

Chapter 1 : God of War: Ascension single and multiplayer guide

The Walkthrough for God of War: Ascension can be found below. Also, the number of secrets and other items for each level has been indicated. Also, the number of secrets and other items for each.

God of War Ascension Trophy Guide

1. Champion of the Gods Platinum â€” Unlock all Trophies
2. Big Spender Bronze â€” Upgrade any Magic to the next level
3. Swinger Bronze â€” Ring out an enemy with the Club
Location: Chapter 19 â€” The Foot of Apollo
The easiest place to do this is in chapter Here you will have to use a lever to activate a platform. The platform will then start to move and harpies attack you. Press Circle to punch one of them with the club and they will fall down into the ocean and die. If you do it via chapter select load up chapter 19 first to check if you already have the club in your inventory or not. If not, then you need to replay chapter Bronze â€” Treat the Martyr of Hecatonchires poorly
Location: When opening the torture apparatus a dead body will fall out. You would actually need to take it upstairs and throw the corpse on the pressure plate below. For this trophy you need to do the opposite. Do not activate the pressure plate. Instead, just jump on the cage that is attached to the Martyr and it will rip out his arms. You need to use the Oath Stone of Orkos on the pressure plates to activate the elevator. Stay away from the fire and block all incoming attacks until you reach the top. Once on top, there is no more fire and you can take your time to kill all enemies. After they are all dead the path to the next chapter unlocks and you will earn the trophy.
- Chapter 24 â€” The Shoulder of Apollo
This can be done at the end of chapter After fighting multiple waves of Juggernauts and other enemies you will have to repair a part of the Apollo Statue and then you will be inside a room with some red and green orb chests. The slide section starts when leaving this room. Simply complete the slide without falling down. You may not restart checkpoints or go back to the main menu! If you die you need to replay the entire chapter via chapter select!
- Gold â€” Collect all Artifacts in the game
Tip: Prison Break Bronze â€” Free Kratos from his imprisonment
Unleashed Bronze â€” Throw, Slam and Ram a grappled enemy
Chapter 5 â€” The Village of Kirra
Towards the end of chapter 5 you will have to pull down a pillar to progress to the next area. Instead of jumping up to the next level you need to stay where you are and go all the way down the ruins until you reach a secret room with a rotating machine. In the middle of this room is a platform with three cranks. Use all of them to slow down the rotating machine and jump up to the white and red chests. There is a lever between these chests. Pull it and the trophy will unlock.
- Chapter 5 â€” The Village of Kirra
This can be done in the very beginning of chapter 5. The first enemy you encounter is a Juggernaut. Juggernauts look like Elephant Warriors. Hit the Juggernaut until you see the red finisher icon. Press R1 to start the minigame and quickly press Square or Triangle. The Juggernaut will attack you during the minigame. You need to evade with the left stick and keep attacking until it is dead.
- Bronze â€” Perform a Hit Combo
Location: Chapter 19 â€” The Foot of Apollo
A great place to do this is in the very beginning of chapter Immediately after the chapter starts you need to push a rock out of the way to continue to the next area. Each attack gives you 4 hits! It will take 6 minutes to farm hits. There are no enemies nearby, so nothing can break your combo. You have to upgrade the Lightning of Zeus to the second level to unlock this special attack!
- Chapter 9 â€” Ice Caverns
This can be done at the end of chapter 9. Here you will encounter your first Manticore. Manticores are big, purple colored, flying enemies. Hit the Manticore until you see the red finisher icon. The Manticore will attack you during the minigame. Maybe you should call a Doctor? You can fill it by attacking enemies without being hit. Shortly after chapter 1 starts you will enter the prison and see a cutscene where a bug infects a prisoner. Here you are supposed to learn how to grapple enemies. However, for this trophy you want to ignore this entirely. Do not grapple the enemy. Instead, keep killing it. Avoid being hit and keep attacking for 2 minutes.
- Silver â€” Defeat Pollux
Yet they have no problem watching Kratos rip everyone who crosses him a new one. Next time use the stairs
- Gold â€” Complete the Gauntlet of Archimedes
Bond Broken Gold â€” Complete the Game
Please comment if you have any God of War Ascension trophy unlock tips of your own. Kudos will be given.

Chapter 2 : God of War: Ascension Walkthrough and Game Guide - calendrierdelascience.com

God of War: Ascension Game Guide & Walkthrough There is only one true god of war! God of War: Ascension guide contains a single player walkthrough with advices concerning fighting enemies, especially bosses and first encounters with particular enemies.

