

God of War: Chains of Olympus FAQ/Walkthrough

by Zenithwillrule

Updated to v1.10 on Dec 25, 2009

```

+++++
+++++
+++++
+++++
+++++
+++++
+++++God Of War: Chains Of Olympus+++++
+++++
+++++          FAQ/Walkthrough          +++++
+++++
+++++          Version 1.10              +++++
+++++
+++++          Author: Zenithwillrule    +++++
+++++
+++++          AKA: David DeGregorio     +++++
+++++
+++++          Email: Invertedd@gmail.com +++++
+++++
+++++
++          +++++
+++++
+++++

```

Table Of Contents:

- 1) About Me: Description of the author of this guide.
- 2) Spoilers: My view on spoilers and why I never use them in my guides.
- 3) Getting Started: Some details about the game.
- 4) Controls: Detailed list of the game controls.
- 5) Walkthrough: The walkthrough.
 - a) The Shores Of Attica
 - b) The City Of Marathon
 - c) The Temple Of Helios
 - d) The Caves Of Olympus
 - e) The Temple Of Helios 2
 - f) Hades
 - g) The Depths Of Tartarus
 - h) The Temple Of Persephone
- 6) Version History: History of this FAQ.
- 7) Legal Information: Copyright Info.

About Me:

Hello, everyone. My name is David DeGregorio and I am a sophomore in college. I have recently decided to start writing FAQ's for my favorite games. This is my fourth FAQ to date and there will be more to come.

This game came out a while ago for the PSP and it is a great prequel so I decided to do a FAQ on it. I have done my best to make sure there are no errors in the FAQ. If you find any, let me know and I will update as soon as I possibly can (and I'm not busy usually so it won't take long). Also, if you have any questions, comments, concerns, etc. just email me and I will email back. I check my email every day. It doesn't even have to be about the game. I will take any emails you send me. Anyway, I usually start to ramble around this time so I will get back on track.

=====
Spoilers:
=====

As usual, I will refrain from using spoilers in this guide. I don't believe in spoilers. They ruin the story for you, the gamer, and take away from the experience. So, yeah, no spoilers will be included in any of my guides. If you see something that looks like a spoiler, please let me know and I will edit that part or take it out completely. Thank you.

=====
Getting Started:
=====

First of all, you will need a copy of God Of War: Chains Of Olympus. Buy it, rent it, or borrow it from a friend if you have to, however you will need the game to use this guide.

Pop the disc into your system and you're ready to go. You are in control of Kratos, the badass from the first two God Of War games. He isn't quite as badass in this game but he can still hold his own.

=====
Controls:
=====

Button	~	Function
--------	---	----------

Menu Controls

Start	~	Access menu screen
Select	~	Pause game
Analog nub	~	Highlight menu item
D-pad	~	Highlight menu item
X	~	Select item
Circle	~	Previous screen
L	~	Scroll left
R	~	Scroll Right

Controls (On Ground)

Analog nub	~	Walk, run, climb
R + L + analog nub	~	Dodge roll
X	~	Jump
X+X	~	Double Jump
Square	~	Normal attack (weak but quick)
Triangle	~	Heavy attack (slower but stronger)
Circle	~	Grab attack
Circle (hold)	~	Action, interact (open door, move object)

tossed aside. Roll away when this monster is summoned. There are a handful of Persians in this room that will try to distract you from the boss. They keep dropping into the room, so ignore them. Instead, focus on the king. Avoid his attacks and then get in a few combos on him. Green orbs will keep pouring out of him, so health isn't a big concern. Keep attacking and the circle command will appear above him. Press circle and the following onscreen buttons and a cut scene will play. When it's over, rapidly press circle to kill this wimp.

+++++

You now gain the Efreet spell. This is the giant monster summon that the King used. Test it out (R + triangle) on the enemies that appear after the boss is dead.

When they are no more, two gates will open in front of you. Go through the gate on the right and you will be treated to the famous sex mini-game. Press the onscreen buttons and you will be able to pleasure the women. They will drop red orbs for you. I guess they were virgins then, haha. They won't drop any more orbs but you can replay the game as often as you wish.

Go through the gate on the left and save your game. Open the door and kill the soldiers here. Kick down the two ladders by pressing circle next to them. After all the enemies are dead, open the chest for health or magic and walk to the crossbow.

