

READ BEFORE USING YOUR PlayStation=2. COMPUTER ENTERTAINMENT SYSTEM.

As ery small percentage of individuals may experience epileptic solutors when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while blaying Video games, including games played on the PlayStation®2 console, may trigger an epileptic setture in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in secrets who have no history of prior settures or epilepty. If you canyone in your family, has an explicitly according, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizzines, altered vidon, eye or muscle twitches, loss of awareness, elseviation, any involuntary increment, or convulsions—IMMEDIATELY discontinue use and consult your physician before mainting play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PkyStation*2 console to a projection TV without first consulting the use I manual for your projection TV, unless it is of the LCD type. Otherwise, it may personently change your TV screen.

ESE OF UNALITHORIZED PRODUCT

The tise of software or peripherals not authorized by Sony Computer Entertainment America imay diamage your console and/or involking 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, wipling in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GOD OF WAR

Consumer Service/Technical Support Line I-800-345-7669
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals Representatives are available Monday-Satunday 6AM-89M and Sunday 7AM-6-30PM Pacific Standard Time.

Grame Filt's Guide in ormation
PlayStation Underground Game Guides
For free hints and tips visit or at www.spisystation.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.

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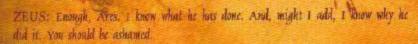
Gods

Credit

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.



ARES: The man is a fool. He turned his back on a gift so - ATHENA: My lord, my father, it is knotos 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.



ATHENA: Ares actions were brutal, as always, My Lord. My cracles 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 calture. It is nothing more than a festering pit filled with flabby aristocrats. Athens is a blight on mother Gaia herselft. I will destroy your city, my dear sister.

ATHENA: Not if 1 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 office worries. Kratos may very well alter the course of all our destines.

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.



PlayStotion 2 computer entertalmorent system (slim):



Play Station? Computer entertainment system forly leaft:

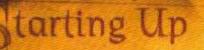


SETTING UP YOUR PLAYSTATION'2 CONSOLE

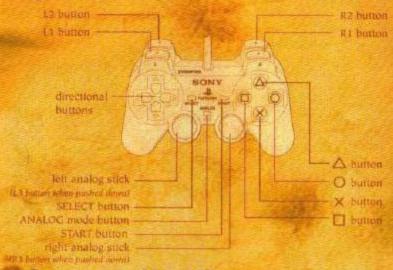
Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN (CON button and the disc tray will open. Place the God of War^{on} 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.



DUALSHOCK®Z 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 B2. 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. Here 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.



he Game Screen

- Health Meter

- Magic Meter



Power Up Meter



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.



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 1. . . 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 (1) + (3) simultaneously. This meter will fill faster as Kratos does bigger attack combos. While In Rage of the

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Gods mode, Kratos' gains new attacks that do more damage than his normal combat moves.



ontrols.

MENU CONTROLS

Access Menu-Screens

Pause Game/Options Menu

Left analog stick / Highlight/menu item directional buttons

Select menu item

Previous screen

Scroll Menu Screens

ON GROUND CONTROLS

Left analog stick Walk/Run/Climb

Right analog stick Evade

⊗ lump

Normal Attack

△ Heavy Attack

Grab enemies

Block (and hany enemy b attack is blocked at right time)

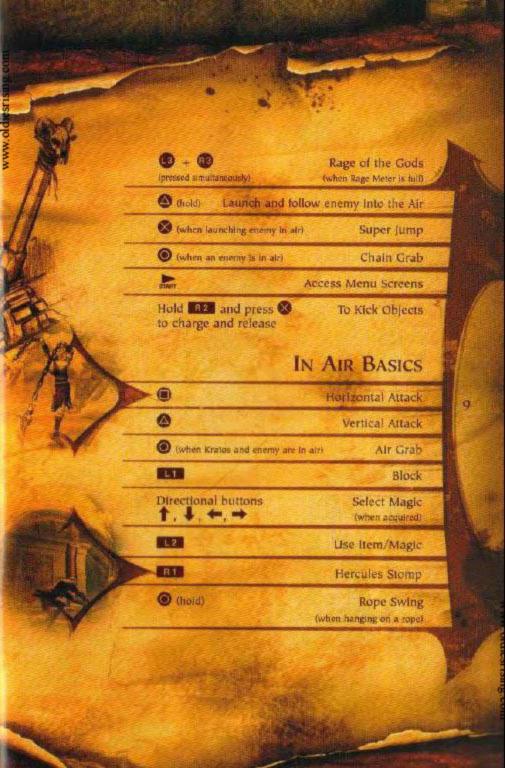
↑ , ↓ , ← , → Select Magic (when acquired)

