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SuperCheats.com's Unofficial Guide to

God of War III

by swaggers



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God of War III Guide

Unofficial God of War III Guide by Swaggers for SuperCheats.com



This is a video based walkthrough covering the whole game and all the collectibles. We have 60 videos here designed to help you through each stage and get all the collectibles (Gorgon Eyes, Minotaur Horns, Phoenix Feathers and Godly Possessions).

If you've already completed the game and are just interested in the collectibles then we've collated all the information for that on a single page at the end of the guide.

Happy reading and watching, and best of luck completing God of War III.

Act I

Gaia

After the opening cutscene you take control of a fully powered up Kratos and will run through some basics of combat and movement taking on some Olympian chumps. After that a little Poseidon intro and it's back into the action. Gaia will blow out the fire and a few more chumps will come to get slaughtered. Then head over to the branches blocking the way and [R1] and then [O] repeatedly to lift them out of the way.

Boss: Stead Battle #1

You need to watch out for his high powered water breath. When the Steed rears his head use the R Stick to evade to one side. Then come back in for the attack. It doesn't take many hits to part 1 to be over.

Next you have to fight while hanging from the roof. Just get in close and be prepared to block when the Steed's pinchers come at you.

Then it's back to solid ground and this time you have to deal with the water breath and the pinchers. Keep up the pressure and you'll get to your first Context Attack. This one is a straight-forward [SQ] - [SQ] - [SQ] - [SQ].

Mount Olympus

Wall climb on the vines to the right and jump the gap. Climb up onto the solid ground and open the first Red Orb chest. These provide experience you use to level up your weapons. Continue on and shimmy around the rock face watching Gaia have a hard time of it as you go. You'll have to fight 3 basic enemies and 2 archers to move on. After they are dealt with climb the ladder to the vine up and deal with a few more basic low level guys. Grab the Green Health chest in the middle and then jump up to the right platform. Then Grapple over the middle to the left side. There is another group on the far side with 3 archers. Then jump to the ladder and continue your climb up.

When you reach the top Gaia will call out for help and the path in front of you will get destroyed. Double Jump over and continue to hold the jump button. This bring out your Icarus Wings and allows you to glide. You'll be double jumping and gliding A LOT in this game. Grab the Heath and Magic chest and then move on.

As you head through the next door you'll be attacked by a Centaur. When he charges Kratos, you'll get an opportunity to turn the attack back on the Centaur with a Context sweep of the left stick. Keep up the pressure making sure to block the Centaur's attack. A few other enemies will join in. This is a good first real battle and shows the importance of blocking in God of War III. Once you've done enough damage to the Centaur you'll get a Context attack to finish him off. Clean up the rest of the enemies and then pull the lever, climb the right ladder, and jump up on the platform to take it to the left. First save is up top here.

Back on to Gaia for another Stead battle.

Boss: Stead Battle #2

Mostly the same. Keep up the attack. A secret is to use your magic during a boss attack since it makes you invulnerable. You'll eventually get a Context attack to rip one of the pinchers off.

The next step will be a LOT of pincher attacks and the water breath will get a wider scope. Keep up the pressure until you get the Context Attack to rip open the Stead's chest and give him his pincher back.

Work your way through Gaia until you get to her heart.

Heart Of Gaia

GODLY POSSESSION #1

First climb the right side to find "Zeus' Eagle".

Then climb back down and drag the right pillar to the center of the room. Rotate it 180 degrees and put it back in the left side. Now you can climb the left side and then Grapple to the higher point. At the top they will teach you about using enemies as a Battering Ram. This is a very effective technique in this game. Grabs in general are very good moves. Continue on and Grapple your way out of Gaia.

BOSS: Poseidon

In the first section you need to eliminate the pinchers that are on each side of the battle. Switch sides when you see the ground start to spark with electricity. Also switch then the giant tentacles comes down. Once Gaia's hand comes down jump on it quickly.

Now you are fight Poseidon directly. Block and he brings down the Trident and then keep on him with attacks. Once you've done enough damage quickly climb the vines to the right to get a Context Attack on his head.

Back to eliminating the side pinchers. Watch for the electricity and attack with everything you've got.

