

OLYMPUS

GOD OF WAR™

MATURE 17+



**READ BEFORE USING YOUR PlayStation®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card (8MB) (PlayStation®2) slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GOD OF WAR®

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday-Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

**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.

Table of Contents

Gathering of the Gods	2	
	4	Getting Started
Starting Up	5	
	6	The Game Screen
Controls	8	
	10	Attacks / Moves
Menu Screens	11	
	12	Upgrades / Magic
Map	16	
	18	Map of Athens
Map of Desert	20	
	21	Map of Pandora
Beasts of the Ancient World	22	
	28	Relics of the Ancient World
People of the Ancient World	32	
	34	Gods
Treasures of Olympus	36	
	38	Credits
Warranty	46	

Gathering of the Gods

ZEUS: I have gathered you here on this holiest of grounds to discuss the fate of a mortal whose actions I sense could have grave implications to all of us here on Mount Olympus.



ATHENA: My lord, my father, it is Kratos of whom you speak. I have been his patron goddess these last 10 years as he has fought to stave off madness and earn our forgiveness.

ARES: The man is a fool. He turned his back on a gift so –



ZEUS: Enough, Ares. I know what he has done. And, might I add, I know why he did it. You should be ashamed.

ATHENA: Ares' actions were brutal, as always, My Lord. My oracles warn me that even now Ares is marshalling his forces to attack and destroy my fair city.

ARES: Athens, so called city of art, city of culture. It is nothing more than a festering pit filled with flabby aristocrats. Athens is a blight on mother Gaia herself! I will destroy your city, my dear sister.

ATHENA: Not if I stop you, my brother.

ZEUS: Enough, both of you. Your childish quibbles are your own, but I do not want this war encroaching on the steps

of Mount Olympus. We have other worries. Kratos may very well alter the course of all our destinies.

ATHENA: He is quite insane, my lord. But he is strong.

ARES: On that, we can agree.

ZEUS: Yes...he is strong. But one day he may grow too strong for his own good. And for ours.

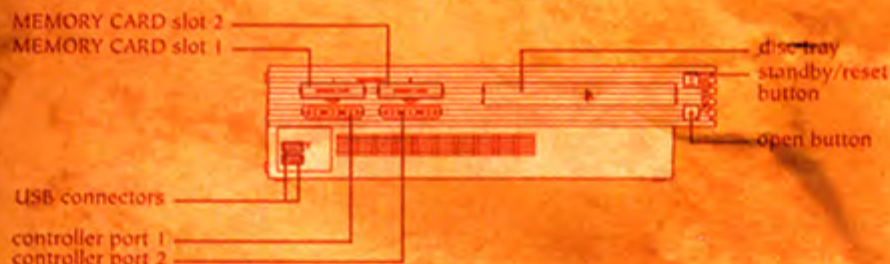


Getting Started

PlayStation®2 computer entertainment system (slim):



PlayStation®2 computer entertainment system (original):



SETTING UP YOUR PLAYSTATION®2 CONSOLE

4

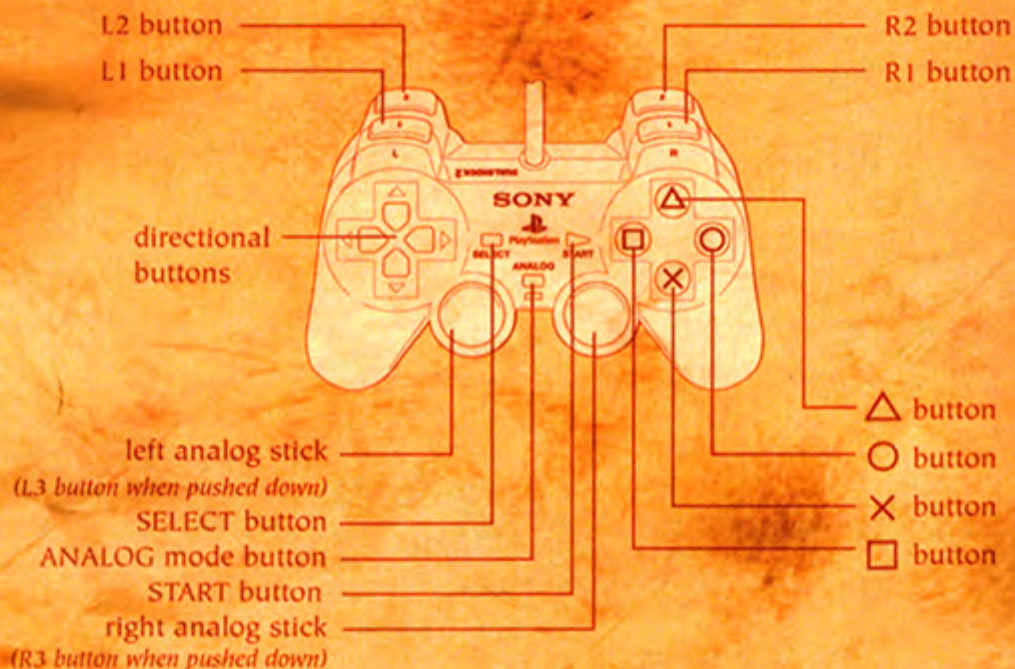
Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN ICON button and the disc tray will open. Place the God of War™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation 2) into memory card slot 1 or memory card slot 2 of your PlayStation 2 console. You can load saved game data from any memory card (8MB)(for PlayStation 2) containing previously saved data. NOTE: Unlocked Treasure Content on any memory card (8MB)(for PlayStation 2) inserted into memory card slot 1 or memory card slot 2 is automatically loaded at boot. If the PlayStation 2 console is booted without a memory card (8MB)(for PlayStation 2) containing Unlocked Treasure Content, all Treasure Content will remain locked. All available Unlocked Treasure Content from both memory cards will be saved to the selected memory card whenever the game is saved.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STARTING A NEW GAME AND GAME SAVES

Choose New Game at the Main Menu. Game progress is saved at certain points in the game when activating a Save Altar by pressing **R2**. When asked if you would like to create a God of War save file, choose Yes and press **×**. God of War has slots for up to four different save files. God of War offers four different difficulty configurations: Mortal = Easy, Hero = Normal, Spartan = Hard and God (Very Hard). Note: God of War must be completed in Mortal, Hero or Spartan Mode to unlock God Mode. If you want to resume a saved game, select Load at the Main Menu and then choose the save file you wish to load.

