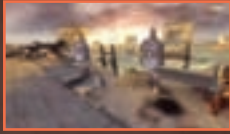
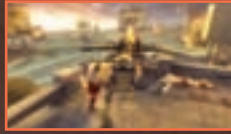


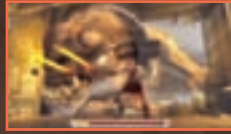
1 BATTLE ON THE ROOFTOPS



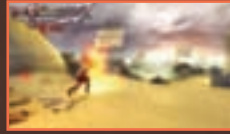
2 USE THE BALLISTA ON THE PERSIAN FLEET



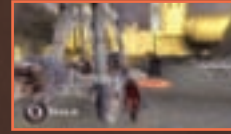
3 BATTLE AGAINST THE BASILISK - PART 1



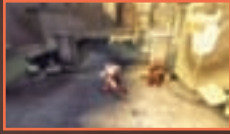
4 BRAVE THE BEACHES OF ATTICA



5 BREAK THROUGH ATTICA'S GATES



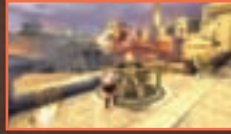
6 EXPLORE ATTICA



7 DEFEAT THE PERSIAN KING



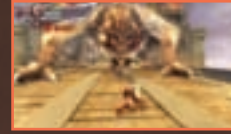
8 USE THE BALLISTA ON THE BASILISK



9 DEFEAT THE CYCLOPS IN THE COURTYARD



10 BATTLE AGAINST THE BASILISK - PART 2



SHORES OF ATTICA

1 BATTLE ON THE ROOFTOP

Kratos has been ordered by the Gods of Olympus to defend the city of Attica from the invading Persian Army. He finds himself surrounded by an unrelenting force of ground troops.



Armed with the Chains of Olympus

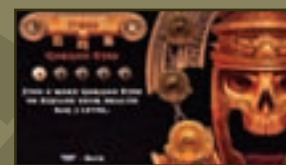
Controlling Kratos




Being armed with the Blades of Chaos places a wide variety of attacks and moves at Kratos's disposal. Now is the time to become familiar with all his abilities before the enemy's onslaught becomes too overwhelming to handle. You can reference the Controlling a Ghost chapter elsewhere in this book. You can also get a brief rundown and/or refresher by reading and following the tutorial messages that appear on screen as you play. These messages can be toggled off, if you like, via the Options menu. Finally, you can press **START** to pause the game and pull up the Menu Screens, where you can use the L and R buttons to cycle through the various menus until you come to the Moves Menu. Here you can use the directional buttons to view and manage Kratos's currently available and unlocked moves list. There is also a basic control layout that can be viewed by selecting the Options Menu and then choosing "Display Controls".



The Menu Screens

By pressing **START** at any time during gameplay, you can pause the game and pull up the Menu Screens. These screens allow you to power-up Kratos's weapons and magics, view the items and magic he's acquired, and access detailed moves lists for his weapons, magics, and items.



The Persian Warriors are easily dispatched, but their strength lies in their impressive numbers.  pulls off light attacks,  executes heavy attacks, and  initiates grabs. You can also press and hold L to block an attack and hold the L and R buttons while pressing the analog stick in any direction to perform an evade maneuver.



PERSIAN WARRIORS

The Persian Warriors are skilled in the art of hand-to-hand combat. Even though they are armed with scimitars and equipped with light armor and shields, they cannot withstand Kratos's sheer power. Their only chance against this mighty general is to surround and overwhelm him with their vast numbers.



2 USE THE BALLISTA ON THE PERSIAN FLEET

Having eliminated the Warriors on the rooftop, Kratos must now turn his attention to the invading Persian fleet off the shores of the Aegean Sea. To stave off their attack, he must use the nearby ballista to puncture and sink one of their ships.




ATTICA

Attica is a region that puts in the occasional appearance in Greek myth. Exactly what the ancients considered Attica is a little vague, but it definitely included the areas around the ancient city of Athens. The modern-day area called Attica is an area of roughly 4,000 square miles, inhabited by 3.8 million people. It's safe to assume that ancient Attica described a larger and much less densely populated area.

