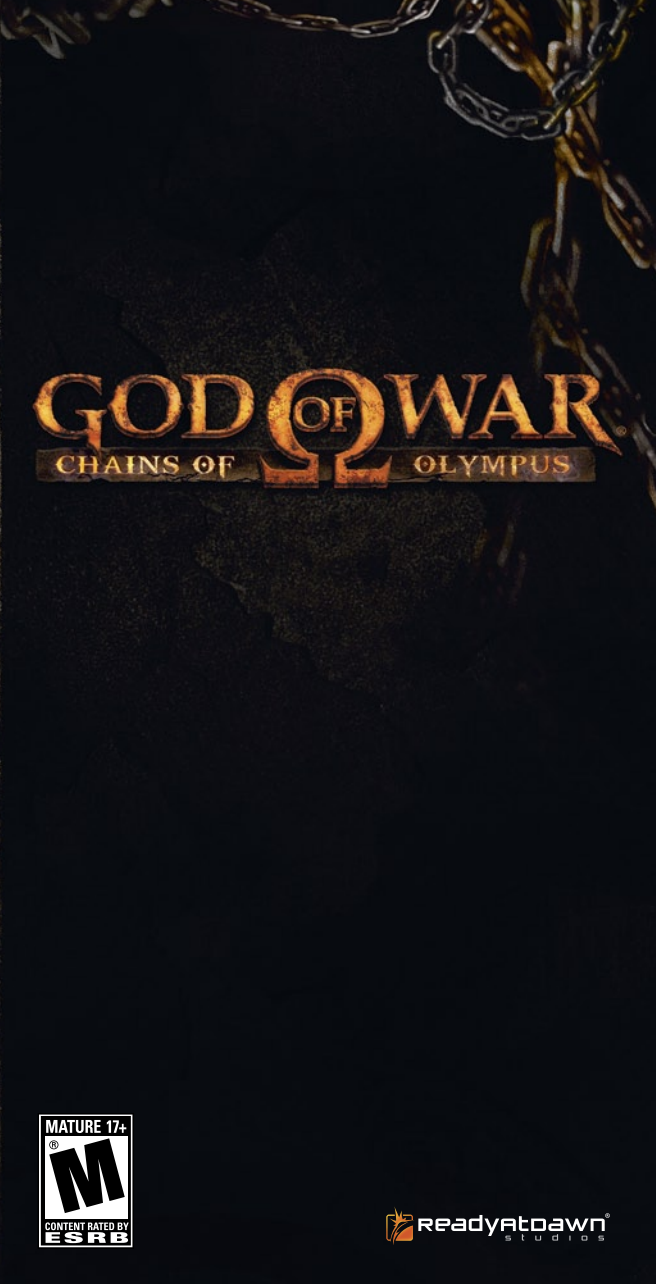




GOD OF WAR

CHAINS OF Ω OLYMPUS



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

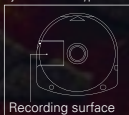
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness, discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

God of War®: Chains of Olympus Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT God of War®:Chains of Olympus disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

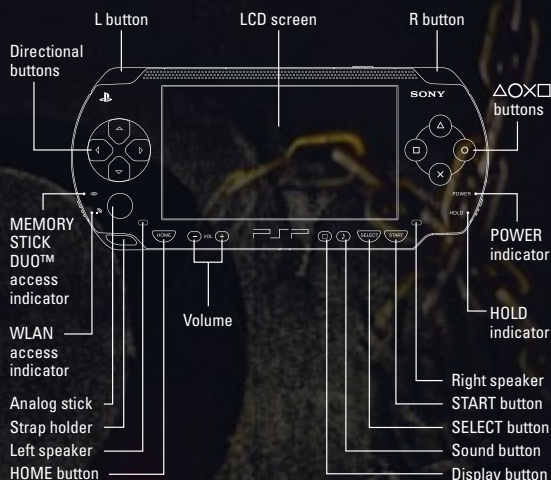
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ or Memory Stick PRO Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo with at least 544 KB of free space into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration



Menu Controls

Navigate Through Menus	or
Highlight Menu Item	directional buttons
Select Menu Item	
Exit Menu Screens	/
Return to Higher Menu	

On Ground Basics

Walk/Run/Climb/Swim	analog stick
Evoke.....	+ with analog stick
Jump	
Light Attack	
Heavy Attack	
Grab.....	
Block	

Controls

On Ground Basics Continued

Use Magic	R + □ or △ or ○
Action/Interact	○
Access Upgrade/Moves/Inventory Screen	START
Pause Game/Options Menu	SELECT

On Ground Advanced

(Some of these moves require Kratos to upgrade his blades before they can be used.)

Orion's Harpoon	○ (when an enemy is in air)
Hyperion Ascension	Hold △
Helios Reverse (requires Sun Shield)	Tap L
Plume of Prometheus	□ , □ , △
Spirit of Hercules	△ , △ , △
Valor of Hercules	△ , △ , □
Cyclone of Chaos	L + □

In Air Basics

Double Jump	× then ×
Horizontal Attack	□
Vertical Attack	△
Air Grab	○

(when Kratos and enemy are in air)

In Air Advanced

(Some moves require Kratos to upgrade his blades before they can be used.)

Cyclone of Chaos (Air)	L + □
Tartarus Rage (Air)	L + △
Rampage of the Furies (Air)	L + ○

Starting Up

Main Menu

NEW GAME: Select this option to begin a new God of War®: Chains of Olympus game. God of War®: Chains of Olympus offers four different difficulty configurations:

Mortal	(Easy)
Hero	(Normal)
Spartan	(Hard)
God	(Very Hard)

NOTE: To access God difficulty mode, you must first beat the game on the Mortal, Hero, or Spartan difficulty level.

