

God of War: Chains of Olympus Demo Walkthrough

by katastrophie

Updated to v1.21 on Feb 1, 2008

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This is my 3rd guide although it's a short one. I plan on making the full walkthrough when the game comes out. God of War is one of my favourite games and on the PSP it is outstanding. Well let's get on with the destruction then

WHILE CLIMBING LADDERS \

/-----\
o=====o o=====o
{ Climb faster } - { Hold X+Up }
{-----} {-----}
{ Slide Down } - { Hold X+Down }
{-----} {-----}
{ Jump Down } - { X }
o=====o o=====o

WHILE IN WATER \

/-----\
o=====o o=====o
{ Dive } - { Square (Hold to dive deeper) }
{-----} {-----}
{ Surface } - { X (Hold to surface higher) }
{-----} {-----}
{ Charge Swim } - { While in dive hold L then release }
o=====o o=====o

BASIC MOVES \

/-----\
o=====o o=====o
{ Gut Stab } - { Circle }
{-----} {-----}
{ Chain Combo } - { [] (x6) }
{-----} {-----}
{ Cyclone of Chaos } - { Hold L+[] }
{-----} {-----}
{ Cyclone of Chaos (air) } - { Jump then hold L+[] }
{-----} {-----}
{ Spirit of Hercules } - { /\ (x3) }
{-----} {-----}
{ Plume of Prometheus } - { [][]/\ }
{-----} {-----}
{ Apollo's ascension } - { Hold L+X }
{-----} {-----}
{ Apollo's offensive (air) } - { Jump then Hold L+X }
{-----} {-----}
{ Shoulder Charge } - { Hole [] and when he starts to run press [] }
{-----} {-----}
{ Olympic Ascension } - { Hold /\ }
{-----} {-----}
{ Orion's Harpoon } - { (enemy in air) () }
{-----} {-----}
{ Athena's Reverse } - { Press L right when the enemy attacks you }
o=====o o=====o

COMBOS \

/-----\
AIR COMBOS (AirC) : These are various comboss that can be done while airborne.
For the full benefit do them while double jumping or in an ascension.

o=====o
{ [][][] }

the those Persian scum. There will be a green orb chest in here, don't use it as yet. Once you kill off the Persians go towards the shining part of the door and open it by tapping O. Before you even get it half way off the ground a cyclops will come and try to smash you with a pillar. Tap O to defend against it once you do another big baddy will come, the Basilsk, he makes mince meat out of the cyclops and is still hungry so get ready.

```

                                     /Boss Battle\
      /-----\
      /          {                      BASILISK                      }
      | A      {-----}
      | T C {   Fire Ball | Hydrogen mixes with various chemicals   }
      | T A {                      | in the lungs, spitting the gas out,   }
      | A R {                      | upon oxygen contact the fire ball is   }
      | C D {                      | created.                               }
      | K      {-----}
      \_____ {   Bite      | It's hungry, watch out for it's sharp   }
              {                      | teeth.                               }
              \-----/

```

This guy is a piece of cake, just do the heavy combos on him (/\'(x3)) and he'll be weakened in no time. Once you get him weak you have to initiate a mini game (a GOW favourite). The buttons are X and X. Once your done that Kratos will spot the pillar (the one that the cyclops tried to smash you with, remember?). Go towards the shining part and press O. Kratos will smash it over the Basilisk's head causing it to run like a wimp. If you need the health go and get it. Exit thorough the newly opened path and you'll be on the beach.

The shores of Attica

```

~~~~~
o-----o
{Breakable objects: 12}
o-----o

```

The Basilisk is now invading the city, it's blood trail is a sign of injury. Those fence like objects and pathetic forts can be smashed to get some red orbs. As you proceed in this are you will see that those Persian ships are still attacking, shooting cannons in the air causing them to drop down on the sandy surface. Maneuver through the sand, trying not to get hit from the cannons and make your way to the battering ram (in front of it is a rams head heh heh). Go to the shining part and hold circle, use the analog up or down to push it. When you push it a little bit up a cannon ball will come flying down so stop and then proceed until you make it to the gate. At the gate if you go to the right you will see a red orb chest at the left end there is a green orb chest. Now use the battering ram and bust that gate open.

The city

```

~~~~~
o-----o
{Enemies: 14 Persian Soldiers}
{           3 Persian Archers   }
{-----}
{Breakable           }
{objects: 12         }
o-----o

```

As you enter you will see the Persians killing your fellow men, doesn't this piss you off, go ahead and release your rage on them. Continue the path and you'll be faced with a new enemy, the Persian Archer. In this area there is a short swimming tutorial, cool off a little then proceed on the rampage.