The first king of Attica was Cecrops, a half-human dragon-man who served as judge in the original contest between Athena and Poseidon to determine which god should be patron of Attica's new capital city. Cecrops, as you can probably guess, picked Athena because she offered to give the new city's people the life-giving olive tree, while Poseidon offered only salt water. Poseidon was furious, but Athena prevailed and made Cecrops the first king of Attica in honor of his wisdom.

Attica is most frequently mentioned in the stories of Theseus, the hero who virtuously ruled the entire area as King from Athens. It is said that during Theseus's rule, no invaders save the Amazons were able to successfully invade Attica. They were enraged because Theseus had kidnapped their Queen Antiope and taken her back to Athens with him. Even these invaders Theseus was able to successfully defend Athens against, eventually forcing them to retreat from Attica in defeat.

Glimmer of Light

Many items and objects in the environment, such as chests, gates, and doors, offer interaction opportunities and can be manipulated in some way. Many times, these items sparkle with a white light for a visual aid. To interact with an item, approach it and press , then follow any on-screen prompts that may appear.



THE PERSIANS

The main thing Greek myth establishes about the inhabitants of Persia is that the Greeks hated them. The story the Greeks told to explain this is that the Persians, who they called Medes, were actually the descendants of the wicked sorceress Medea. They said that Medea had married Aegeus, then king at Athens, and intended that her children should inherit the city. Her plans were foiled when Aegeus's lost son Theseus, who she recognized as the destined ruler of Athens, appeared at the palace. First she urged Aegeus to try and kill Theseus through a series of dangerous feats, but Theseus heroically survived them all.


Frustrated, she then tried to kill Theseus with a cup of poisoned wine at a ceremony where Aegeus intended to honor him. She made the mistake of giving the poisoned cup to Aegeus, who could then present it to Theseus and leave her blameless. Fortunately for Theseus, Aegeus recognized the sword Theseus was bearing and realized it was his long-

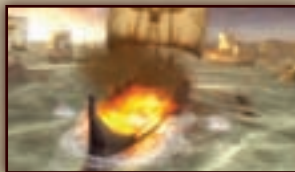
lost son. Suddenly realizing Medea's scheme, he turned upon her and denounced her as a sorceress.

Medea escaped by transforming herself into a warm breeze and traveled into the arid desert lands that lay to the southeast. There, the Greeks believed that Medea's son Medus became the founder of the Persian race, and that the Persians longed to invade Attica and destroy Athens so they could have the kingdom Theseus had denied Medea.

When the Greeks fought the Persians at Marathon, those who survived the battle claimed that an enormous figure of Theseus had risen from the ground as the two sides fought. This giant Theseus of stone and dust fought alongside the beleaguered Greek warriors, urging them onward to victory.


Rain of Fire

To use the ballista, approach it, hold , and press down on the analog stick. Kratos automatically fires the ballista when it's primed. A hit results with the ship exploding in a burst of flames.



The fleet retaliates by firing explosive projectiles toward the rooftop, destroying the ballista as well as creating a hole for Kratos to drop down into. Make haste and head below to continue.

Fallen Leader

Before moving on, approach the dead body to the right of the ballista and press . This fallen soldier is Eurybiades, the leader of the Athenian Army.



A Path Exposed

Down below inside a storeroom, Kratos encounters more Persian resistance. Take the fight to them and continue to weaken their ranks with both light and heavy attacks.



THE BALLISTA

The Greeks developed this weapon, one of the earliest known examples of the class of weapon otherwise known as “ballast tanks”. Large and hand-crafted from wood, it fired stone or iron missiles over huge distances. It was crafted specifically to make it easier for armies attacking a fortified city to breach the walls, by giving the attackers the ability to inflict devastating strikes on defenders along the walls. Likewise, cities began using them to fire merciless missiles into groups of attackers massed outside their walls.