The Game Screen

Health Meter

Magic Meter



5
HITS

6
Magic
Section

Power Up
Meter

Rage of
the Gods

BLADE ICON



Kratos' Blade Icon can be found in the top left corner of the screen. The Blade Icon contains three separate meters in one — Health, Magic and Orbs — and displays the current Magic you have selected.

HEALTH METER

The Health Meter is a green bar found inside the Blade Icon. It is refilled by collecting Green Health Orbs from fallen enemies and glowing green chests.

MAGIC METER

The Magic Meter is a blue bar found inside the Blade Icon. Collecting Blue Magic Orbs from fallen enemies and glowing blue chests refill it.

POWER UP METER

The Power Up Meter is a red bar found inside the Blade Icon. It is used to power up Kratos' Blades and Magic. Collecting Red Power Up Orbs fills it. They are gained by breaking environmental objects, from fallen enemies, glowing red chests and non-glowing chests.

MAGIC SELECTION

Kratos will gain many new and powerful Magic abilities. The Magic Icon can be found on the left side of the Blade Icon and represents the current Magic the player has selected. Use the directional buttons **↑**, **↓**, **←** and **→** to choose from available Magic abilities.

RAGE OF THE GODS METER



Once the Rage of the Gods is acquired, the Meter located in the bottom right corner of the screen will slowly fill as Kratos fights and defeats his enemies. When completely full, Kratos can temporarily draw upon the Rage of the Gods by pressing **L3** + **R3** simultaneously. This meter will fill faster as Kratos does bigger attack combos. While in Rage of the Gods mode, Kratos gains new attacks that do more damage than his normal combat moves.

Controls

MENU CONTROLS



Access Menu Screens



Pause Game/Options Menu

Left analog stick /
directional buttons

Highlight/menu item



Select menu item



Previous screen

L1 / **R1**

Scroll Menu Screens

ON GROUND CONTROLS

Left analog stick

Walk/Run/Climb

Right analog stick

Evade



Jump

X then **X**

Double Jump



Normal Attack



Heavy Attack



Grab enemies

L1

Block (and Parry enemy if attack is blocked at right time)



Select Magic
(when acquired)

L2

Use Item/Magic

R2

Action/Interact with world



L3 + R3
(pressed simultaneously)

Rage of the Gods
(when Rage Meter is full)

△ (hold) Launch and follow enemy into the Air

× (when launching enemy in air) Super Jump

○ (when an enemy is in air) Chain Grab

START Access Menu Screens

Hold **R2** and press **×** To Kick Objects
to charge and release

IN AIR BASICS

□ Horizontal Attack

△ Vertical Attack

○ (when Kratos and enemy are in air) Air Grab

L1 Block

Directional buttons
↑, ↓, ←, → Select Magic
(when acquired)

L2 Use Item/Magic

R1 Hercules Stomp

○ (hold) Rope Swing
(when hanging on a rope)



Attacks / Moves

COMBOS

Kratos can unleash devastating attacks that can be linked together to create a string of combos, capable of creating 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 will earn more red orbs for higher numbered combos.

CONTEXT SENSITIVE ATTACKS

Once an enemy has been damaged enough, a context sensitive button icon will appear over the enemy's head. Press the corresponding button and then time and execute a series of button presses (□, ○, ×, and △) and/or left analog stick directions that appear on-screen. If done correctly, Kratos will unleash more damage or take out an enemy with a devastating finishing move that often times will reward Kratos with extra Orbs.



Menu Screens

Pressing **START** during gameplay pauses the game and gives you access to the Menu Screens (Power Up, Moves and Items). Use **L1** and **R1** to scroll between the screens and **↑** and **↓** to highlight an option.

POWER UP MENU

Kratos will acquire new abilities, which then can be upgraded by using the Red Orbs he's collected. Select a Weapon or Magic to be powered up and then hold down **X** to upgrade. An Orb meter shows how many Red Orbs Kratos has in his inventory and how many are required to power up the Magic or weapon.

MOVES MENU

The Moves Menu displays all of the current combos and moves that have been unlocked. At the start of his quest, Kratos will only have a few of these moves, but as he gains new Magic and abilities, the list will grow substantially.

ITEMS MENU

The Items Menu displays the Special Items Kratos has uncovered. These Special Items are cleverly stashed away in chests throughout Greece.



Upgrades

Both Kratos' Blades of Chaos and the Magic abilities can be upgraded by using the Red Orbs he's collected. These can be powered up multiple times, increasing their power and abilities. The Blades of Chaos can be upgraded up to five levels.

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. Only a true warrior will be able to uncover and collect them all. You can view the Special Items you've acquired by pressing  and using **L1** or **R1** to scroll to the Items Menu.

12

Magic

As Magic abilities are acquired, use , ,  and  to choose a Magic, and then execute the move or combo required to unleash it.



ZEUS: Even though I have forbidden the Gods from waging war against each other, our powers are our own to do with as we please. I believe Athena's concern rings true. We must help this mortal stop Ares. But I say it must be done with caution. We can impart these gifts of Olympus to Kratos, but first we must see that he is, indeed, worthy to wield them.

POSEIDON'S RAGE



Attack multiple foes at once with this powerful gift from lord Poseidon.

L2 Poseidon's Rage

L2 +  (tap rapidly) Wrath of Poseidon

MEDUSA'S GAZE



Turn enemies to stone with the head of a Gorgon.

L2 (hold) +  (hold) Gorgon Torrent

L2 (hold) +  Gorgon Flash

L2 +  (hold) Gorgon Rage

ZEUS' FURY



Attack enemies from a distance using Zeus' powerful thunderbolts.

L2 (hold) +  Zeus' Fury

L2 (hold) +  (charge then release) Might of Zeus

14

ARMY OF HADES



Summon the souls of the dead to fight at your side.