Grab the handle on the left and turn it towards the basilisk. Fire an arrow at the beast and it will leave the area. Open the door on the right and go through to the next area.

Ignore the crank for now. Climb the ladder at the far end and jump to the platform. Open the chests for red orbs and a Phoenix Feather.

Return to the crank and rotate it to descend to a new floor. Go down the hall and a cut scene will play. Now you have to kill a Cyclops. The Cyclops isn't too hard. Just stay at a safe distance and keep attacking. Use the Efreet to stun it and do some good damage. Eventually, the Cyclops will fall.

Open the health and magic chests and go left. Open the door and run down the hall. Kill the archers. Open the chests for red orbs and a Gorgon's Eye. Save your game. Climb the wall in front of you.

Kill the soldiers and archers that appear. Go left and kill more enemies. Open the chest for health or magic. Head back and go right this time. Jump across to the other building and kill the archers. Open the chests for a Phoenix Feather and some red orbs.

Jump back to the walkway and go right. Destroy the wall on the right and pull the lever. You will descend to a lower level. Open the chest for health and go left. There is another red orbs chest here.

Go back to the health chest and go forward. Open the door and go into the next area.

Kill all of the archers and soldiers. Jump up to where two of the archers were to find a red orb chest. In the right side of the area, there is a small path leading to two more red orb chests.

Now that you have all the goods and the enemies are dead. Go back to

To the right of the blue orb chest is another building with two red orb chests. Go forward for a cut scene. Jump onto the platform to the left of the burning box. There is a chest with a Gorgon's Eye here.

Push the box forward (flames dispel the fog) and open the gate. Go to the right and up a bit. To your left is a chest with another Gorgon's Eye. To the right is a chest with green orbs.

To the right of the chest is a door covered in fog. Gorgon-like enemies will continually spawn from this doorway. They won't turn you into stone, although they can stun you with their shrieks. After the first three are killed, they won't drop any more orbs, so turn the crank nearby and close the gate. They'll stop spawning now.

Head right some more and kill the archers. Open the red orb chest to the right. Return to the gate you just close. Jump onto the platform to the left of it. There is a statue here with a torch. Grab it and head into the fog where the archers just were.

You will come to a wheelbarrow full of hay. Throw the torch into it to set it on fire. Push the wheelbarrow forward. As you go, archers will appear on the left and right sides of the path. Jump over the fog, kill the archers and open the chests you find there. The first area has a red orb chest. The next one has a health chest and a chest with a Phoenix Feather.

Continue forward and you will get past the fog. A new enemy will emerge from the fog to kill you. It is like a saber-toothed tiger. It's not too difficult to kill, just stay at safe distance and attack. Use the Efreet and roll to avoid its attacks.

When it's dead, go right and break through the blockade of rocks. Kill the archers and open the chests for health and red orbs.

Climb the wall in front of you and save your game.

```
=====
The Temple Of Helios:
=====
```

There's nothing you can do with the levers for now, so go left and cross the bridge. A cut scene will play and enemies will attack. Kill them and continue forward. Climb the wall at the end of the path and a scene will play.

Go forward and open the red orb chest on the left. Go back and jump into the water to the left of the staircase. There is a Gorgon's Eye in the chest to the left. Return to the Athena statue.

Go forward and go through the archway. Save your game and replenish your health.

Pull the lever and you will ascend to the next level. Kill the enemies and go right. There is a chest with a Phoenix Feather here. You can't go through the door to the north yet because of the enemy behind the gate who is constantly attacking you.

Instead, go left and defeat more enemies. Open the chest for health or magic and pull the lever. A gate will open to the left. You can't reach it from here, so go back to the elevator, pull the lever, and descend

to the previous room.

Go back out to the courtyard and climb the stairs. When you get to the top, enemies will attack. Kill them to open the way forward. Continue down the path, go through the open gate, and open the chest for health or magic.

Turn right and kill the enemy that stopped you from opening the door. Pull the lever to open the gate in front of you. Now you're back at the door. Open the door and go down the hallway.

Continue down the hallway and you will come across a red orb chest. Open that and continue forward. In the next room, harpies will attack you. Kill them off quickly using grab attacks. To the left is a red orb chest.