Use Item/Magle

Action/Interact with world

8







ttacks / Moves

COMBOS

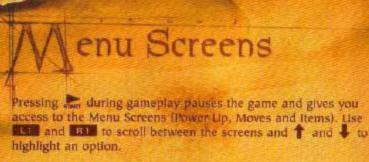
Kratos can unleash devastating attacks that can be linked together to create a string of combos, capable of creating massive damage. By striking, swinging, and even using the Blades of Chaos to catch and impale his enemies, he can execute both short-range and long-range attacks. Kratos will earn more 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 (a), (a), (b), (a), and (b) 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.

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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 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

POWER UP 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.

pgrades

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 the Rate to scroll to the Items Menu.

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agic

As Magic abilities are acquired, use 1. . and to choose a Magic, and then execute the move or combo required to unleash it.



ZEUS: Even though 1 have forhidden 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 step 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.



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MEDUSA'S GAZE



Turn enemies to stone with the head of a Gorgon.

ZEUS' FURY



Attack enemies from a distance using Zeus' powerful thunderbolts.

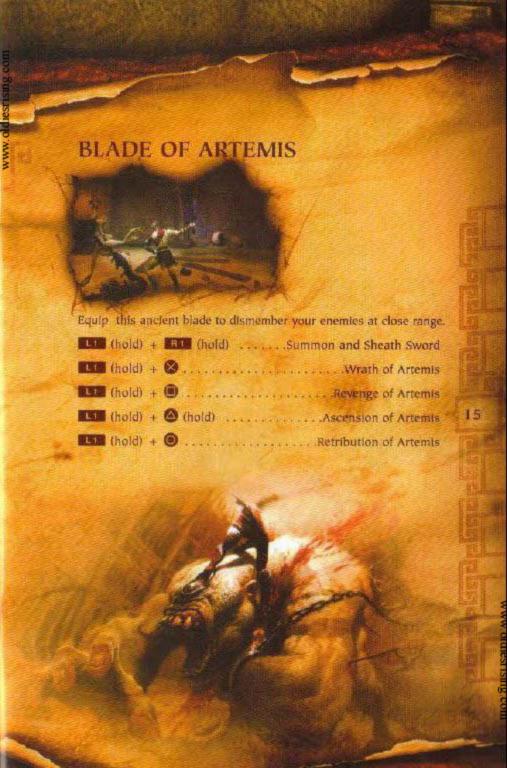
(hold) + (charge then release) Might of Zeus

ARMY OF HADES

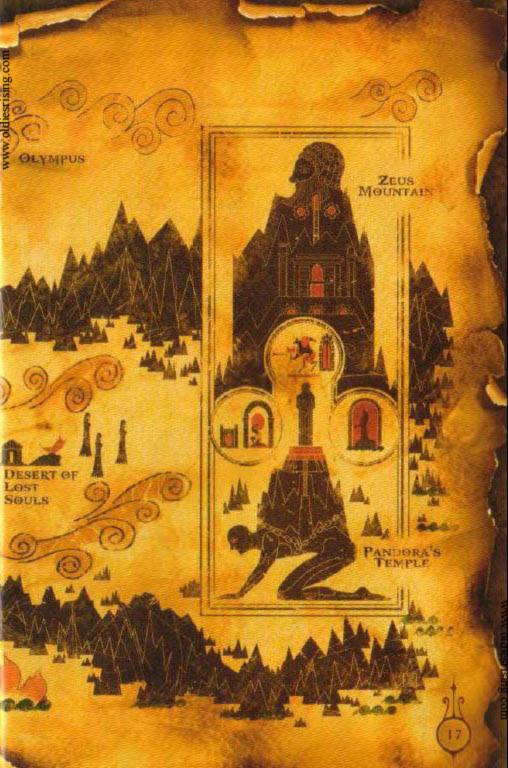


Summon the souls of the dead to fight at your side.

Summon the Army of Hades



SUICIDE BLUFFS TEMPLE OF THE ORACLE ATHENS AEGEAN SEA HADES 16





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 rain 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.