LOAD GAME: Choose this option to load a previously saved game. As you play the game, you will reach checkpoints that allow you to save your progress.

OPTIONS: Toggle subtitles and hints ON/OFF, and adjust the game's sound and music volume. Press the directional buttons **➡** and **⬅** to set the volume levels higher or lower. You can also select **DISPLAY CONTROLS**, which allows you to view the control layout.

Note: To toggle subtitles on/off during cinematics press **□**

TREASURES: As Kratos progresses through the campaign mode and meets certain requirements, he will unlock various challenges and rewards in this menu. Check back often to see what has been unlocked!

The Game Screen



Blade Icon

The Blade Icon contains two separate meters — Health and Magic.



Health Meter

The Health Meter is refilled by collecting Green Health Orbs from fallen enemies and glowing green chests.

Magic Meter

The Magic Meter is refilled by collecting Blue Magic Orbs from fallen enemies and glowing blue chests.

Power Up Meter

The Power Up Meter shows how many Red Power Up Orbs are currently in Kratos' possession. Red Power Up Orbs are used to power up Kratos' Weapons and Magic.

Menu Screens

Pause Menu

Pressing **SELECT** during a game will pause the game and open the Pause Menu. From this menu, you can select **CONTINUE** to continue your game, **OPTIONS** to show or hide subtitles and hints, adjust volume, view game controls, **RESTART FROM LAST CHECKPOINT** will return Kratos to the most recent check point, or **QUIT GAME** to quit and return to the Title Menu.

Note: You can also press **SELECT** from any of the menu items to return to the game

Menu Screens



Pressing **START** during gameplay pauses the game and gives you access to the Menu Screens (Power Up, Moves, and Items). Use **L** and **R** to scroll between the screens, and press the directional buttons **↑** and **↓** to highlight an option.

POWER UP: Kratos will acquire new Weapons and Magic abilities, which then can be upgraded by using the Red Power Up Orbs he's collected. Select a Weapon or Magic to be powered up and then hold down **X** to upgrade.

MOVES: Displays all of the current combos and moves that have been unlocked and are available to Kratos. As Kratos gains new Magic and abilities, the Move list will grow substantially.

ITEMS: Throughout his journey, Kratos will acquire items that aid him in the battlefield. Descriptions of these items and their purpose can be found here.

Items



Chests

Throughout his quest, Kratos will often find chests — some of which are cleverly hidden within the environment. These chests hold useful items and orbs. To open a chest, stand in front of it and hold **○**.



Save Altar

Any time Kratos comes across a glowing pillar of light, step into the light and press **○** to save your progress.

Note: A save game containing profile information such as unlocked items and available upgrades will be saved in conjunction to save points without notifying the user.

Special Items

In addition to Orbs, Kratos can find Special Items that will greatly increase his powers. Of course, items such as these are not easy to come by. You can view the Special Items you've acquired by pressing **START** and using **L** or **R** to scroll to the Inventory Menu.



Gorgon Eyes

Collect five Gorgon Eyes to increase Kratos' Health Meter by one level.



Phoenix Feathers

Collect five Phoenix Feathers to increase Kratos' Magic Meter by one level.



Attacks and Moves

Combos



Kratos can unleash devastating attacks that can be linked together to create a string of combos, capable of inflicting massive damage. By striking, swinging, and even using the Blades of Chaos to catch and impale his enemies, he can execute both short-range and long-range attacks. Kratos can earn more red orbs for higher number combos.

Context Sensitive Attacks



Context Sensitive Attacks normally occur once an enemy has been damaged to a certain extent. Once this happens, a  button will appear over the enemy's head. Press  and then continue to time and execute the series of button presses and/or analog stick movements that appear on-screen. If done correctly, Kratos will take out the enemy with a devastating finishing move.

Attacks and Moves

Climbing

Kratos can climb certain surfaces and even fight while hanging on. To climb on a wall or other climbable surface, move the analog stick , , , or . To quickly jump along the wall, press . To quickly slide down a climbing wall press  and hold the analog stick . Kratos can also travel quickly along ceilings with his blades by pressing .

Swimming

In certain areas, it is necessary for Kratos to swim. Move the analog stick to guide Kratos through the water. He can also ascend, descend, and dash. To ascend, hold either  or . Holding  will make him dive further down. Hold  to dash. The swim dash, aside from quickly speeding through water, is also handy for breaking underwater obstacles.

Note: Kratos cannot descend or ascend while swimming until obtaining Triton's Lance.

Moving Objects



Kratos can move certain objects from one place to another. To grab and move an object, approach it and press and hold , then move it with the analog stick. Kratos can also kick moveable objects. To kick an object, hold  to charge the kick, then release.

Attack and Moves



Magic

Once granted, these special abilities will give Kratos temporary powers that will greatly increase his chances for survival. As Magic abilities are acquired, hold the **R** button and press either **△**, **□**, or **○** to execute the appropriate Magic ability, provided there is sufficient Magic in the Magic Meter. Using Magic will deplete the Magic Meter.

Puzzles

Kratos will often be called upon to decipher numerous mind-bending puzzles. Kratos can and will need to interact with items in the environment to help him continue. Anytime you see a glowing white light or glossy sheen on an object or location, it is possible to interact with that object. This may involve attacking and destroying it, or using it by pressing **○**.



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God of War - Chains of Olympus

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Shuhei Yoshida
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Notes

Notes



COMING SOON

PLAYSTATION 3



May contain content
inappropriate for children.
Visit www.esrb.org for
rating information.



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