Pull both statues forward and pull the levers behind them. Enter the door on the right and kill the enemies that spawn. Open the chest for health and pull the lever.

Exit this room and go through the open door on the left. Save your game.

Go right and open the chest for red orbs. Head through the open passage and go down either staircase. At the bottom, there are two red orb chests and a chest with a Phoenix Feather. Walk onto the circular platform.

Destroy the shiny objects that are holding up the platform. It will slowly descend as enemies attack you. When you kill all the enemies, the elevator will reach the bottom and a new enemy will appear.

Use the plume of Prometheus combo (square, square, triangle) to break its shield and attack from a safe distance. Keep attacking and the circle command will appear. Rotate the analog stick to decapitate it.

Get off the elevator and open the chests to the left of the stairs. There are three red orb chests and a health/magic chest. Climb the stairs and go through the door at the top.

The door will close behind you. To the right is a dead end, so go left and open the red orb chests. Knock over the pillar and walk across for a scene. Go to the right of the platform and you should see a shiny white orb on the ground.

Press circle to knock down another pillar. Walk across and head right. Open the chests for red orbs and a Gorgon's Eye. Go left this time and walk up the stairs. Go through the door and this will close behind you as well.

In this room, head left and open the red orb chest. Go up the staircase and head right. In this area there are two red orb chests and a Gorgon's Eye.

Go back down the stairs and destroy the throne to get the sun shield. You can use this to block and parry enemy attacks. Kill the enemies that appear and go to the door in front of you.

Open it and enter the next room. Save your game. Replenish your health and magic to the right and start to climb the large spiral staircase.

You will emerge in the courtyard with the Athena statue from earlier.

Go up the stairs again and kill the enemies. Kill the archers first and use the Efreet on the saber-toothed enemies. When they're all dead, place the sun shield in the middle of the glowing circle and stairs will unravel.

Descend the stairs and open the door in front of you. In this next room, go to the left and open the red orb chest. Push the two statues until they lock into place. This will activate a handle on wall to the north.

Pull out the wall to create platforms. Open the door behind the horse statue and open the red orb chests you find there. Jump back down and pull out the wall again.

This time, before the wall retracts, run to the left side of the wall and enter the alcove in the wall. This will allow you to enter a room behind the wall.

Pull the statues back until the lock in place. A sun circle will appear on the ground. Jump up to it. Press L to activate the shield and rapidly press circle to shoot a sun beam at a symbol.

The stairs will be extended permanently and the horse statue will start to glow. Run to the back of the wall and open the chest to the left for a Phoenix Feather. Return to the other side of the wall and jump up to the horse statue.

Use the sun shield and one of the horses will be activated. Also, a staircase will lower back towards the door to this room. Descend the stairs and follow the path. At the end, go right and open the chest for a Gorgon's Eye.

Go left and enter the portal.

```
=====
The Caves Of Olympus:
=====
```

Go forward and save your game. Jump into the water and swim to the right. You will find a chest with a Gorgon's eye and two red orb chests. Swim to the left and climb the wall.

Climb to the top and go right. Grab Triton's Lance from the statue. Climb back down.

Dive down into the water and head left. Open the chests for red orbs. Go left and pass the first metal gate. Go to the second gate that is torn open. Go through and swim dash (Hold R and release) to break through the next gate.

Swim down the passage until you reach two chests. The left one has red orbs and the one on the right has a Phoenix Feather.

Continue down the passage, breaking through gates, until you reach the lever. Pull it to open the gate in front of you and raise a section of the wall to make it climbable.

Resurface and start climbing again. When you reach the fork, go left

and climb to the top. Open the door and enter the next room. A giant enemy will appear and try to destroy you. Keep your distance and attack. Use the Efreet and roll to avoid its attacks.

When it's dead, open the chest for health or magic and go forward. Turn the crank in front of you and the bridge will extend. Open the door and watch the scene.

Walk left a bit and open the chest for magic. Continue forward until you reach deep water. Dive down and you will find a chest with a Gorgon's Eye. Resurface and continue swimming forward.

Kill the enemies that assail you and open the green chest for health. Save your game and go forward. Press circle to grab the primordial fire.

This will allow you to repel enemy attacks by press L right before the attack hits you. The three statues will come to life. Repel their attacks to destroy them.