L2 Summon the Army of Hades

BLADE OF ARTEMIS



Equip this ancient blade to dismember your enemies at close range.

L1 (hold) + **R1** (hold) Summon and Sheath Sword

L1 (hold) + **X** Wrath of Artemis

L1 (hold) + **□** Revenge of Artemis

L1 (hold) + **△** (hold) Ascension of Artemis

L1 (hold) + **○** Retribution of Artemis





SUICIDE
BLUFFS

TEMPLE OF
THE ORACLE

ATHENS

AEGEAN
SEA

HADES

OLYMPUS

ZEUS
MOUNTAIN

DESERT OF
LOST
SOULS

PANDORA'S
TEMPLE

Map of Athens



ZEUS: It is with heavy heart I look down on Athens and bear witness to my son's destruction. The city is on the edge of ruin and I fear the oracle's prophecy is true... only a mortal can save it from falling. Even now, Ares crushes its buildings underfoot, unleashing the beasts of the underworld upon its citizens. If this pale skinned mortal is to save my daughter's city, he must fight his way through its streets and find the Temple of the Oracle. It is there that he will learn the only way to kill a god.

ATHENS





Map of Desert



ZEUS: The path through the Desert of Lost Souls is for fools, and one that can only lead to death and misery for those seeking the reward at its end. If the fierce winds and choking sands do not strip the flesh off the bones of those foolish enough to crawl across its vast dunes, the lure of the terrible Sirens, whose hypnotic song cannot be ignored, will surely lead them to a gruesome demise. Only true warriors with the strength and fortitude to follow their call will reach the other side unscathed. If this mortal Kratos can complete such a task, he will find the Horns of Pandora, which have the power to summon a Titan.



**DESERT
OF
LOST SOULS**

Map of Pandora



ZEUS: It seems like a cruel fate, but my father Kronos deserves far worse. Once the ruler of the mighty Titans, it was I who dethroned him and seized the power for myself. As punishment, I commanded him to wander the desert endlessly, the massive Temple of Pandora chained atop his back. Inside this cursed temple, a weapon powerful enough to kill a god. Is it possible that Kratos can overcome these deadly obstacles and foul beasts and retrieve it? Could he succeed where no other mortal could? Athena has chosen well, no doubt. Perhaps Athens will survive after all.



Beasts of the Ancient World



ARES: Beasts, creatures, legions of undead. I have plundered them all beneath Hades' very nose and have unleashed them upon Greece. I do not doubt Kratos possesses great strength and brutality, as I am the one who unleashed the black depths of his soul, but if the gods really believe he can stave off the hordes of evil that I have unleashed, then they are greater fools than I ever imagined.

UNDEAD LEGIONNAIRES

Once proud warriors, Ares reanimated these wretched souls trained in the art of war. They will attempt to divide and conquer, surrounding their prey and attacking from all sides in quick, devastating strikes.

Grabbing these enemies with  and then rapidly pressing  will leach Orbs from their rotting bodies.





HYDRA

Tales of the Hydra, a reviled serpent-like beast terrorizing the depths of the Aegean Sea, have been whispered on the hushed lips of terrified seamen for generations. Its attacks are fierce and a battle against one is sure to be arduous.



MINOTAUR

Fast, nimble and bloodthirsty, the Minotaur is a race of creatures that are half-man and half-bull. It is said that once weakened, knocking them to the ground when ☉ appears and then rapidly tapping ☉ will cleave their heads in two.



CYCLOPS

Huge one-eyed behemoths with a penchant for human flesh, these lumbering beasts helped build Mount Olympus for the Gods. Possessing thick hides, huge weapons and battle-worn skin, the Cyclops are almost invulnerable, but their weakness lies in their one large eye, hit  when it appears above the beast's head to gain lots of experience orbs.



HARPIES

These disgusting bird-like creatures are in the service of Ares. They have the heads of grotesque maidens and possess long claws and faces pale with hunger. Agile and airborne, their swift attacks and lithe flying bodies make them a difficult target while in the air. Grabbing them with  will kill them with one hit BUT will give Kratos no experience.

GORGONS

Once beautiful young women with long, silky hair, they were punished for their infidelity by Athena and transformed into hideous serpent-like monsters. Their beautiful hair was twisted into nests of hissing snakes and their stares could turn any living thing that looked upon them instantly into stone. If one could manage to decapitate Medusa, the queen of the Gorgons, her severed head gives him the ability to turn any other monsters into stone. Engaging a Gorgon when it is weakened by pressing  and then correctly executing the left analog stick movements will provide magic-giving Blue Orbs.



WRAITHS

Ares reclaimed these corpses as part of his undead army and have sent them out to serve his will. These foul beasts are equipped with razor sharp claws with which they use to burrow under the ground and then launch an attack when their enemy's guard is down. They are strong, no doubt, but they can be easily grabbed and thrown to the ground.





SIRENS

The Sirens were transported to the Desert of Lost Souls where their beautiful songs lured those seeking Pandora's Box. It is said that, by locating and killing three of these magical creatures, the path to the Temple of Pandora will be revealed.

CERBERUS DOGS

These three-headed, dragon tailed dogs freely roam the Temple. In addition to their razor sharp teeth, and fiery projectiles these filthy creatures can vomit up small puppies that, if given the opportunity, will quickly develop into full-grown beasts.



CENTAURS

Half man, half horse, these savage creatures are much more beast than human. They possess the strength and intellect of both races.



SATYRS

Like the Centaurs, the Satyrs are a mixed breed of creature and man. They are strong, quick and nimble, which makes them ideal for close combat. By grabbing them with  and then rapidly pressing , it's possible to engage them in a battle of strength.



Relics of the Ancient World

ORBS

These Orbs come in three different colors: Red, Green and Blue – each serving a distinct purpose. Red Orbs are Power Up Orbs, which can be used to upgrade Kratos' weapons and Magic abilities.

Red Orbs can be found by destroying environmental objects, from fallen enemies, opening glowing red chests and non-glowing chests.