Then you need to do a series of Grapple jumps and that will send you through Poseidon's form and take him with you to the ground. After a short conversation you'll get a Context Attack to finish him off. Now just watch the cutscene and you're on to the next Act.

Act II

River Styx

The souls in the river strip you of all your exp and powers. Time to start fresh.

Realm of Hades

After a conversation with Athena you'll get the Blades of Exile.

GORGON EYE #1

Then Grapple over to the far side, but fall down to the lower level. There is a Red Orb chest and then the first Gorgon Eye to the right.

Climb up the rock to get back up and get attacked. You can't enter the gate on the right yet so head left and save your game. Grapple to the left to get to 4 Red Orb chests, then grapple back to the save spot. Double jump glide your way to the next section. Hades will taunt you and you'll get the spell Army of Sparta. You have unlimited magic for right now so just got magic crazy on these guys. Jump over the rope and use X to move quickly as there are people ahead and behind. Just push forward with heavy attacks and grapples and get to the end. Magic and Heath await you there and then finish off the guys who were behind you.

Drop down and open the large door. There is a Gorgon inside. If she gets you in your tail you need to L1/R1 repeatedly to get out. Keep up the pressure on her until you get the Context Attack and then take her down. After the first one is down, a second Gorgon will appear. After the battle you can open the left side door and continue on. Drop down in the pit instead of jumping over it to find 2 Red Orb chests.

Peirithous Puzzle

- 1) Jump up to the immediate right of Peirithous to get on the ledge above him.
- 2) Jump onto the middle lantern platform which will begin to fall. Immediately jump to the left side opening. First time it will show a scene so you'll have to go back to the ledge.
- 3) Grab the bramble and drop it to the ground.
- 4) Push it to the Cerebus to get it lit on fire. Then place it just to the left.
- 5) Go back and stand on the high lantern platform until it's all the way down. Then run off and jump over the Icarus Vent you created and double jump glide to ride the vent up to the switch.
- 6) Throw the switch.
- 7) Beat the Cerebus down and do the Context Attack to take control.
- 8) Ride the Cerebus through the enemies until you get down to Peorothous and use the fire attack to burn the tinder and get the Bow.

Then take out the archers with the bow and the ground troops.

PHOENIX FEATHER #1

Afterward use the Bow with a long pull to do a fire shot to the bramble on the far upper left side. Then use the Vent to ride up there to get a Red Orb and a Phoenix Feather.

Now that you have the bow backtrack to just outside the area and use a Fire arrow to destroy the bramble. Save the game and then move on.

MINOTAUR HORN #1

Use a Fire arrow to destroy the small bramble to reveal a chest with a Minotaur Horn in it.

Jump up the ledge and move on. Harpy time. Use the bow to take them down or simply combat grapple them to you. If they swoop down at you use a Grapple to insta-kill them. Glide over to the little platform and then start shimmying your way to the next area.

GORGON EYE #2

When you get to the top area where you are against the earth head left first to find a chest containing a Gorgon Eye.

When you reach the far right jump to the ceiling and then drop down. Double jump over to the next vines and climb that to reach the...

Judges of the Underworld

Grapple over and go up and save first. Then activate the center dial. Head down to the tablet to start the first trial.

Trail 1 is a simple task of destroying all the hands that spawn.

Trail 2 requires you to eliminate people before they hit the wall. If they do they come back as more powerful enemies. The first one will change automatically and will be a Minotaur. Stay out of his ramming path and then Context Attack him to take him down. If you let enough people hit the wall another Minotaur will be added to the party.

Trial 3 is simply to kill Everything! A Gorgon and some Harpies get this trail going. Then throw in a Minotaur and you've got a good time. After the Gorgon goes down a second Minotaur comes out to play.

GORGON EYE #3

Once its all over go save again and then head down to the bottom left. You can jump over to a left platform that contains Red Orbs and a Gorgon Eye. This is #3 so that's a health increase.

Then head back and activate the center circle a second time. The Judges can't reach a verdict so head through the portal. Double jump over the right side.

As you continue on you'll come to an open area with a big door. Two Minos will come from the right. When they are close to the bramble pots fire a Fire arrow in there to cause some major damage. Then work your way down the path the Minos came from.

MINOTAUR HORN #2

As you come out of the tunnel there is a hidden portal to the right that contains a Minotaur Horn.