When they're destroyed, you will gain the light of dawn. This is a new projectile spell that you can use to take out faraway enemies. Just hold R and press square to utilize this.

Take out the enemies that appear where the statues used to be and the floor will return to its previous state. Go left and open the chest for a Phoenix Feather.

Go right and open the chests for red orbs. Go back and go down the middle path. Open the door and kill the enemies that appear. Open the chests for health and magic and jump down into the water. Swim over to the save point and save your game.

Go back through the portal.

```
=====
The Temple Of Helios 2:
=====
```

Use the shield of Helios on the glowing part of the floor and walk down the path. Go left once you reach the platform and head down the path. Open the door in front of you. Go down the stairs and return to the lift you rode in before. Use the shield to raise the lift.

Kill the birds that attack you. Grab attacks work well for a quick kill and you can get a massive combo in this small area. Open the chests for red orbs and climb the stairs.

Go forward and open the chests for health and a Phoenix Feather. Save your game. Open the door and walk in for a cut scene.

Kill the enemies and look around the room. Go to the upper right corner and open the red orb chest. Go to the bottom left corner for a Gorgon's Eye. Now we have to solve this puzzle.

Go to the glowing part of the floor and use the shield to raise a beam of light. You can rotate the light left and right.

Push the lever so that the light beam turns left and hits a symbol. A

statue will be revealed. Grab the statue and pull it to the circle on the lower left. Rotate the light again so it hits the statue and shine on a new symbol. A new statue is revealed.

Move this new statue to the lower right circle and shine the light on it to reveal a third statue. Leave this statue for now. Rotate the light to the right and it will hit a final symbol and reveal a final statue.

Now we have to use these statues somehow. Place the statues facing north on the lower pads. Place the right facing statue on the upper left pad and the left facing statue on the upper right pad.

A new statue will rise from the floor. Shine the light on this statue and all the beams will connect. Behind the center statue, under one of the light beams, a circle of light will now appear.

Jump into the center of it and hold L and rapidly press circle to shine a beam of light at the horse statue. It will rise. Insert the shield at the base of the horse to activate the second statue.

Return to lever that rotated the light. It has sunk into the floor but there's a glowing light here, so insert the shield to descend to a new level.

Go forward and open the chest for a Phoenix Feather. Return to the main hub and go left for a red orb chest. Go back once more and go right. Open the door and walk down the hallway.

Open the red orb chest and continue down the hallway. Open the chests for health and magic and climb the stairs. In this next room, go to the upper right corner and open the chest for a Gorgon's Eye.

This puzzle is much easier. Push the right statue until it locks in place and destroy the top. Jump on top, hold L, and rapidly press circle to reflect another light beam. Jump on top of the ledge and use the shield on the base of the horse.

A door will open next to you. Walk through it and go down the path. Slide down the wall and return to the horse statues from earlier. As you go, enemies will attack and you will be forced to battle. They aren't too hard. Use the Efrete and attack without mercy and the enemies will fall.

When you return to the horse statues, rotate each lever to bring the horses back to life. Place the shield in the glowing circle and a scene will play.

=====
Hades:
=====

Save your game to the right and start to climb the wall. Go left and transfer to the ceiling. At the end of the path, drop down to the platform. Double jump to the right and walk forward a bit.

To your left you can see a couple chests. Double jump and grab onto the ceiling. Make your way to the chests and open them for red orbs and a Gorgon's Eye.

to avoid damage. His next attack is when he hovers a short distance away and shoots green energy balls at you. Run away or roll to avoid getting hit by these. His last attack is after he reaches half health and it will kill you instantly. This is supposed to happen so don't worry.

+++++

Rapidly alternate between L and R to break free of the chains. Go left and open the chest for a Phoenix Feather. Save your game.

Go forward now. Kill the prisoners for health because it is low right now. At the fork, go right and kill the enemies. Watch out for the archers because they will shoot you wherever you stand. Use magic if you have enough and block frequently. When they are dead, jump up to the archers and kill them. Open the chest for magic.

Go back to the fork and go left. Watch the scene and kill all the harpies. They aren't too hard.

When they're dead, go through the door to your left.

=====
The Depths Of Tartarus:
=====

Go to the end of the path and open the door. Kill the enemies here and jump to the right. Kill the archer and open the chest for health or magic. Jump back to the left and jump down onto the chain. Go forward and save your game.