The principle that drives the ballista is torsion, and it’s sometimes considered part of a class of ancient weapons called torsion artillery. It used the principle of the compound bow, which the Greeks also invented, on what was essentially a larger scale. The Greek ballista was nothing more than a huge compound bow that could fire stones and iron darts instead of arrows. From the ballista was developed another weapon called the onager, a primitive catapult that fired heavy stones when the rope that held the cranked-back firing arm was cut.

The Greeks called devices like this engines, and later they were generally called “siege engines” after their primary use of besieging cities. Using the mathematics that the Greeks also developed for philosophical and economic purposes, ancient “engineers” who worked with these devices were able to construct tables that indicated how far a missile would fly based on how many times the ratchet-wheel that put pressure on the ropes was turned.

Because of the Greek affinity for truly strategic warfare, their inventions were largely ignored until the era of Alexander the Great, and played a role in his famous conquest of the known world. The ballista was also a favorite tool of the Romans, who used them more for city defense than for offense. The Roman ballista was more sophisticated than its Greek forebear, incorporating forged steel parts and primarily firing huge metal bolts.

Heavy ballista might be mounted on a city’s walls, while an army might take a certain number of light ballista with them during sieges. A light ballista would be used primarily to pick off any defenders that dared expose themselves on walls or in towers. It was particularly convenient when enemy generals or rulers could be picked off this way. The Romans also used a version of the onager called the ‘scorpion’ that was likewise strengthened with metal parts so it could fire iron balls that frequently tore through enemy walls and towers.

The ultimate creation of the Greek engineers who developed the ballista and onager was the catapult—essentially, a large-scale onager operated by a large crew of engineers. It could fling missiles so large and with so much force that they might smash through a city’s walls outright, or crush buildings within the city. The Greeks even developed an early version of napalm (called “Greek fire”) that could be launched into a city to set it ablaze. The catapult was so effective that it remained in use with little alteration to the basic design right up to the discovery of the more efficient destructive force of gunpowder.

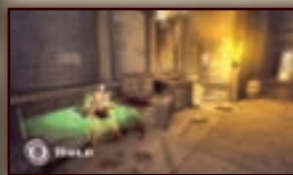
Orbs

You may have noticed that Kratos collects Red Orbs from fallen enemies. These are just one type of many different colored Orbs, each having their own distinct purpose. Orbs come in three colors: red, green, and blue. Orbs can be collected in a variety of ways, which include killing enemies, destroying environmental objects, and opening glowing chests. Their effects are as follows:

Red Orbs: These are Power Up Orbs used to upgrade weapons and magic abilities.

Green Orbs: These are Health Orbs used to refill Kratos’s Health Meter, replenishing his health.

Blue Orbs: These are Magic Orbs used to refill Kratos’s Magic Meter, replenishing his magic stores.

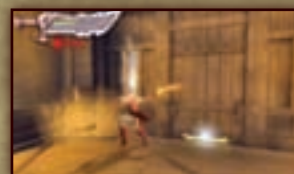


In addition to enemies inside the storeroom, Kratos finds a green glowing chest—a health chest. Approach it and hold


Ⓒ to open it, allowing it to release and spew its contents, a large amount of health-refilling Green Orbs.

Hidden Rewards

Red Orbs can be found inside many of the objects in the environment. Make sure you spend time smashing and attacking anything and everything, including crates, vases, wooden planks, and anything that looks breakable—there’s no telling what will break into pieces and yield some Orbs.

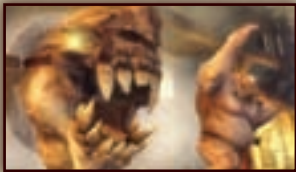


An Unexpected Guest

Once the storeroom has been cleared of enemies, Kratos can open the doorway set in the front wall. To open it, approach the handle and rapidly tap .





Even though Kratos manages to stave off the Cyclops's attack, this beast is not long for this world. Right behind



it is the gaping maw of an enormous Basilisk. Get ready for a fierce battle!

Cyclops Attacks!