Continue on, double jumping and gliding your way to a cutscene. Then take the rope over to the next area. Take the vine down the right side and continue on. Shimmy past the tight rock and you'll come to an open path with some enemies. These guys can not be grappled until you get a Context Attack and their blue weapons and do some major damage to you.

Hades Puzzle

- 1) Put a fire arrow in the the large bramble pit to light it up.
- 2) Ride it up to the right side ledge and then flip the lever on this ledge. Jump on the elevator and take it to the next floor.
- 3) Grab the bramble pot. Then let go as you're going to be attacked.
- 4) Once they are all eliminated jump back down and flip the switch again. This time put the bramble on the elevator and ride it down.
- 5) Eliminate the enemies down here and then push the bramble onto the main fire pit to really get it going!

- 6) Jump in and ride the new vent all the way up. Climb up the cage and open the door.
- 7) This is the secret Mr Hand room. There are Red Orbs and also **PHOENIX FEATHER #2**.
- 8) Jump up again to finish this area.

Two Talos will come to life. You can easily block there attacks and keep on the pressure until you get the Context Attack indicator. Not a real challenge.

The Forge

Watch the lengthy cutscene with Hephaestus.

GORGON EYE #4

Go left after talking to Hephaestus and there is a Gorgon Eye to the left of the giant door you can't open.

Then head right and save the game. Pull the level to open the game and then head down the path. When you get to the big gazebo rotate it first to the north east path. Kill the dogs with grapple after grapple and then get your reward of Red Orbs. Then head back and rotate the gazebo to the next opening to the north. Shoot a Fire arrow in there to open yourself a path. You'll eventually get to another cutscene and you'll get the Rage of Sparta ability. After you open a can onto the enemies the gate will fall and you can continue on. You find yourself way back at the beginning. This time though you have the bow to fire up the brambles and continue on.

A Couple of Cerebus dogs will attack when you light the door on fire. These are a little tougher then the last Cerebus and need 3 Context Attacks each to take down. Keep up the pressure and watch out for their fire breath. When they are both dead Hades has some more words for you and then you can enter the door. Another fight and another door and you are in the next area.

Palace of Hades Puzzle

- 1) Grab the stack of stone from the back right room and drag it to the wheel in the back left. You'll have a Harpy attack as you are doing this.
- 2) Flip the wheel and then move the stone stack to block the wheel from closing.
- 3) Climb the center tree and jump to the right side.
- 4) Minotaurs and Dogs in the right side room. Once they are dealt with head upstairs.
- 5) Rotate the center lever upstairs to reveal the casket.
- 6) Head to the back right ladder on the left side. This area has a Red and Green chest and also **PHOENIX FEATHER #3** is the back right.
- 7) Now head up the standard left side ladder and pull the back right level.
- 8) Open the gate and grab the stack of stones and take it back up the elevator and place it next to the new wheel.
- 9) Head back down and turn the center lever again. Now rush up the left ladder and use the wheel. Then place the stones to keep it locked up.
- 10) Turn the center lever yet again and then rush up the right side and flip that wheel. Now both arms should be locked.
- 11) Head back down and grab the casket and this time it will break through.

BOSS: Hades

Right off the bat you need to hit L1 R1 to keep your soul. That's a must.

Get a few quick hits in and then BLOCK to keep from getting hit with the Claws. When he jumps to the ceiling do a

double jump glide yourself to keep from getting hit. Then Hades will start sweeping the Claws. Watch closely for whether you need to jump over or duck under. After that you'll get your first Context Attack. Make sure to destroy the piece of Hades before it gets back to him.

Then he'll do a WIDE area attack. Just look for the one section of the ground that is not affected and get yourself over there.

He'll start to go crazy with the jumps and swings the claws like they are going out of style. Keep up with dodges and keep the attacks on him to do damage. He'll start sending spirit heads at you which you need to dodge. You'll eventually get another Context Attack to pull another section of Hades out.

Then another wide area chain attack with an even smaller area of safety.

Next is a chain from the ground attack that is pretty easy to dodge and the spirits get upgraded to large dogs. Finally another Context Attack and the two of you will lock weapons.

Now you just need to keep hitting Hades with attacking while dodging side to side. He'll pull you into the pit a few times, but it's just a button smasher to get back out. The yet another Context Attack and you'll get the Claws of Hades from him. These are my preferred weapons.