Ascension is set as a prequel to the entire God of War trilogy and its spinoff titles, and tells the story of how Kratos the Spartan become Kratos the God of War. Despite being set early in the story, it may well be his grandest adventure to date. This God of War: Ascension walkthrough will help you solve puzzles, unlock mini-games and guide you to defeat the likes of Goddesses of Punishment, Justice, Torment and more. Ascension Wallpapers God of War: Ascension has surfaced, along with the entirety of its introduction and prelude. It tells the story of how the Furies hunted down and tortured those who betrayed the gods, and how they used the Hekatonkheires as an example to all who would do the same. It then transitions to the story of Kratos, the defeated Spartan general who was tortured and captured "like a fly in the web of the Furies. Waking up from a session of torture, dazed and disoriented, Kratos breaks his binds after a brief interaction with one of the Furies who says she was rudely interrupted by another. He overcomes her attempt to further torture him and acquires the Blades of Chaos, at which point he makes his escape while being taunted by the Fury and her insect minions in the otherworldly prison. As he pursues her, he witnesses how one of her minions infects a human prisoner, transforming him into brute host. Kratos dispatches his foes after a fashion and continues his pursuit of the spider-like Fury, who resumes taunting him. Ascension Walkthrough Part 2 [1h 2m] God of War: Ascension Walkthrough Part 3 [26m] God of War: Ascension Walkthrough Part 4 [14m] God of War: Ascension Walkthrough Part 5 [11m] God of War: Ascension Walkthrough Part 6 [10m] God of War: Ascension Walkthrough Part 7 [11m] God of War: Ascension Walkthrough Part 8 [11m] God of War: Ascension Walkthrough Part 9 [11m] God of War: Ascension Walkthrough Part 10 [10m] God of War: Ascension Walkthrough Part 11 [11m] God of War: Ascension Walkthrough Part 12 [10m] God of War: Ascension Walkthrough Part 13 [10m] God of War: Ascension Walkthrough Part 14 [10m] God of War: Ascension Walkthrough Part 15 [10m] God of War: Ascension Walkthrough Part 16 [10m] God of War: Ascension Walkthrough Part 17 [11m] God of War: Ascension Walkthrough Part 18 [12m] God of War: Ascension Walkthrough Part 19 [11m] God of War: Ascension Walkthrough Part 20 [12m] God of War: Ascension Walkthrough Part 21 [11m] God of War: Ascension Walkthrough Part 22 [12m] God of War: Ascension Walkthrough Part 23 [10m] God of War: Ascension Walkthrough Part 24 [12m] God of War:

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Tame non-story spoilers incoming. Upgrade your blades first your main weapon , to the maximum, before anything else. I was able to max out my blades far before the Trial of Archimedes easily the hardest part of the game , so it is possible even though it may seem daunting. Choosing where to go next in terms of leveling up is very tricky. Ares is great as it gives you early access to magic and rage. Zeus has one of the most formidable magic attacks in the game. Hades is extremely useful for leeching life. After maxing out your blades, try going for Zeus, then Ares, then Hades, then Poseidon. Defeating enemies with them will yield large red orbs, which can yield dividends as you upgrade your other abilities. I used the ice blades through most of the game, only switching to other elements during particularly tough battles. Break every object you come across. A lot of them are filled with red orbs that could be the difference between an upgrade for a big fight. Likewise, break all the creature eggs during the parts that have them. Make sure and use your throwing grapple for smaller enemies. When you earn them, the Hades blades and the accompanying abilities are really good for stun locking weaker enemies. The camera can get extremely showboaty at times, and occasionally, this is completely on purpose, to block out hidden items on camera. Make sure you check every nook and cranny for hidden objects and white or red chests. This is just a fair warning in case you try to go through it for your Platinum. This is the main reason why I wrote this guide, as it was highly requested. If you want to experience the full difficulty, do not patch the game before you beat it, as developer Todd Papy has confirmed that the Trial will be patched soon. This is the hardest portion of the hardest area in the entire game, but this also your opportunity to liberally use your magic, as the Gorgons will allow you to replenish your magic orbs if you initiate the brutal kill minigame R1 after the red icon appears over their heads. Grapple the Sirens when the white icon appears above their heads to stun other enemies in their proximity -- you can chain stun two Sirens like this. Stage 2 - Use your full magic meter that you got from the Gorgons to make short work of the warriors, then brutal kill them for a much needed health boost. When the Talos appears, all you have to do is not get cornered and he will go down easily. Make sure you keep track of the direction of the fire, and head to the top of the screen as often as possible. Watch the walls and stay in the middle, using your block more than your dodge rolling as much as possible. Use any magic you have on the Centaur, as the other enemies will be far easier. Remember to pull the Liches out of the ground with R1, and that blocking works against all their attacks. I recommend starting with the Hades faction. It has some of the most diverse abilities for new and experienced players alike. Here is a build to get you started: Steal health with brutal kills Weapon: Sword a great mix of speed and power, easy to learn Spell: Life leech L2 ability: Health steal cloud This build makes it extremely easy to keep your health topped off, while giving yourself decent attack capabilities. You can easily change your faction with the Triangle button when customizing your champion, but all of them have different level tracks. Do not underestimate the effectiveness of regular Square-button attacks. Learn the dance of heavy attacks and parrying. Steal kills in deathmatch multiplayer as often as possible. You are logged out.