Be ready to start mashing  the moment Kratos begins to lift the door, as a giant Cyclops beats him to the punch. Keep rapidly tapping  in order to keep the lumbering beast from squashing Kratos with his gigantic club.



EURYBIADES

Eurybiades is something of a historical curiosity. Most men who are remembered historically either won great victories or suffered great failures. Eurybiades was technically a victor at the naval battle in Salamis by virtue of commanding the Greek fleet, but he was appointed his position due to political maneuvering. Although he was a Spartan, and Sparta contributed few ships to the great fleet, Sparta was contributing a great deal of their famous infantry soldiers. They insisted on a Spartan commanding the navy, even though Athens supplied more than half of the total number of ships in it.

The Spartan chosen to do so was Eurybiades. He was a commoner, a man of mediocre talent who knew nothing in particular about sailing or the sea. He was a poor leader and a worse manager who did little to keep the delicate Greek naval alliance together. He only undertook risks under pressure and largely seemed concerned with Sparta's image. What good decisions he made were usually the result of learning how to tell which advice given him was best, perhaps his only noteworthy talent. Although he ultimately gave orders to the fleet, Eurybiades's councils of war usually consisted of him listening to more learned representatives and, essentially, picking which plan he liked best.

Eurybiades is a complete contrast with the heroic figure of Leonidas, remembered for his brave defense of the pass at Thermopylae. Where the one man stood his ground and allowed allies to retreat before the fatal Persian advance, Eurybiades accepted a "gift" of five talents of silver, roughly \$2000, from the Euboeans to keep the fleet anchored

at Artemisium long enough for women and children to evacuate.

Eurybiades had heard that a Persian fleet was approaching and thought the Persians invincible in sea battle, and wanted to retreat immediately to a location where infantry forces could protect the ships.

Still, Eurybiades faithfully fulfilled his duties to the Greek fleet until Xerxes's first invasion of Greece was repelled. He sacrificed a goat to Artemis before the great battle at Salamis, praying that the goddess would ensure their victory. Eurybiades probably disliked the sailors he was asked to command, as he was a trained hoplite fighter and so from a more elite social class. He was Spartan, so he likely viewed himself the superior of virtually everyone he dealt with, but he still tried to keep the fleet from taking too many losses whenever possible. When some wanted to pursue the damaged Persian navy after the victory at Salamis, Eurybiades refused to let the navy take that risk and possibly squander their miraculous victory.

Eurybiades received few honors from Sparta for the victory at Salamis, but largely because Spartans disliked to exalt one man above others. He and Themistocles, a clever Athenian who had given Eurybiades much sound advice throughout the Salamis campaign, were instead each awarded an olive wreath. Eurybiades was honored for courage and Themistocles for wisdom. After this, Eurybiades was replaced by the Spartan King Leotychidas as admiral of the fleet. Eurybiades then disappears into history. How, when, or where he died is unknown.

BATTLE AGAINST THE BASILISK PART 1



Evading the Beast

Using Kratos's evade maneuver is the key to surviving this encounter with the Basilisk. To evade, simultaneously hold the L and R buttons while pressing the analog stick in the direction in which you want Kratos to tuck and roll.



This massive creature has a mouthful of razor sharp teeth, as well as the ability to spew fire from the depths of its bowels. Thankfully, its large frame prevents it from getting inside the storeroom, and for the moment it can only attack with its head.

The moment you gain control over Kratos, begin slashing at the Basilisk with a combination of light and heavy attacks. The Basilisk retaliates with two different types of attacks:

1. It gnashes and lunges at Kratos, attempting to chomp him with its gaping mouth. This attack can be either evaded or blocked.