Take out some low level enemies to get a feel for them and then Hades is back yet again. This time you grapple from one side to another to get to his backside for some uninterrupted hitting. Keep up the pressure and you'll finally be rid of Hades, pulling out his soul in the process.

GODLY POSSESSION #2

Go across and save the game then jump into the river. Swim straight down to the bottom and back to find Hades' Helm.

Swim down further and you'll be given Soul Summon and then a small battle to try it out. Then jump in the water and move on and you'll eventually come back up at a lever. Hit it to open the gate and continue on.

You'll eventually come back up at Hephaestus. Watch the scene and then save your game. Then it's back out of The Forge to get back to the main starting area again. We need to rotate the Gazebo. This time the Talos come alive. Once that is done we head back to the starting area and then time with the soul of Hades we can enter the gate on the right side.

Act III

The City of Olympia

Move forward and you'll meet up with Gaia again. She made her choice earlier so repay her for her choice and attack your way through her damaged arm. Once Kratos has taken care of that push her severed hand out of your way. Make your way to the Door to Olympia. These enemies are can not be grappled but their attacks are blockable. Just keep up the pressure and eventually you'll make your way through the whole group and can enter the door. Time for some Harpy riding. Shot the Harpy with the Bow and then combat grapple to ride the Harpy. When you get to the double Harpy ride drop down first to get a Red Orb chest and then ride the first Harpy until you get to the second and a simple X jump will transfer you over.

GORGON EYE #5 & MINOTAUR HORN #3

After using the two chests and saving head back to the last Harpy. Draw her close to the right side edge with the bow and then grab the Harpy and ride it up to the far right. Red Orbs, a Gorgon Eye and a Minotaur Horn are on this ledge.

Double jump to glide back down and continue on. If you want you can eliminate the first wave from the safety of your ledge with the Bow. Then jump over for the second wave. After the second wave a Centaur will be added to the mix. Once everyone is done you can move up to the crossbow.

As you make your move to crossbow a Chimera will appear. This is a three stage battle . The first stage is against the snake portion and it will spit out poison. If it hits you then you need to wiggle to left stick to get out of. Otherwise everything is blockable. Once the snake is gone then it's lion time. Be ready to dodge left or right when he rears his head to throw some fire. Finally its fire breathing elk time? Watch the fire wave. It has a max distance so you just need to stay back. Then watch for the charge. Once it is complete down activate the crossbow and wait for Helio to pass in front and then take him OUT. Head back down and now we need to do some Harpy to Harpy taxing. Just shoot the first one and then ride it to the next. Continue this for a couple Harpies until you make it to the next section. The open the left gate for the bramble pot and take it to the right side. Then push it in front of you to take out the enemies as you go. Clean up any that are left and move on. Grab the chests and climb the ladder at the end of the outdoor hallway. Shimmy around pulling the poor civilian to his death, then drop down and shimmy some more.

Hello Helios. He'll get immediately surrounded and you can't break their shield but luckily a giant cyclops can and one just happens to show up. Beat him into submission and then use him to beat the soldiers. Helios will blast you with some hardcore light, you need to position your hand over the light so that Kratos can move forward.

MINOTAUR HORN #4

After getting the head, shine it on the shimmering light to the bottom right to reveal a chest containing a Minotaur Horn.

GODLY POSSESSION #3

Helios' Shield is in the upper right corner.

Then shine the light on the upper left stone wall to reveal a door.

Act IV

The Path of Eos

Use the head in the tunnel to show enemies. Then beat them to a bloody pulp. Repeat.

GORGON EYE #6

Kind of hidden back from the Save Point is an item chest with a Gorgon Eye in it.

Continue on the path fighting more soldiers in the dark until you come out onto an open area with some Harpies. Use the head at the end of the path to open the wall to continue.

PHOENIX FEATHER #4

When you get to the hand over hand rope. First climb down to get a Phoenix Feather.

You'll get attack on this rope also. Just keep pressing forward. Then a jump up and some more fighting in the dark. Then a double jump glide over the large opening area and you're finally back in the light. After the scene take a Harpy ride over to the top of the wooden structure. Jump off the far right side to a side ledge with 2 Red Orb chests. Then head down the left side on the vines to get some more Red Orbs.