Chapter 4 : God of War: Ascension - PSN Trophy Wiki

God of War, Ascension: the fourth console God of War game. Was confirmed on April 19, The studio that produced God of War, God of War II and God of War III, Sony Santa Monica, is developing.

Common Story Unmissable Be prepared, this battle is both difficult and extremely long! The battle begins when Castor starts to decay the bridge you are standing on. Chase after him while jumping from piece to piece and be ready to press when you see the glowing green orbs. After a quick QTE you will land in the area where the main battle will take place. The platform will start with a large hole in the middle and you will be unable to reach Castor. There will be a rock next to you, press to hit him with it. Castor will repair the area and you can reach him and start attacking him, but be careful, as Castor has a bevy of different attacks. He will start the battle by standing at the north end and slamming the ground. You will see pieces of the platform start to decay; quickly jump away to one of the healthy pieces. He also has a move where he slams his sword into the ground and sends a green shockwave towards you. Dodge roll out of the way and attack him as he is completing the animation. Be aware that Castor can teleport and will frequently do this and start attacking immediately with a slam attack. Make sure that you know that you can attack the pillars; doing this creates a piece of rubble that you can throw at Castor for free damage. When you do enough damage he will teleport to the middle and start to decay the entire platform piece by piece and they will fall away. What you need to do is stand in the upper left corner and wait until the decay reaches you, then jump to the pieces that reappear before the one you are standing on falls. Once the battle resumes, Castor will now have new moves such as the ability to cast a green field that slows you down. You need to escape that circle as soon as possible because Castor likes to jump up and slam down into that area. He will continually cast these slow areas and combine them with his previous attacks. In this stage, Castor will teleport a lot more often so you need to constantly be moving to ensure you do not get caught in one of the boss's combos. After attacking him enough, the boss will jump up onto one of the pillars around the area and the camera will zoom in to show the pillar is decaying. You need to quickly attack the pillar he is on, but he will teleport to others so attack those as well. You need to be quick as the ground will decay and fall away around you. When he falls from the pillar the boss will be stunned and you need to lay into him as much as possible. This next phase sees Castor add even more attacks to his arsenal. The first is obvious as the camera will zoom in on him and you should immediately dodge out of the way. He also adds a dash attack combined with his teleportation. He will teleport and dash four times, and on the fourth he will hold his pose and it is that moment when you should attack him. Castor also now has a grab move where he will grab you, jump into the air, stab you, and throw you to the ground. Soon, the boss will teleport to the far end and decay the entire arena; you should immediately run to the south end, as that will be the only safe area. The game will change to a first-person view and you will have to perform a QTE. When you are successful, you will knock Castor away and a white line will be above his head. Run over and perform the QTE to knock out Castor. Now you will be fighting Pollux. At this point, the fight becomes ten times as crazy. Pollux is a lot more aggressive than his brother. He likes to teleport and shoot energy balls at you as well as perform a simple three-hit combo that can be devastating. Pollux will eventually decay the arena, except for the middle portion. After he decays the area, Pollux now has a slow field around him, so getting close is even more difficult than before. If you do enough damage, however, the field will disappear, and the best way to do that is to attack the pillars and use the pieces of rubble. Once you hurt him enough a cutscene will play out where he causes the Oracle to fall. Immediately afterward he will try to bring down the platform you both are standing on. Run up to him quickly and attack. When you stop him, you will finally see the red line over his head. Perform the QTE to kill Castor, and once you reach the bottom of the pit, walk up to Pollux to finish him off, ending this ridiculously long boss battle. Orkos helps Kratos escape the Fury Ambush After defeating enough of them, Megaera will jump into the battle and you will have to fight both her and the Spartan warriors. Megaera does not have much in the way of attacks as she sticks to a three-hit melee combo or a large slam move. After enough damage is done she climbs up onto a building, but you can still reach her with your attacks. When the camera slows down, jump into the