THE BASILISK

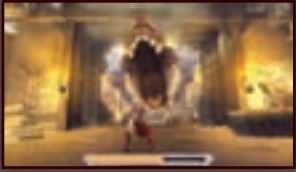
The only thing Greek about the Basilisk is its name—it comes from the Greek “basiliskos” or “little king”. That aside, it’s hard to document widespread belief in the basilisk before the late Roman and medieval eras. Its name came from the one aspect of its description that was always consistent, the belief that it had a crown-like crest upon its head. Otherwise, medieval accounts variably described the basilisk as an enormous multi-legged lizard, a giant snake, or a giant vicious rooster with teeth. Most of these descriptions were also used for the cockatrice and other creatures interchangeably. The basilisk is sometimes described as being the result of an egg somehow laid by a rooster, buried in a heap of dung, and then hatched by a snake or toad.

The first mention of the basilisk is in the *Natural History* written by Pliny the Elder in 79 A.D. He definitely refers to it as a snake of ordinary size and extraordinary power. Pliny claimed that no other serpent would dare come near a basilisk, which always moved with its head held high. Any plant that touched it would die or be burnt up, and it was so poisonous

that it could make any rock in its path shatter and crumble. Any human who tried to stab it would be killed by poisonous vapors running up the shaft of the weapon, but Pliny asserted that an ordinary weasel could easily slaughter any basilisk thanks to a natural immunity to the poison. Overall, Pliny’s description may be a distorted, third-hand account of some traveler’s sighting of an ordinary cobra, which holds its head high before it strikes and does have a fatally poisonous bite.

Later descriptions exaggerated even Pliny’s already-fabulous tale, giving it a power to turn living creatures to stone in the manner of the Greek Gorgons. You could only directly look at a basilisk through a mirror (but if the basilisk saw itself in a mirror, it would die). Even if you managed to sneak up on a basilisk and look at it without making eye contact, you would die. There is a modern-day creature called the basilisk lizard, but its most fabulous power is the harmless ability to run across the surface of water.

- It shoots a stream of fire at Kratos in an attempt to light the Spartan's flesh on fire. These attacks are telegraphed and should be avoided by evading when fire begins to erupt from the beast's mouth.

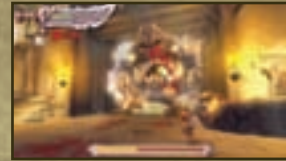



Continue attacking the beast every chance you get while blocking its lunges and taking evasive action to avoid the fire. Once the Basilisk's Health Meter (located along the bottom of the screen) has been depleted by 75%, it enters a temporarily stunned state, allowing Kratos to begin a Context-Sensitive attack.



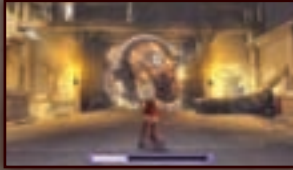
Health Regeneration

Every so often the Basilisk releases a small amount of Green Orbs, which can help keep Kratos alive and in the fight.



As soon as the Basilisk is stunned, approach it and press  to perform a series of timed button presses and to carry out a deadly and devastating attack. These types of attacks are called Context-Sensitive attacks. If performed correctly, Kratos inflicts damage on his foe by way of an exciting action sequence. If a mistake is made, Kratos takes damage, the attack will not be completed, and you must make another attempt after stunning the enemy once again.

The best strategy when encountering these Context-Sensitive attacks is to not over-think or over-anticipate the button presses. Instead, stay calm and be ready when the icon appears on-screen. You have approximately one second of reaction time before it disappears, so make sure you are confident before making your choice. Finally, keeping a mental image of the button layout on the PSP and memorizing the location of each button should definitely help bring about success.



After correctly following the two timed button presses, the Basilisk goes down, but it's not out for the count. To finish off this portion of the boss fight, quickly approach the Cyclops's club, which is on the ground to the right of the Basilisk's head, and press **○** to heave it up over Kratos's shoulders. Kratos lifts it even higher and then slams it down onto the beast's cranium, destroying its left eye and causing it to retreat.



Context-Sensitive Attacks

Context-Sensitive Attacks normally occur once an enemy has been damaged to a certain extent. Once this happens, a **○** icon typically appears over the enemy's



head. Press the corresponding button on the PSP and then continue to time and execute the series of button presses and/or analog stick movements that appear on-screen.