Green Orbs are Health Orbs and will refill Kratos' Health Meter. Green Orbs can be gained by killing enemies and opening glowing green chests.

Blue Orbs are Magic Orbs and refill Kratos' Magic Meter. Blue Orbs can be collected off of fallen enemies, as well as from glowing blue chests.

CHESTS

Throughout his quest, Kratos will often find chests – some of which are cleverly hidden within the environment. These chests hold a variety of useful items that will surely aid the warrior in his quest. To open a chest, stand in front of it and press and hold **R2**.



SAVE ALTAR

A glowing ray of light from the gods will provide a vessel from which Kratos will be able to save his progress. Any time you come across one of these Save Altars, step into the light and press

R2 to save your game.



GORGON EYES

Gorgon's Eyes are imbued with mysterious life giving properties. It is said that by collecting six eyes from a Gorgon, your Health Meter will increase one level.



PHOENIX FEATHERS

The magical feathers of the mythical phoenix have the power to grant their owner enhanced magic. It is said that by collecting six of them, your Magic Meter will increase by one level.



POSEIDON'S TRIDENT

The Trident of Lord Poseidon. Once found, Kratos will be able to swim and breathe underwater. To swim up, hold **△**, to swim down, hold **□** and to dash with a speed burst, hold **R1** to charge and then release.



HADES' SHIELD

One of two shields used by the gods in the war against the Titans, when used in conjunction with a second shield, Hades' shield holds the power to grant passage deeper into Pandora's Temple. Beware of traps that may befall those who attempt to take it.



ZEUS' SHIELD

The second of two shields used by the gods in the war against the Titans, Zeus' shield, when set within its place of honor along another, will grant passage deeper into Pandora's Temple.



MUSE KEYS

The Muses are the daughters of Zeus. As the goddesses of music, poetry, the arts, and science, the Muses embodied the more civilized aspects of human existence. Only two of the Muse keys exist in the world. If uncovered, they may lead their owner to untold riches.



A circular emblem with a red teardrop pendant. The emblem features concentric circles and a decorative border. The pendant is a simple, elongated teardrop shape with a small loop at the top.

NECKLACE OF HERA

A beautiful piece of jewelry only befit for a god. Hidden deep inside the Temple of Pandora, when found and used in conjunction with a second necklace, its powers may reveal new paths.

A circular emblem with a green teardrop pendant. The emblem features concentric circles and a decorative border. The pendant is a simple, elongated teardrop shape with a small loop at the top.

NECKLACE OF APHRODITE

A second necklace hidden inside the Temple of Pandora. When paired with it's sister, this mysterious trinket may help its owner continue his quest.

A circular emblem with a green mermaid-like figure. The figure is depicted in a dynamic, swimming pose, with its tail curved upwards. The emblem features concentric circles and a decorative border.

NYADS

They are known to preside over bodies of fresh-water. Kiss these daughters of Poseidon when you encounter them, if you can catch them.

People of the Ancient World



Athena: There are other roles in this tragedy that must be filled. These players will face danger, love, redemption and, ultimately death. It is unfortunate, but it is the will of the gods and it must be so.

Oracle of Athens

The Oracle of Athens resides in a great temple inside the city walls. Bearer of light and truth, she possesses knowledge of a weapon powerful enough to kill a god.

The Gravedigger of Athens

This strange, senile old man can be found digging a grave for Kratos in Athens. For a peasant, he seems to know much about the Spartan warrior.

The Body Burner

The first to attempt to uncover the treasures of Pandora, this poor soul was punished by the gods for his failure. His curse is to forever watch over the entrance, opening its gates for those foolish enough to follow in his footsteps, and then throwing their dead bodies on its pyre.



Wife of Kratos

The young and beautiful wife of the Spartan warrior, when all else feared and worshipped him, she was the only one to brave his fury.



Daughter of Kratos

Kratos' only child, loves her father yet is afraid of his fury and rage.



The Village Oracle

This oracle watches over a temple in a small farming village on the outskirts of Athens. The temple, built to offer prayers to Athena, holds something forbidden to Kratos.



Architect of the Temple of Pandora

Loyal subject and architect of the gods, the Architect and his two sons dedicated their lives to building Pandora's Temple. It is said that he may still be alive inside its walls, still trying to appease the gods who abandoned him years ago.

Gods

ATHENA

Athena is the daughter of Zeus. She is a fierce and brave warrior, but only fights when her city is in peril from outside enemies. She is the goddess of the city of Athens and is the embodiment of wisdom, reason, and purity.



POSEIDON

Second only in eminence to his brother, Zeus, Poseidon is the ruler of the Seas. Carrying a trident with which he can shake and shatter whatever he pleases, Poseidon can bring the rage of the ocean down upon those who anger him.



ZEUS

The supreme ruler of the Gods, Zeus reigns over the sky, while his brothers Poseidon and Hades rule the Seas and underworld. As lord of the sky and rain, Zeus wields deadly thunderbolts, which he can hurl at those who displease him.





ARES

The God of War, Ares is the son of Zeus and Hera, both of whom detest him. Considered murderous and bloodstained, Ares is also a coward and will find and manipulate others to do his bidding.

ARTEMIS

Apollo's twin sister and daughter of Zeus, Artemis is one of the three maiden goddesses of Olympus. As overseer of the wilderness, the hunt and wild animals, Artemis protects them fiercely using her giant blade.



APHRODITE

Daughter of Zeus, Aphrodite is the goddess of love and beauty. Filled with light and love, Aphrodite possesses the power to steal away the hearts of gods and mortals alike.



HADES

The underworld is hidden in the earth — a joyless place where the dead slowly fade into nothingness. It is the kingdom of the dead and ruled over by Hades, brother of Zeus and god of the underworld. Hades is a greedy god who is greatly concerned with increasing his subjects.



Treasures of Olympus

UNLOCKED AT BEGINNING OF GOD OF WAR

THE MAKING OF GOD OF WAR

Learn how God of War went from single idea to finished game.

Press  to play.

GOD OF WAR TRAILERS

(BOTH ORIGINAL TEASER AND MAGIC TEASER)

Internet trailers used to introduce God of War.