air to avoid the shockwave from when the fury jumps to the ground. Megaera will now be more aggressive with her attacks and upgrade to a 4-hit combo, but there is still nothing to worry about. By the way, should she grab you, be ready to for a button prompt to escape. At one point she will jump back onto the roof and summon more Spartans for you to fight, while at the same time firing energy blasts at you. You may think that you need to defeat the Spartans to move on, but in actuality, you need to keep attacking Megaera. Taking the spears from the Spartans is the best way to go about this. Eventually she will fall and you have to perform a QTE surprise! After defeating Megaera, you will now face Tisiphone. Kratos will tackle the bird to the ground and Tisiphone will join the battle. She will use her pet to attack, using dashes as well as sending the bird to grab you. Oh, and the bird will breath fire as well. These moves are fairly simple to dodge, and when the bird disappears from the screen after striking, Tisiphone is vulnerable to counterattack. After enough damage is done to her, she will become stationary at the north end of the arena and her bird will fly into the air. Start running as fire falls from the sky and hits the last place you were standing. Keep attacking until she is stunned and you can grab her. You think there will be a QTE, but then Megaera comes back into the battle for the third phase of this fight. Now you have to deal with both of them, and boy is it a pain. They will have combination moves, so avoid being grabbed at all cost as they will juggle you between them. Tisiphone even sends her bird to grab her sister and carry her around, making her even more dangerous. When the camera slows, the bird is going to throw Megaera and there will be a shockwave so jump to dodge it. This will leave Megaera stunned and you should do as much damage as you can. You will get to a point where a force field will be put around Megaera and you will have to focus your efforts on Tisiphone. She will stay stationary for the most part and send her bird into the air to rain fire down upon you. Complete the Screw of Archimedes without getting hit by the Fire Traps Using the Oath Stone of Orkos, create a clone of yourself on one of the buttons. I suggest that at this point you focus on dodging the fire and not worry about the enemies. Be prepared for when your copy disappears and quickly get to one of the buttons and make a new clone.

Chapter 5 : God of War Ascension Multiplayer Guide - PlayStation Forum

Welcome to Supercheat's unofficial guide for God of War: Ascension for the PS3. This guide will assist you in finishing all 30 chapters of the main story, find and obtain all collectibles as well as assist you in unlocking Trophies.

To use cheats, you must first successfully complete the game. Collect the Delphi Catacombs artifact. Collect the Antikythera Mechanism artifact. Titan mode Successfully complete the game on the Easy, Normal, or Hard difficulty to unlock the Titan difficulty. Artifact locations Search the indicated locations to find all ten artifacts. The artifacts are shown as small, white glowing spots. Collect all ten artifacts to get the "No Drake. You can also collect the artifacts through chapter select. Once you pick them up, they will immediately be saved. Thus, there is no need to reach the next checkpoint. After exiting the sewers, climb a wall, and pull the lever. Three Goat Warriors will then attack you. The artifact is behind the gate where the Goat Warriors came from. The Village Of Kirra: After defeating the two Elephant Warriors Juggernauts , go right, and then left. Jump onto the moveable cage, then jump onto the balcony. The artifact is inside the small interior. After returning with the third snake, there will be a short cutscene showing how a tower gets activated. Go into the tower, and instead of going up, go down as far as possible to find the artifact. After jumping off the large swinging pendulum and onto the hour glass, there will be a throne ahead. The artifact is on the ground, just to the right of the throne. You will automatically run into it. After defeating the two Ice Warriors, you will need to destroy two metal chains to open a door. Behind the door is water. Dive into the water, and follow the underwater path. Eventually, there will be a split in the path leading down. Go down to find the artifact on the ground. Prison Of The Damned: Once you are in control of Kratos after the cuscene with the cloaked flying woman, turn around. There is a blue and a green orb chest. To the right of the two chests and locked door, in a hidden corner, is the artifact. It is before fighting the green insect woman. The Forearm Of Apollo: After using the Oath Stone of Orkos to get up the elevator, go to the right to find the artifact in a hidden alcove. The artifact is on a table, next to the corpse of Archimedes and a red and a green orb chest. This is after crossing over to the other side with the platform. After finishing the long elevator ride and pulling back the lever to open the shutter revealing a bright light, look in the top left corner of the platform to find the artifact. Antikythera Mechanism Chapter After completing the Trial Of Archimedes, you will go back through a blue portal, and then a platform will automatically bring you to a lower level. After the elevator stops, go up the stairs and to the right to find the final artifact. Decayed chest locations Search the indicated locations to find all seven decayed chests. To reconstruct the decayed chests, you need the Amulet Of Uroborus, which is automatically acquired at the beginning of Chapter There is no need to loot the chests. If you die or restart checkpoints, you will have to do it again. You cannot get the trophy doing this through chapter select. If you miss one of the chests, you must play Chapter 13 through Chapter 19 again to reconstruct all seven decayed chests in order. Chapter 13 - Passage Of Delphi: After Kratos repairs the destroyed bridge, the camera will focus on a wounded Oracle. Go across the bridge, and follow the twisting path left instead of continuing right. The decayed chest is at the very end of the constructed pathway. Chapter 14 " The Cistern: Immediately after the chapter begins, you will jump down to a room with a large bull statue. When leaving this room, you will run straight into the decayed chest. Chapter 14 - The Cistern: It is in the same corridor the last decayed chest was found in. Keep going down the corridor, turn right, then turn left to find an alcove with the decayed chest. After reconstructing the last decayed chest, you will need to exit the corridor and go outside. Then, instead of going left to repair the bridge, go to the far right. You will not see this decayed chest until you are standing in front of it because of the fixed camera angles. From the last decayed chest, go left, but do not repair the bridge yet. Drop down to the ruins, go forward, then continue to the far right. At the very end of the ruins is the decayed chest on the ledge, next to a wooden swing bridge. Chapter 16 " Prison Of The Damned: Shortly after you see the head of the dead Titan Hecatonchires the Boss you killed at the beginning of the game , you will enter the prison area. Go right instead of left to run straight into the decayed chest. Chapter 19 - The Foot Of Apollo: Immediately after climbing up the wall at the beginning of Chapter 19, go to the right to find the final decayed chest. Gorgon Eye locations Search the indicated locations to find all 20