A new enemy appears in the form of the dual bladed Wraiths. These guys have the added fun of burrowing under the ground and then launching themselves at Kratos. The secret to these guys is combat grappling. Just keep grabbing them and launching them all over the area and follow it up with some heavy attacks. They will go down soon enough.

GORGON EYE #7

At the top with the Health and Magic chests use Helios' Head behind the scaffolding to reveal a hidden area with a chest containing a Gorgon Eye.

Charge a fire arrow before going out on the ledge as a quick placed shot to the bramble pots can eliminate the archers quickly. Then its back to grapple fest with the Wraiths. When you get to the top with the save point and the giant chain there is another hidden area with Red Orbs on the north wall. Then prepare for a flight. Jump onto the center vent and you'll be in a flying dodge fest.

The Chain of Balance

Keep to the chain and just move around it to get to clear spots. Once you get used to it, it's not that hard. You'll have a Context Attack on a Titan when you get to the end of the first flight section. Yes, that's right, the first section.

Now the path is crumbling beneath you and you need to get moving. Some double jumps and then a climbing section. Be careful of the falling rocks. Some more double jumps followed by a grapple and then a grapple to a LONG climbing section.

PHOENIX FEATHER #5

As you get off the ground will appear shaky but it will hold. Use Helios' Head to make an item chest appear to get the next Phoenix Feather.

Now flying section part 2. Much much narrower. Again stick to the center and watch far ahead for the small openings you are going to have to navigate through. There are some falling rocks at the end and then you are through.

The Caverns

MINOTAUR HORN #5

As you land on the giant box there is an item chest in the corner.

The use a flame arrow to free the bramble and get this giant box a moving. Then sit back and enjoy the ride because it's going to get crazy pretty fast. When the box stops grapple up to the small platform then double grapple back to the top of another box. Another flame arrow and you are on your way. The coming battle is going to involved a lot of minors and 2 sets of 2 minotaurs that are going to be trying to break the chain and send you all to your death. The key is to let the minors live. Simply run around and avoid them until the Minotaurs show up. Then use the minors as battering rams with your grapple to send the Minotaurs over the edge without even having to fight them. This will keep the chain intact and you alive the easiest. Remember there are two waves so keep as many minor enemies alive as you can. Then there will be some archers and a Cerebus. When you take control of Cerebus four more Minotaurs will appears and you need to use Cerebus' flame attacks to eliminate them ASAP to keep that chain intact.

Jump over to the next box and have a conversation with Hermes. After that climb the chain to end the Act.

Act V

The Flame of Olympus

Jump backwards off the chain and then head to the flame to get a cutscene. After its done you can save your game.

GORGON EYE #8

Use Helios Head to reveal a hidden chamber on the left side of the northern chain area to find 3 Red Orb chests and a Gorgon Eye.

Then you need to use Helios' Head on the blank reliefs on the left side of the chamber. Halfway through Hermes shows up to taunt you so more. You read the whole story if you want or you can pursue Hermes. Jump over to the ledge Hermes is on and the attach to the stone wall.

The Olympian Citadel

As the road collapses and you need to move fast as the fire will kill you if its catches up to you. Attack the poor civilians hanging on for dear life so they don't take you down too. Then continue your pursuit of Hermes. When you get to the soldiers take them down and then jump over to where Hermes is. Make sure to grab the grapple before the floor drops out from under you.

Wait for the grapple symbol to come up before trying it or you'll just fall to your death. A couple of grapple doubles will get you back on solid ground. Then its a Harpy and Dog fight. So LOTS of grapples. Then climb the ladder. Rotate the catapult all the way it will go. Then do a Context Attack to get yourself over to Hermes.

GODLY POSSESSION #4

Hermes' Coin is located behind the statue head as you regain control of Kratos.

Then follow the blood around in a circle until you get back to the starting spot only with Hermes there now. The Bow and various Quick attacks are your best bet. It's not that tough a battle. If he grabs Kratos you'll need to do a left stick Context Attack to stop the damage. You'll have a little battle afterward to test out the boots. Then run up the left wall with Hermes' Boots. The across the two murals and up again. Another small battle to test out your new booties and then off to the next area.