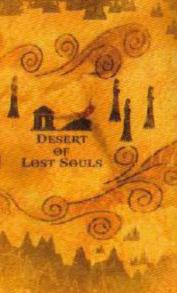
ATHENS



ap of Desert

ZEUS: The path through the Desert of Lost Souls is for Jools, 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 Joolish enough to crawl across

its vast dunes, the bire of the terrible Sireus, 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 auscathed. If this mortal Kratos can complete such a task, he will find the Horns of Pandora, which have the power to summon a Titan.

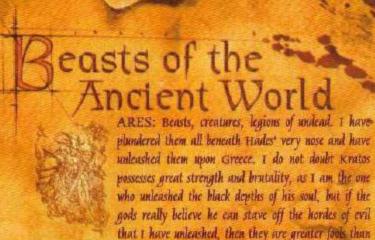


ap of Pandora

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 coulds Athena has chosen well, no doubt. Perhaps Athens will survive after all.





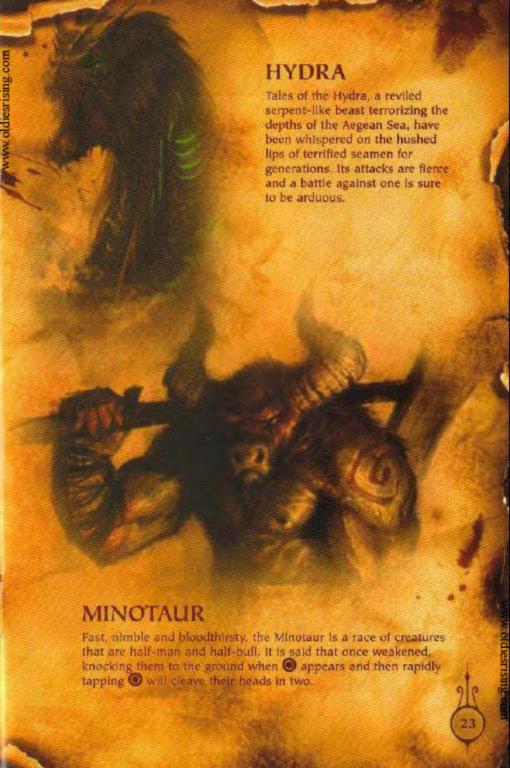
I ever imagined.

