Circle. (like the cyclone this should not be used on the ground).

Hermes Rush: hold square while rolling. Never used this one.

Hermes Rise: hold triangle while rolling. Never used this one.

Tartarus Rage: Hold L and press triangle. (again probably shouldn't be used on the ground, only in the air).

The Gauntlets of Zeus

Game description: "This Weapon Was Once Used By Zeus To Enchain The Titans". This is your second weapon that you obtain in the game. This weapon is ridiculously over powered. This weapon makes just about every enemy flinch when hit with a charged punch.

Strength of Zeus: Hold square or triangle

Olympic Strike: Hold L and press square.

Hermes Cross: press square while rolling.

Hermes Revenge: press triangle while rolling.

Lighting run: Hold L and press circle

Lighting surge: press square while using lighting run

Lighting Thrash: press triangle while using lighting run

Olympic Thunder: hold L and press triangle. (Great in the air and on the ground).

The Efreet

This is the first magic you get and the best. It does good damage hits all the enemies close to you.

Demon Fury: Hold R and press triangle.

Demon inferno: Hold R and press triangle and tap circle. The Efreet is awesome.

Light of Dawn: I never ever used this magic in the entire game. Why use this when you have the Efreet.

Solar flare: hold R and press square

Radiant Sun: hold R and hold square. (useless).

Charon's Wrath: I never ever used this magic in the entire game. It uses more damage than other magic, leaves you open to attacks, and kind of hard to aim.

Charon's wrath: Hold R and press circle. (upgrades allow you to hit more enemies in one use.

----Frequently asked questions----[faqs019]-----
Havened gotten any yet.

----Credits----[ceds020]-----

1.Gamefaqs.com for making such a great site

2.My brother for always being my battle buddy.

3.the deranged weirdoes at high impact studios for making this awesome game.

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