As you exit to the outside there are Heath and Exp chests to both sides. Use the boots to run up and then across the giant mural.

PHOENIX FEATHER #6

As soon as you get off the mural use Helios' Head on the bottom left to uncover an item chest with a Phoenix Feather in it.

Then Hermes run up two walls and the jump glide to the right ledge with the Health chest on it. Right after that you'll come to some soldiers beating on some civilians. After clearing out the riff-raff a Cyclops will come to play. Of course one Cyclops is not as much fun as 2 Cyclops so a second will show up pretty quickly.

MINOTAUR HORN #6

After you take them out, BUT BEFORE going in the door, head down the leftmost path to find Red Orbs and a Minotaur Horn. Upgrade time!

Now head back through the door.

The Flame of Olympus

Head to the right and save. Then you'll get a video overlay of the area. Head around the top side taking out the archers as you go. Head down the hall and you'll be introduced to the

So these sirens are invisible until you drop a Solar Flare on them from Helios' Head. Then it is ON! Work your way to the end of the hall and grab the Red Orbs before heading upstairs.

Flame of Olympus Puzzle

- 1) Head left and use the Icarus Vent to get to the upper ledge. Grab the Red Orbs and then the **PHOENIX FEATHER #7** from the left side.
- 2) Jump to the middle metal ledge with the wheels. Move wheel 1 x1, wheel 3 x3, & wheel 4 x3.
- 3) Jump over the right side ledges to get some Red Orbs.
- 4) Drop down and play the center instrument. The pace gets fast but there is no penalty for a mess up besides having to do the whole thing again.
- 5) Pull the lever and ride the elevator down. You don't have the means to break the Legionnaire's shields yet so you have to kill the Gorgon and use her head to turn them to stone. Then hit them with a few heavy attacks for the instant kill. Repeat with the second group.

Hit the switch for the elevator at the bottom and jump off quick. Then head under the elevator for 4 Red Orb chests. SCORE! Then move back out into the main flame room yet again and take the stairs to the top. Save at the top and then use the center lever to expose the flame. Ohh, too bad. The judges still don't think you have the right stuff. So head through the door that opens killing the archer's who are in there. A couple of Wraiths in the hallway to take care off. Remember, combat grapple for the win. Then down the stairs you go.

GORGON EYE #9

Use Helios' Head at the bottom of the stairs to find a Gorgon Eye. Upgrade!

Save your game and use the health and magic chests because it's battle time. But first a quick talk with Hera.

BOSS: Hercules

First it's just grunts. Grapple and battering ram will make quick work of everyone that is in this first stage.

Once Hercules joins in continue using battering ram to do some fast damage to Hercules. Eventually he will try to ram you and you need to Context Attack to gain control and then run him into the thorns to eliminate a piece of armor.

Battering Ram and Bramble again to get another piece of armor. That is when he gets mad.

No more grunts. Just Kratos and Hercules. Bow does ZERO damage so it's all quick strikes and then dodging out of the way. Hercules will do either a 3 strike series with a ground pound or just straight to the ground pound. Either way be somewhere else when it happens. Hercules will get over confident and go and brag to mommy and that's when you'll strike.

Once you have the gauntlets then it's just a bash fest until it's time to deal the final blow. Watch for Hercules grabbing up large chunks of the area that you need to dodge and also for his bear hugs you need to button smash out of. m

Act VI

GODLY POSSESSION #5

As you crash down with Hercules' body go around it to the top side and swim down into the water. At the bottom is Hercules' Shoulder Guard.

Now that we have the Cestus we can break Onyx and also the shields of the Legionnaires. After the battle where you get to test our your new Magic you need to break the Onyx with the Cestus and then pull the lever. Now head back to Hercules' corpse bashing your way through a wall of Legionnaires first. Then swim through the open grate in the water.

MINOTAUR HORN #7

As you get out of the water head back towards the camera for a Red Orb chest and a Minotaur Horn.

Poseidon's Chamber

More Legionnaires and some Dog first. Then turn the wheel to raise the gate and run under it before it falls back down. Not enough time to get through both doors. So save and head right.

Poseidon Princess

Check out what the chick is whining about at the far grate. Then head down the left path.