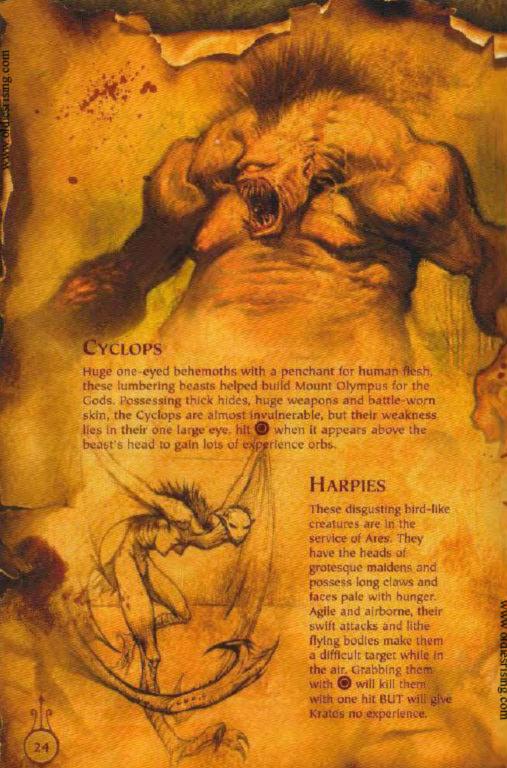
UNDEAD LEGIONNAIRES

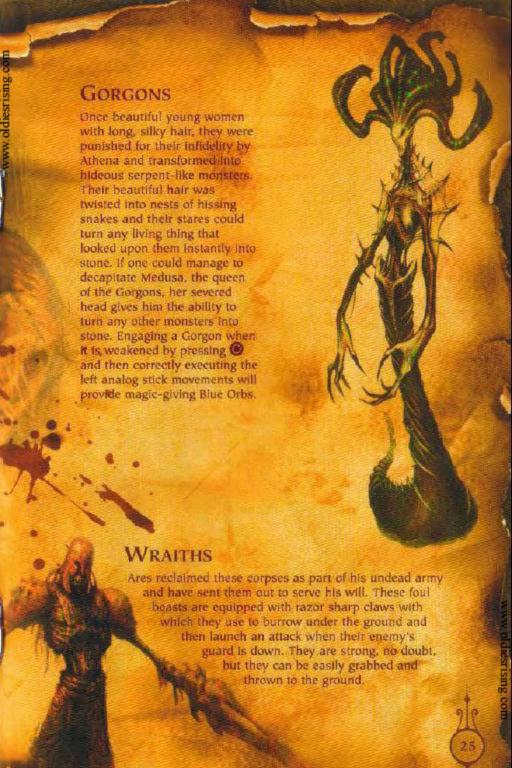
Once proud warriors, Ares reanimated these wretched souls trained in the art of war. They will attempt to divide and conquer, surrounding their prey and attacking from all sides in quick,

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

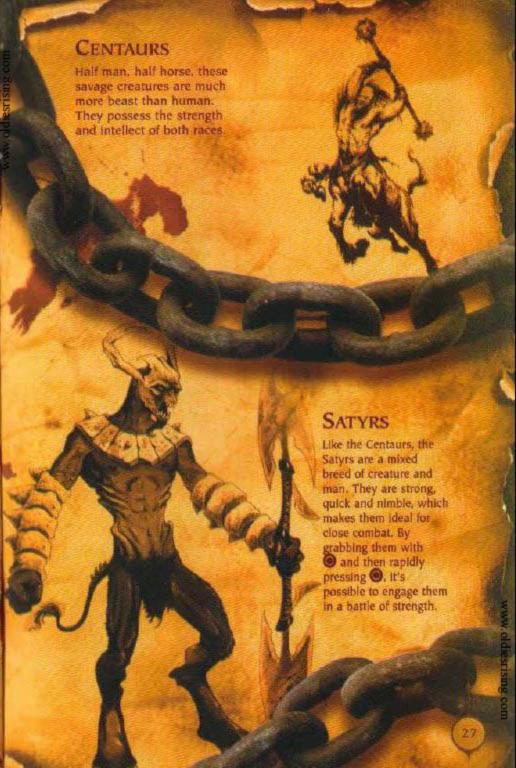












Pelics of the Ancient World

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 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.



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 (a), to swim down, hold (b) and to dash with a speed burst, hold (b) 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.





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.

NECKLACE OF APHRODITE

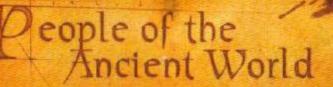
A second necklace hidden inside the Temple of Pandora. When paired with it's sister, this mysterious trinket may help its owner continue his quest.





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.



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 se.

Oracle of Athens

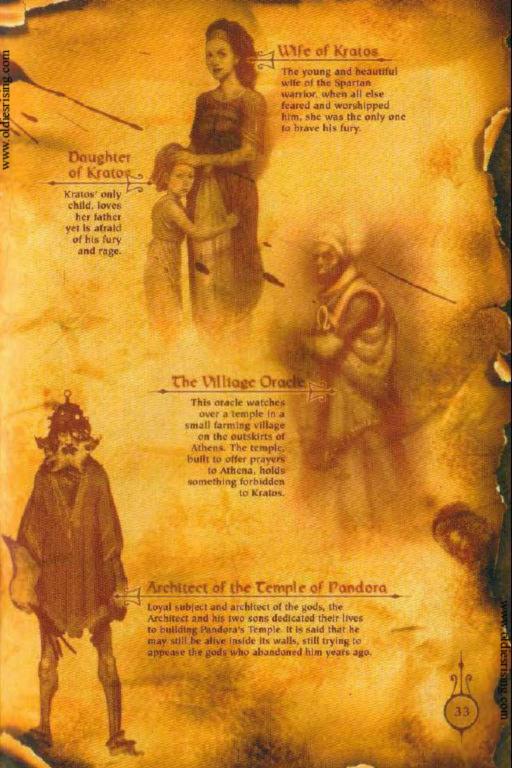
The Oracle of Athens resides in a great temple inside the city walls. Bearer of light and truth, she possesses knowledge of a weapon powerful enough to kill a god.