Press  to play Trailer 1.

Press  to play Trailer 2.

DEFEAT THE GAME ON MORTAL/HERO/SPARTAN MODE

CREDITS

The Creative Team behind God of War. Beat the game to unlock.

DELETED LEVELS

See levels that were cut from God of War. Beat the game to unlock.

HEROIC POSSIBILITIES

See the evolution of Kratos. Beat the game to unlock.

VISIONS OF ANCIENT GREECE

See how the levels of God of War were designed.

Beat the game to unlock.

MONSTERS OF MYTH

See how the monsters of God of War were designed.

Beat the game to unlock.

THE BIRTH OF THE BEAST

Discover a secret from Kratos' past. Could this be his next adventure? Beat the game to unlock.

GOD MODE

The most difficult version of God of War. Advanced players only. Beat the game to unlock

CHARACTER GRAVEYARD

Visit the Character Graveyard and see 3D models that did not make it into the game. Beat the game to unlock.

CHALLENGE OF THE GODS

10 Rooms, 10 challenges. Can you make it to the end? Beat the game to unlock.

IN-GAME MOVIES

Watch All the In-Game Movies. Beat the game to unlock.

DEFEAT THE GAME ON SPARTAN MODE (ONLY)

A SECRET REVEALED

Discover the secret of Kratos' family. Where will this discovery lead? Beat God Mode to unlock.

THE FATE OF THE TITAN

What has become of Kronos the Titan? Beat God Mode to unlock.

SECRET MESSAGE 1

(beat the game on God Mode - God Mode Finale)

DEFEAT THE GOD OF WAR CHALLENGES

ADDITIONAL COSTUMES

New costumes for Kratos.
Beat the Challenge of the Gods to unlock.

SECRET MESSAGE 2

??????

Credits

SONY COMPUTER ENTERTAINMENT AMERICA

SANTA MONICA STUDIO

GAME DIRECTOR /
LEAD DESIGNER
David Jaffe

PRODUCER
Shannon Studstill

LEAD PROGRAMMER
Tim Moss

ART DIRECTORS
Terry Smith
Steve "Scat" Caterson

COORDINATING PRODUCER
Sandy Abe

ASSOCIATE PRODUCERS
Whitney Wade
Yumi Yang

PROJECT COORDINATOR
Rita Mines

GAME PROGRAMMERS
Matt Arrington
Magnus Danielsson
Thomas Miller IV
Bob Soper
Phil Wilkins

LEAD ENGINE PROGRAMMER
Christer Ericson

DESIGN - LEVEL DESIGN
& SCRIPTING
Ashley A. Morgan
Todd Papy
Jo Wright

DESIGN - COMBAT SCENARIOS

David Jaffe
Todd Papy

DESIGN - COMBAT SYSTEM

Derek Daniels
Richard Foge
Eric Williams

DESIGN - CAMERA

Jessica Brunelle

DESIGN - LEVEL DESIGN

Tobin A. Russell

DESIGN - SOUND & MUSIC SCRIPTING

Jonathan Hawkins
Jason McDonald

CONCEPT ARTISTS

Cecil Hong-Sik Kim
Scott Seeto
Charlie Wen

LEAD ENVIRONMENT ARTISTS

Stig Asmussen
Ken Feldman
Gustavo Rasche

ENVIRONMENT ARTISTS

Mark Ahlin
Mark Anderson
Paul Coda
Den Johnson

LEAD CHARACTER ARTIST

Dave Matthews

CHARACTER ARTISTS

Louis Lu
Erik San Juan

LEAD ANIMATOR

Cory Barlog

ANIMATORS

Paul Lee
Giovanni Luis
Nick Vona
Mehdi Yssek

LEAD EFFECTS ARTIST

Maximillian Vaughn Ancar

TECHNICAL ARTISTS

Mark Anderson
Richard Greenspan
Jason Minters
Alexander Stein

LEAD FLASH

INTERFACE / HUD ARTIST

Kenneth T. Roy

PRODUCTION ASSISTANT

Ariel Lawrence

TESTERS

Paul Edwards
Rob Hargraves

**MARKETING MATERIAL, ART
DIRECTOR**

Charlie Wen

ADDITIONAL DESIGN

Charlie Huenergardt
Quinlan Richards
Scott Rogers

ADDITIONAL

PROGRAMMING SUPPORT

Ben Diamand
Vassily Filippov

ADDITIONAL TECHNICAL

ART SUPPORT

James D. Polk

ADDITIONAL ENVIRONMENT

ART SUPPORT

Melissa Harrison

ADDITIONAL ARTISTS

Henry Cheng
Matt Clyne
Peter Kim
Jeff Morgan
Tate Mosesian
Mike Nicholson

**ADDITIONAL CONCEPT AND
STORYBOARD ARTISTS**

Shannon Denton
Martin Mercer
Adam Pollina, courtesy
of Terry Smith Creatio
Aaron Sowd
Dwayne Turner, courtesy
of Terry Smith Creations
Brad Vancata

ADDITIONAL ANIMATORS

Jeff Bailey
Dave Blanchette
Grace Dotson
Colm Duggan
Michael Kiely
Parker Matson
Nicole Stinn
Greg Tiernan
Mark West

GAME WRITTEN BY

Marianne Krawczyk
Alexander Stejn
David Jaffe
Keith Fay

**DIRECTOR, PRODUCT
DEVELOPMENT**

Allan Becker

**VICE PRESIDENT,
PRODUCT DEVELOPMENT**

Shuhei Yoshida

SPECIAL THANKS

We would like to thank
Spouses/Significant Others and
families of the development team.