Poseidon's Puzzle

- 1) Jump through the gate on the right.
- 2) Jump over to the left ledge and throw the lever.
- 3) Drop back down to the center area and grapple punt 4 Dogs into the right gate to add weight to the top. **DO NOT KILL THE DOGS.**
- 4) Go to the left bridge for the 2 Red Orb chests.
- 5) Go through the right gate and then to bottom gate as the platform falls. Again don't kill any dogs, you need their weight.

Don't leave the area just yet.

GORGON EYE #10

In the Item Chest on the right side of the room.

GODLY POSSESSION #6

Poseidon's Conch Shell is in the far right corner of the room.

Head back through the portal and quickly eliminate the dogs to save the princess. When the princess goes over the edge get to her quickly to pull her back up. Then eliminate the rest of the dogs. Head back to the princess and throw her through the portal and then jump down yourself. Two Talos will come to life that you will need to deal with. After that you need to deal with some Legionnaires so use the Cestus, then back to the princess to make her move. Then move again. Then push her a third time. Lift the gate and another easy battle. Then go and use the wheel. Now that that far gate will stay open you can move on.

PHOENIX FEATHER #8

Use Helios' Head to the right side after talking to Pandora.

Then head out the left side.

The Upper Gardens

Rotate the first platform and jump over. Rotate the second and jump over. Rotate the third platform twice and then jump over.

Aphrodite's Chamber

MINOTAUR HORN #8

First, head to the right to the item chest tucked away in the small alcove.

GODLY POSSESSIONS #7

Then head to the left, using the 2x Red Orb Chests and then double jump and glide behind Aphrodite's bed to find Aphrodite's Carter.

Play the sex mini-game to get some red orbs. You can play as often as you like but there is no more bonus after the first time. Afterward you can head through the portal and talk to Heppy again. Drop down and save and then head through the new opening on the left.

Act VII

Tartarus

Grab the Heath and look out over the area. Then head right.

PHOENIX FEATHER #9

It's just on the right as you go down the path. In the wide open.

Centaur time! Just keep away from his charge and use the Magic minions as battering rams and this will be an easy battle. After the battle it's just a quick double jump up to the Red Orb and Alternating Chests.

Gates of Tisiphone

Double trouble Chimera time. Just focus on good dodging and eliminating the body parts as the opportunity arises.

Gates of Tisiphone Puzzle

- 1) Pull both the left and right chains.
- 2) Push in both the left and right cubes.
- 3) Climb up the left side cubes to the top.
- 3) Grapple the Harpy and fly out and around the center pillar to reach the right side as the top two cubes recede.
- 4) Climb the right cubes to the top, then double jump glide to the far left side.
- 5) Pull the left side lever.
- 6) Grapple another Harpy and fly to the right side.
- 7) Pull the right side lever.
- 8) Jump to the center and activate the switch.

Head inside and save your progress.

PHOENIX FEATHER #10

Grab the Feather from the left side item chest on the way to the save.

The Pit of Tartarus

Head down the left side where you're going to have to deal with a lot of minion types. Double jump glide at the bottom and activate the Titan's hand.

Cronos

Whenever Cronos is looking at you use a Solar Flare from Helios' Head. Destroy the enemies and then head through the clink in his bracelet. Attack Cronos' sore to move on.

The next section has Cronos slamming his hand down at you. Once he does, attack the nail on the middle finger. Yeah, his nail. He'll also breath on you but that is more of an annoyance. Once you've done that a few times it's Context Attack time. Then he'll slam his whole hand down. Watch the shadows so you don't get crushed underneath. Then climb a finger for some more minor enemies. Then use a Solar Flare again to blind Cronos. Time to climb up his body. Standard climbing with some more weak enemies.

Grapple double jump glide to the small platform where you have to deal with a couple of Talos. Your weapons are

much more powerful now so it should be an easier fight then before. They were never really that hard since all their attacks are blockable. After everyone is dead activate the center and then attack the flesh. Cronos will grab you in his hand and you'll have some more battles before a long grapple sequence. Then just run, don't fight to get back to the platform. Kill everyone on the shoulder platform including a giant brute cyclops. Use the Cyclops to destroy the rest of the enemies and attack Cronos' should directly.