The Gravedigger of Athens

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

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 hodies on its pyre.



ods

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.

POSCIDON

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 hur) 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.

reasures 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 Traffer 1.
Press to play Traffer 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

SONY COMPUTER ENTERTAINMENT AMERICA

SANTA MONICA STUDIO

GAME DIRECTOR / LEAD DESIGNER David Jaffe

PRODUCER Shannon Studstill

LEAD PROGRAMMER

ART DIRECTORS
Terry Smith
Sieve "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

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 Secto 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
Glovanni Luis

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 Mosestan
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 Klely
Parker Matson
Nicole Stinn
Greg Tiernan
Mark West

DIRECTOR, PRODUCT DEVELOPMENT Allan Becker

VICE PRESIDENT, PRODUCT DEVELOPMENT. Shuhel Yoshida

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Panguito, Rob Wyatt, USC School of
Engineering (Anthony Borquez, Tim
Langdell), USC School of CinemaTelevision, Interactive Media (Tracy
Fullerton, Chris Swain), Santa
Monica College (Chris Fria, Gloria
Mottler), Interact (Paul
Cunningham, Mark Synor), Digital
Artist Management, Inc. (Suzanne
Watthey), 411 Creatives, Chuck
Jeffries, Gina Luckett, Dennis
Mellon, Thomas Orsi, Howard
Partow, Katja Reitemeyer, Shane
Francis Co., Andrew Moore

SCEA Audio Production Group

DIRECTOR OF TOOLS, TECHNOLOGY AND SERVICES BUZZ BUTTOWES

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

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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, The Se Min

Facial Animation Supervisor, Robert Blve

Facial Animator, Jessica Arbogast

Assistant Animator, Binh Nguyen

Assistant Animator, Paolo Ziemba

Character Technical Director, Koji Nagashima

CG Programmer, Gyedo Jeon

Programmer, iin Woo Park

Software Supervisor, Shinichl Soeda

Senior Network Engineer, Masayuki Kasuya

Designer, Calvin Lee

Storyboard Artist, Kyung Shin

Production Assistant, Sa-Eun Park

VEX, Woo Yong Kun

Lead Modeler, Chot Sang Hoon

Modeling Artist, Lee Chun Kwang

Lead Lighting & Texture, Jang Mil Min

Kim Dea II, We Sung Min, Kim Jung Hun,

Lead Animator, Kwon Min

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

lung Won Don, Kim Si Hyun

Assistant Animator, Han lea Yeoul

Lead Compositor. Ko Jong Huyn

Composition Artist, long 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

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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 Tatasclore - Poseidon, Greek Soldier, Fisherman

Claudia Black - Actemis

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 Strocco

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 Gene Strocco

Lead Cinematics Designer, Ron Padua

Cinematics Editor/Compositor, Aaron McFarland

CG Supervisor, Greg lung

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 Ilm 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 Belakian Victor Rodriguez

ADDITIONAL MUSIC PRODUCTION Rich Goldman/Riptide Music

CHOIR ARRANGING AND CONDUCTING lames 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 Graintk, Karen Harper, Walt Harrah, Luana Jackman, Angle Jaree, Bob Joyce, Jon Joyce, Susan Boyd Joyce, Kerry Katz, Christic Lawrence, Virenta Lind, Rick Logan, Ionathan Mack, Melissa Mackay, Guy Maeda, Donna Medine, Aleta Braxton O'Brien, Josef Powell, Rick Riso, Sally Stevens, Oren Waters

MUSIC EDITING AND REMIXING fared Emerson-Johnson

ADDITIONAL SOUND DESIGN BY TECHNICOLOR INTERACTIVE SERVICES

Michael Gollom, Phillip Kovats, Mark Binder, Jussi Tegelman, 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 lorge Palacios Dave Schraer lan lones Lester Relova Colin Stiles Man Glang 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

Sean Neale

Christian Ramirez

Andrew Baker Michael Meelyana 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 lason 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



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Molly Smith

PUBLIC RELATIONS MANAGERS Ron Eagle Ryan Bowling

DIRECTOR OF LOYALTY AND CHANNEL MARKETING Steve Williams

DIRECTOR OF CREATIVE SERVICES

CREATIVE SERVICES MANAGER

CREATIVE SERVICES SPECIALIST
T) Consumit

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
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