We would also like to thank Charles
Boughton, Jennifer Clucas, Tim
Donley, Cory Halbloom, Barbara
House, Linda Jo, Douglas Kelley,
Danny Montealegre, Tanya Page,
Robert Rabang, Maya Rogers,
Tomomi Simpson, Jon Steele,

Jonathan Alan York, Charlene
Pangulto, Rob Wyatt, USC School of
Engineering (Anthony Borquez, Tim
Langdell), USC School of Cinema-
Television, Interactive Media (Tracy
Fullerton, Chris Swain), Santa
Monica College (Chris Fria, Gloria
Mottler), Interact (Paul
Cunningham, Mark Synor), Digital
Artist Management, Inc. (Suzanne
Wattley), 411 Creatives, Chuck
Jeffries, Gina Luckett, Dennis
Mellon, Thomas Orsi, Howard
Pattow, Katja Reitemeyer, Shane
Francis Co., Andrew Moore

**SCEA AUDIO
PRODUCTION GROUP**

**DIRECTOR OF TOOLS,
TECHNOLOGY AND SERVICES**

Buzz Burrowes

MUSIC DIRECTOR

Chuck Doud

SOUND DESIGN MANAGER

David Murrant

MUSIC SUPERVISORS

Clint Bajakian
Victor Rodriguez

**LEAD SENIOR
SOUND DESIGNER**

Brad Aldredge

**SENIOR SOUND DESIGNER /
CINEMATICS POST PRODUCTION**

Mark Reis
Michael Johnson

MUSIC EDITOR

Clint Bajakian

**MUSIC PRODUCTION
COORDINATOR**

Tammy Tsuyuki

ADDITIONAL SOUND DESIGN

Chuck Russom
Mark Reis
Rex Baca

SCEA ART & ANIMATION SERVICES GROUP

DIRECTOR

Dwayne Mason

MOTION CAPTURE MANAGER

Brian Rausch

CINEMATICS MANAGER

Scott McMahon

CINEMATICS

STORY CINEMATICS BY SEMOLOGIC, INC

**Executive Producer,
Jongbo Kim**

Producer, Taka Yasuda

Producer, You Shin Won

**Assistant Producer,
Tho Se Min**

**Facial Animation Supervisor,
Robert Blye**

**Facial Animator,
Jessica Arbogast**

**Assistant Animator,
Binh Nguyen**

**Assistant Animator,
Paolo Ziemba**

**Character Technical Director,
Koji Nagashima**

CG Programmer, Gyedo Jeon

Programmer, Jin Woo Park

**Software Supervisor,
Shinichi Soeda**

**Senior Network Engineer,
Masayuki Kasuya**

Designer, Calvin Lee

**Storyboard Artist,
Kyung Shin**

**Production Assistant,
Sa-Eun Park**

VFX, Woo Yong Kun

**Lead Modeler,
Choi Sang Hoon**

**Modeling Artist,
Lee Chun Kwang**

**Lead Lighting & Texture,
Jang Mil Min**

**Lighting & Texture Artists -
Kim Dea Il, We Sung
Min, Kim Jung Hun,**

Lead Animator, Kwon Min

**Animators - Kim Dong Sun,
Kim Hyoung Jin, Kang Ji
Hun, George Zimmel**

Jung Won Don, Kim Si Hyun

**Assistant Animator,
Han Jea Yeoul**

**Lead Composer,
Ko Jong Huyn**

**Composition Artist,
Jong Young Kyu**

**Lead FX animator,
Jung Chang Sub**

**FX Animators - Lee Ji Man,
Kang Sung Uk**

2D Artist, Lee Ji Youn

**SCEA Producer,
Steve "Scat" Caterson**

**SCEA Director,
Alexander Stein**

**SCEA Art Director,
Charlie Wen**

IN-GAME CINEMATICS BY NITROGEN STUDIOS CANADA INC.

**Producer / Production Manager,
Nicole Stinn**

Director, Greg Tiernan

**SCEA Producer, Steve
"Scat" Caterson**

SCEA Coordinator, Alexander Stein

Voice Over Recording and Editorial
by Soundelux Design
Music Group

Executive Producer, Becky Allen

Voice Over Business Managers,
Amanda Wyatt, Chip Beaman

Voice Over Coordinator,
Jacquie Shriver

Recording Engineers, Elliot Anders,
Bryan Celano, Dutch Hill,
Stephen Zipper, Ethan Allen

Voice Over Editors, Bryan Celano,
Dutch Hill, Justin Langley

Production Assistant,
Mark Camperell

Voice Over Casting and Direction,
Keythe Farley, Douglas Carrigan

Additional Voice Over Recording,
Future Post Production Ltd.

ADDITIONAL VOICE OVER CASTING

Ginny McSwain

VOICE ACTORS

Linda Hunt - Narrator

TC Carson - Kratos

Carole Ruggier - Athena, Aphrodite

Steve Blum - Ares

Susanne Blakeslee - Oracle of
Athens, Village Oracle

Paul Eiding - Gravedigger, Zeus,
Greek Soldier

Christopher Smith - Undead Soldier,
Greek Soldier

Keith Ferguson - Boat Captain,
Greek Soldier

Gwendoline Yeo - Wife,
Town Square Woman

Fred Tatasciore - Poseidon,
Greek Soldier, Fisherman

Claudia Black - Artemis

Nolan North - Hades,
Greek Soldier, Fisherman

Courtenay Taylor - Twins

Rob Paulson - Greek Soldier

MOTION CAPTURE BY SCEA MOTION CAPTURE DEPARTMENT

Production Supervisor,
Scott Peterson

Animation Supervisor, Chad Moore

Animation Lead, Frank Strocchio

Animators - Brian Phipps,
Eryn Roston, Daniel Legg,
Michael Graessle, Jerry Ashworth

Specialist Lead, Jake Wilson

Technology Supervisor, Percy Sagun

Specialists - Johnny Walker,
Travis Parks

Studio Supervisor,
James Scarafone

Studio Technicians - Ryan Beeson,
Doug Hagstrom

Tracking Supervisor,
Michael Shinkle

Tracking Technicians - David Ibarra,
Tony Lui, Chip Parsons

Art & Animation Services Group
Department Assistant, Nonet Vargas

MOTION CAPTURE STUNT PERFORMERS / ACTORS

Steven D. Ito (Stunt Coordinator),
Alex Chansky, Mary-Beth Macaluso,
Brandon Molale