Once you kill of the first batch of enemies more will come out of the crack in the door (they're like rats arn't they), 10 of them to be precise. There is also a green orb chest here. You see that crank, you have to rotate that to open the door. If the Persians are getting in the way what do you do? Kill them of course. Once you rotate the crank all the way quickly run towards the door and roll to get through.

Battlegrounds

```

~~~~~
o-----o
{Enemies: 4 Persian Soldiers}
{      4 Persian Archers  }
{-----}
{Breakable                }
{objects: 11              }
o-----o

```

Jump down the cliff and kill off the enemies. It might lag here a bit but the lag actually adds more to the intensity of the fighting (in my opinion anyway) If you continue to walk to your right you'll see a wooden wall which can be destroyed and inside will be 2 red orb chests. Now go to the ladder and destroy the wooden wall then proceed up the ladder. Half way up will be a green orb chest, take it if you need it, other wise keep heading up. When you reach the top you will be prompted to kick the wall down by pressing circle.

The rooftops

```

~~~~~
o-----o
{Enemies: 6 Persian Soldiers}
{-----}
{Breakable                }
{objects: 8              }
o-----o

```

You will see the Basilisk having a fun time destroying the city. 6 soldiers will come after you but you know that they are no match. Head to the right side and walk across the high beam, the Basilisk will shoot a fire ball at you and you'll be hanging of the ledge. Just press X to get back up. When you are across there will be a green orb chest and a door for which you must open.

(Cutscene)

The gold room

```

~~~~~
o-----o
{Enemies: 11 Persian Soldiers}
{      1 Persian King      }
{-----}
{Breakable                }
{objects: 9              }
o-----o

```

```

_____ /Boss Battle\ _____
/-----\
/      {                PERSIAN KING                }
| A    {-----}
| T C { Efreet      | A giant monster comes out from the King and  }
| T A {            | slams it's fist into the ground tossing      }
| A R {            | everything in it's radius aside like ragdolls }
| C D {-----}

```

```

| K  { Fire Slash | The Falchion burns with flames and is fiercely}
\_____{           | slashed downwards.                        }
{-----}
{ Sword   | Two slashes with his massive sword.             }
{ Combo   |                                                   }
\_____/_

```

This guy isn't to hard, his attacks don't take up much but they can be annoying. 11 soldiers will accompany him.

The strategy for him is simple. Just double jump and do 2 heavy attacks (/\'(x2)) then run or jump away from him. Make sure that you only do 2 because if you go overboard you'll get hit by his Efreet. Keep doing that and he'll get weak. When he does you have to initiate a mini game. The buttons are tap O, O, then [].

(cutscene)

```

o-----o
{Enemies: 6 Persian Soldiers}
o-----o

```

Kratos will grab a box and with you help (tapping O) he will smash the King's face in leaving him in a bloody mess. Now you will get the Efreet magic. Now 6 soldiers will come and they are basically guinea pigs for you to test out your newly aquired magic on. You won't lose any MP until you kill them all. Once you do the gate will open and there will be a green and blue orb chest waiting for you. Open the gate and you'll be confronted with the Basilisk again.

The rooftops continued

```

~~~~~
o-----o
{Enemies: 100 Persian Soldiers}
{-----}
{Breakable           }
{Objects: 7         }
o-----o

```

100 SOLDIERS!!!!!! Yeah thats right, I counted them myself. They will keep climbing up the ladders, you can make them stop coming for a bit by knocking down the ladders which will give you time to shoot the balista at the Basilisk. Do you choose to fight or choose to finish the demo, it's up to you. If you choose to shoot the Basilisk then the arrow will puncture the beast making it flinch while it's blood pours out of it's neck.

It is possible to get past the door where you have to tap circle but it is also hard since the Basilisk shoots fire balls at you when you are trying to open the door making you stop. If you find your way in (I havn't) theres a room which a involves putting moving a box to access the next part but when you do it the PSP freezes. There is a way to get past the freezing part also, but you need Custom Firmware and it requires hacks.

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