Climb the wall and kill some enemies. When they're dead, go right and climb to the top. Kill the harpies and the gorgon. The Efreets work well here.

To the right is a red orb chest. Pull the left and right statues until the lock is in place and then turn the crank. Go into the opening and the wall will rotate again.

Go down the hall and get ready for another fight. In this room, a bunch of archers will attack along with a giant monster. Use the Efreets and kill the archers first. Focus on the monster next. Attack from a safe distance and it will go down quick.

Kill the rest of the enemies and the door to the left will open. Ascend the stairs and kill the soldier. Break through the wall to the right and open the red orb chest. Return to the room and go up the next staircase.

There is a gate blocking the door, so we can't go that way. Go back to the hole in the wall and shimmy along the wall to the other side. Break through the wall to reveal a lever and a chest with a Phoenix Feather.

Pull the lever to open a gate down below. Jump down and go through it. Open the chests for health and magic and ascend the stairs. Kill the archers and pull the lever.

Go up the next staircase and take the crypt keeper's out of the lock to the right. Kick the chair forward and it will fall off the ledge and break. Take the body and place it on the button. Place the key in the lock to extend a bridge.

Cross the bridge and open the chests for red orbs. Save your game. Go into the next room and kill the enemies. Go to the light on the floor and press circle to knock over the statue of Zeus. Go over to the gauntlet and pick it up. You have acquired the gauntlet of Zeus.

New enemies with shields will appear. Hold square and release to break their shields. Kill them now that they're defenseless. When they're all dead, leave the room and go back across the bridge. Break through the door and run away from the spiked wall that follows you.

Break through the next wall and destroy the Zeus statue as well. Break the statue on the left for a red orb chest and take out the statue on the right to reveal a new path. Walk down it.

Open the door and switch to your blades by pressing down on the d-pad. Climb the wall to the north and kill the enemies here. Switch weapons when the shielded enemies appear. Open the chests for health and magic and turn the crank.

Climb back down the wall and kill more enemies. Go to the right and go across the chain that's extended (the one to the right of the other chain).

Climb the wall and save your game. Go left and jump off the cliff. Kill the harpies and the Cyclops. Break the rock over the crank with the gauntlet and turn both cranks. Go forward and run across the chain.

Turn left and jump across the platforms. Go down the next path and open the door.

Kill the archers to the left and head right. Open the door for a cut scene. Climb the wall and kill the Minotaur. Use the light of dawn to kill the archers. Break the rock over the crank and turn both of them.

One of the cranks lowers a platform with a red orb chest. The other one extends a chain. Cross it and save your game.

Go down the next hall and open the door. Kill the enemies and pull both levers. To the right of the levers is a wall you can climb. Climb up and latch onto the ceiling. Go to the end of the path and drop down to the floor. Open the chest for health and red orbs.

Go left and pull the lever to open a path in the last area. Go back to the room with the levers and jump down to the ground. Go left and climb onto the wall. Kill the enemies and head left. Slide down the wall and save your game.

Jump onto the gear and kill the enemies. Rotate the gear and it will slowly move to the other side of the area. Enemies will attack randomly, so stop turning and kill them.

When you reach the other side, jump down to the other gear and turn this. More enemies will attack, so just kill them and continue turning.

When you reach the other side, jump over the ledges and go to the shiny object. Press circle rapidly to make a chain bridge. Cross it and watch the cut scene.

Climb the wall and go down the path. Break through the wall and you

of light at her. Press the onscreen buttons and she will die.

+++++

CONGRATUALTIONS! You beat the game. Thanks for playing! Thank you for using this guide. There will be more to come.

:)

=====

Version History:

=====

Version 0.20: 12/2/08 Started FAQ. Wrote about me section, spoiler section, getting started section, and controls section. Wrote walkthrough up to the city of marathon.

Version 1.00: 12/3/08 Finished walkthrough. Wrote version history and legal information.

Version 1.10: 12/23/09 Updated email address. Fixed a few minor errors.

=====

Legal Information:

=====

This guide is copyright (c) 2008 by David DeGregorio AKA Zenithwillrule.

This game guide is only allowed to air on GameFAQs.com. If you wish to use this guide on your sight, email me and I will tell you my terms of use. Thank you and again thanks for reading.