Tim Sitarz, Tim Storms

Additional Motion Capture Support
hOUSE of mOVes Motion
Capture Services

In-Game Cinematics Post FX,
Planet Blue

Bonus Material by SCEA San Diego
Cinematics Solutions Group

Cinematics Production Supervisor,
Brian Johnson

Cinematics Creative Lead,
Gene Strocchio

Lead Cinematics Designer,
Ron Padua

Cinematics Editor/Composer,
Aaron McFarland

CG Supervisor,
Greg Jung

CG Lead, Janelle Pitchford

CG Effects Lead, Bill Johnston

CG Effects Artist,
Marcello De Santos

**CG Lighting and Rendering
Artist Lead, Sal Arditti**

CG Concept Artist, Charles Lee

**SCEA Santa Monica Studio
Coordinator, Linda Jo**

**SCEA Santa Monica Studio Filming
and Editing, Ariel Lawrence**

SCEA LEGAL & BUSINESS AFFAIRS GROUP

DIRECTORS
Lisa Lunger
Jim Williams

SENIOR MANAGER
Brian Fukuji

MANAGER
Ninalei Morrison

PARALEGALS
Sue Nopar
Christine DeNezza

MUSIC LICENSING COORDINATOR
Mary Nappi

MUSIC AND SOUND EFFECTS

Original Score Composed by:
Gerard Marino, Mike Reagan, Ron
Fish, Winifred Phillips with
Winnie Waldron, Cris Velasco,
Marcello De Francisci

SOUNDTRACK PRODUCED BY:
Chuck Doud
Clint Bajakian
Victor Rodriguez

ADDITIONAL MUSIC PRODUCTION
Rich Goldman/Riptide Music

**CHOIR ARRANGING AND
CONDUCTING**
James T. Sale

CHOIR VOCALS PERFORMED BY:
Bobbi Page (Choir Contractor),
Christine Anderson, Jennifer Barnes,
Vatsche Barsoumian, Eric Bradley,
Amick Byram, Elin Carlson, Nancy
Clayton, Dwayne Condon, Randy
Crenshaw, Greg Geiger, Michael
Geiger, Jennie Graham, Fran
Durham Gralnik, Karen Harper,
Walt Harrah, Luana Jackman, Angle
Jaree, Bob Joyce, Jon Joyce, Susan
Boyd Joyce, Kerry Katz, Christie
Lawrence, Virenia Lind, Rick Logan,
Jonathan Mack, Melissa Mackay,
Guy Maeda, Donna Medline, Aleta
Braxton O'Brien, Josef Powell, Rick
Riso, Sally Stevens, Oren Waters