Gorgon Eyes. Each time you collect five Gorgon Eyes, your health will increase. The Gorgon Eyes are in white treasure chests. However, there are more chests with Gorgon Eyes than needed. Thus, you can miss some of them and still earn the trophy. After collecting all 20 Gorgon Eyes, you will be rewarded with red orbs every time you open a white chest. Phoenix Feather locations Search the indicated locations to find all 15 Phoenix Feather. Each time you collect five Phoenix Feathers, your magic will increase. The Phoenix Feathers are in white treasure chests. However, there are more chests with Phoenix Feathers than needed. After collecting all 15 Phoenix Feathers, you will be rewarded with red orbs every time you open a white chest. Secret messages Progress through Chapter The Cistern until reaching a hallway with symbols on the floor. Go down the right hallway, then turn right twice to reach a side room with a large painting featuring Olympus. Press R1 to interact with it to see the following cryptic message: Of all the prophecies I have seen, this one haunts my dreams. This is probably a cryptic reference to God Of War 4. Additionally, around the area where the painting and coded message are located, there are four ground plates matching the words of the translation. Stand on each of the plates and press R1 in order, and the original painting will change. Then, interact with the painting to reveal an image of the Earth and a new message; "When the Earth stops, the journey begins. There will be no prompt to press R1 when standing on the plates. The Foot Of Apollo, immediately after the chapter begins, you need to push a rock out of the way to continue to the next area. Each attack will give you four hits. Since there are no enemies nearby, nothing can break your combo. You must upgrade the Lightning Of Zeus attack to the second level to unlock this special attack. At the very beginning of the game, when Kratos fights a single Satyr, use the kick attack against it. Try pushing the Satyr into the corner. Keep it on its back with repeated kicks. Each kick will slowly build your combo. It will take a while to get a 1, hit combo. It can be done on the Easy difficulty. Progress through Chapter

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God of War: Ascension, and Getting the Hang of Kratos' Abilities. Whether you're a veteran of the series or just getting into the violent action for the first time, here's a primer of what all the God of War can do.

Chapter 7 : God of War Ascension Walkthrough

God of War: Ascension is a third person Action/Adventure game that revolves around Kratos, an anti-hero protagonist Spartan that is at war with the Greek Gods. This installment is the sixth game in the God of War franchise but is actually a prequel to the events in the other games.

Chapter 8 : God of War: Ascension Trophies | TrueTrophies

God Of War Ascension Walkthrough Complete Game Movie Playlist
calendrierdelascience.com/?list=PLm_L2S1tVD9VRcvt_ZqpMbmXOreF5eFWQ ~~~ Technical ~~~ Created.

Chapter 9 : God of War: Ascension Wiki Guide - IGN

God of War: Ascension is a third-person action-adventure video game developed by Santa Monica Studio and published by Sony Computer Entertainment (SCE). The game was first released on March