MUSIC EDITING AND REMIXING
Jared Emerson-Johnson

**ADDITIONAL SOUND DESIGN BY
TECHNICOLOR INTERACTIVE
SERVICES**

Michael Gollom, Phillip Kovats,
Mark Binder, Jussi Tegelmann,
Michael Johnson

SCEA FIRST PARTY QUALITY ASSURANCE

DIRECTOR

Michael Blackledge

SENIOR TEST MANAGER

Ritchard Markelz

GAME TEST MANAGER

Mike Veigel

GAME TEST ENGINEERS

Monty Rimorin

Kelly Bollinger

QUALITY ASSURANCE ANALYSTS

Justin Hanes

Rodger Aladray

Elgin Orpilla

Mark Ranallo

Mike Berberich

GAME TEST ANALYSTS

Dennis Miller

Jorge Palacios

Dave Schraer

Ian Jones

Lester Relova

Colin Stiles

Man Giang

Nick Seastrom

Shawn Moore

Travis Heffernan

Josh Gambino

Marcus Dixon

Paul Flannigan

Ferdinand Macalos

Donald Carothers

Michael Holloman

Robert Craddock

Mariusz Wiechec

Jennifer Crutchfield

Henry Galindo

Haadi Khatibloov

Dan Lombana

PJ Robinson

Laura Mitchell

Mark Stepanof

Christian Ramirez

Sean Neale

Andrew Baker

Michael Mcelvana

Quan Truong

Chris Carlson

Chase Hockridge

Yuril Saichek

Roland Hazard

Isaac Coronado

Richard Seaman

Miles Henriksen

Chase Gee

Eli Burns

Jonathan Cerezo

Michael Flatts

Isaac Fuentes

Mark Gant

Daniel Malanga

Luke Owens

Stephan Overstreet

Dennis Rivera

Dru Smith

Dustin VanGorkun

LAB TECHNICIAN

Vince Loughney

PROJECT MANAGEMENT SUPERVISOR

Eric Ippolito

PROJECT COORDINATOR

Jason Coker

PROJECT ASSISTANT

Randall Lowe

TRAINING SPECIALIST

Benjamin Forrest

QUALITY ASSURANCE SUPPORT

Ken Kribs, Manager

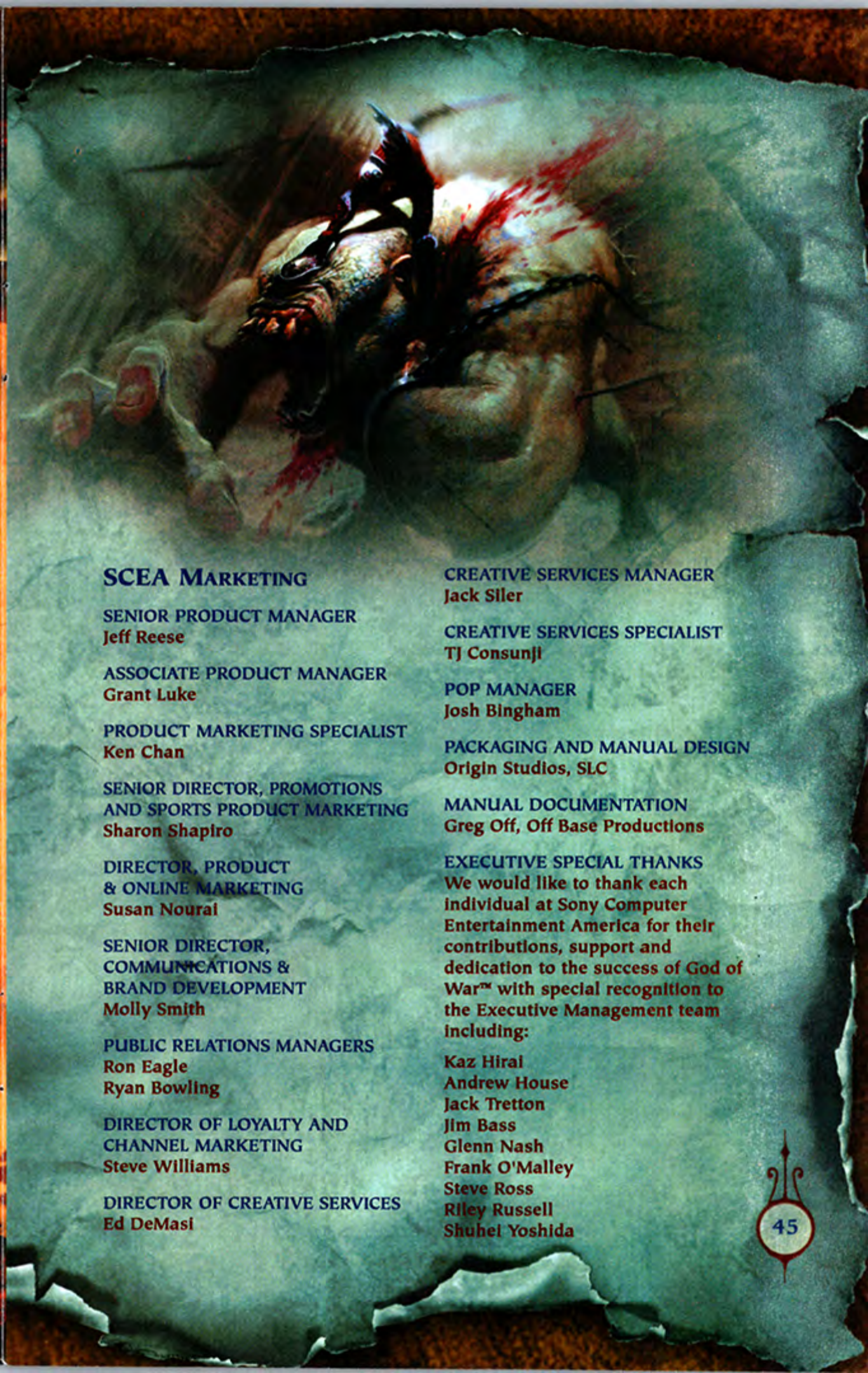
Jie Xu, Test Tool Developer

Chris Depuydt, Test Tool Developer

Kevin Simmons, Applications Manager

Christian Davis, Applications Administrator

Matt Harper, Technology Projects Coordinator



SCEA MARKETING

SENIOR PRODUCT MANAGER
Jeff Reese

ASSOCIATE PRODUCT MANAGER
Grant Luke

PRODUCT MARKETING SPECIALIST
Ken Chan

**SENIOR DIRECTOR, PROMOTIONS
AND SPORTS PRODUCT MARKETING**
Sharon Shapiro

**DIRECTOR, PRODUCT
& ONLINE MARKETING**
Susan Nourai

**SENIOR DIRECTOR,
COMMUNICATIONS &
BRAND DEVELOPMENT**
Molly Smith

PUBLIC RELATIONS MANAGERS
Ron Eagle
Ryan Bowling

**DIRECTOR OF LOYALTY AND
CHANNEL MARKETING**
Steve Williams

DIRECTOR OF CREATIVE SERVICES
Ed DeMasl

CREATIVE SERVICES MANAGER
Jack Siler

CREATIVE SERVICES SPECIALIST
TJ Consunji

POP MANAGER
Josh Bingham

PACKAGING AND MANUAL DESIGN
Origin Studios, SLC

MANUAL DOCUMENTATION
Greg Off, Off Base Productions

EXECUTIVE SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of God of War™ with special recognition to the Executive Management team including:

Kaz Hirai
Andrew House
Jack Tretton
Jim Bass
Glenn Nash
Frank O'Malley
Steve Ross
Riley Russell
Shuhel Yoshida

Warranty

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

© 2005 Sony Computer Entertainment America Inc. All rights reserved. Reproduction in whole or part without written permission is prohibited. Sony, Connect, Connect Cash and the Connect logo are all trademarks of Sony. For System requirements, terms and conditions visit www.connect.com/gow. Must be at least 13 years of age to redeem code.



RISE of the KASAI

AVAILABLE NOW!

www.us.playstation.com



Blood and Gore
Violence

PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

Rise of the Kasai is a trademark of Sony Computer Entertainment America Inc. © 2005 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live in Your World. Play in Ours." is a registered trademark of Sony Computer Entertainment America Inc.

YOU'VE GOT THE GAME,
NOW GET THE GUIDE!

GOD OF WAR™

Prima Official Game Guide



Exclusive DVD with over
2 hours of behind-the-scenes
features, strategies, and more!

- Ω Full walkthrough with maps of every playable area
- Ω Each boss battle dissected
- Ω Every puzzle revealed and solved
- Ω Extensive art gallery



primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

www.us.playstation.com www.godofwar-thegame.com

God of War is a trademark of Sony Computer Entertainment America Inc. ©2005 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation.

SONY



FREE DOWNLOAD OF THE GOD OF WAR SOUNDTRACK

One of the most expressive game soundtracks ever recorded, GOD OF WAR's orchestral music portrays the fury, anguish, and resolve of Kratos, the man destined to destroy a god!

- To download the entire soundtrack go to www.connect.com/gow
- Use this unique Connect Cash™ code to download the God of War Soundtrack! This unique code is redeemable for the entire soundtrack:

GODOFWAR05

This code is case sensitive.

- Sony Connect reserves the right to retire the code with 90 days notice.

The Connect music store offers access to one of the most extensive music libraries available online. Seize your source for musical inspiration. Find new stuff. Check out what you didn't know about music. Choose from top hits, a large selection of independent labels and exclusive recordings.

Music Downloads
Powered by Sony



CONNECT™

www.connect.com