Kratos is thrown down Cronos' throat so as soon as you gain control head DOWN fast. Then follow the Context. Head up Cronos' Hands and attack the Oynx with the Cestus. Bash the Onyx a second time. And simply walk up Cronos' face to end the battle. Bash yet some more Onyx to return the Hep and get your new weapon. After Hep tries to kill you, do the Context Attack and then use the new weapon to light the right side pillar to kill Heppy once and for all. Then take out the minions to see what the new weapons is capable of.

GODLY POSSESSION #8

Grab Hephaestus' Ring to the left by the now empty pool

Then Hermes up the right side wall and back into Aphrodite's Chamber. You can have some more sex with her if you want. Then out the front door. Check out your new magic and then and across to the rotating platform. Rotate it once and jump over. Then use the Whip to power up the next platform and use it to get back solid ground.

Act VIII

Daedalus Workshop

- 1) Rotate the Ballista to the left and fire.
- 2) Use the rope to get to the top right and open the chests.
- 3) Double jump out and glide around to the rope to take it to the far left. **MINOTAUR HORN #9**.
- 4) Drop down and pull the lever on the far right.
- 5) Fire the Ballista again and follow the rope to the top right. **GORGON EYE #11**.
- 6) Release the Ballista and fire it straight to the north.
- 7) Hermes run up the right and pull the lever in the area.
- 8) Run back down and fire it again.
- 9) Fire it again to drop the platform and go down and get your loot. **PHOENIX FEATHER #11 & GOLDY POSSESSION #9 - DAEDALUS' SCHEMATICS**
- 10) Fire it yet again.
- 11) Jump into the back right portal and then double jump glide yet again to the rope.
- 12) Follow the rope to the back of the screen towards the camera for 4x Red Orbs.
- 13) Drop back down and go down the pole.

MINOTAUR HORN #10

Head towards the camera after you drop down the pole for a Horn and a Red Orb Chest.

Head forward into the garden area and watch the cutscene with Hera.

Hera's Garden

- 1) To the right head straight ahead for a Red Orb chest.
- 2) Head down the right fork for some enemies and 2 Red Orb chests.
- 3) Now go down the left fork and use the Head of Helios to reveal **PHOENIX FEATHER #12**. Got them all.
- 4) Head back to the save and then continue on the left path. **GODLY POSSESSION #10 - HERA'S CHALICE**.
- 5) Hug the left wall all the way down for a Red Orb chest.
- 6) Backtrack and use the alternating Chest and then head in to the right for some enemies.
- 7) You can't open the gate and the stairs are lowered so head to the back left.
- 8) **SATYRS**. These guys SUCK. Fully level up your favorite weapon. If you see them leaping dodge because when you come down it's unblockable and it does major damage. These 2 can kill you QUICK so stay on your toes and juggle them high as much as you can.
- 9) In front is a Heath Chest. You need to kill the civilian to get to it. Then if you head back and to the right there is are 2 Red Orb Chests and a hidden item with **GORGON EYE #12**.

Hera's Garden - Part 2

- 1) Move forward and step on the center pressure plate.
- 2) Quickly move down and jump over the fence and use the newly formed stairs to the left.
- 3) Head right and open the gate. Go down the ladder and open the Red chest.
- 4) From the bottom floor double jump and glide to the small gate opening on the left of the open sky. Grab **MINOTAUR HORN #11**.
- 5) Now jump across the area from the Red chest.
- 6) Grab the pillar and drag it into the left area. Rotate it so the lowest part of the top stairs is pointing to the left and then move it to the upper right under the waterfall.
- 7) Head down through the newly opened gate to confront Hera.
- 8) Now that the garden is a mess you can use a Fire Arrow on the Bramble just up the stairs.

- 9) Go back and grab Hera and dump her on the pressure plate just to the left.
- 10) Go back and grab the pillar and drag it to the left waterfall. Don't turn it at all.
- 11) No drag it to the bottom right to complete the stairs. You need to flip it 180 degrees.
- 12) Go back and grab Hera and take her up the stairs and dump her in the giant chalice.
- 13) No drag the pillar for the last time to the main center pressure plate to keep the whole thing going.
- 14) Now just climb the stairs all the way to the top.

Time for some Harpy riding to get across the giant expanse. Grab the chests and rotate the dial to open the doors. There is a hidden chest on the left side which should be Red Orbs now if you've been following along.

Act IX

The little Scorpions pose no real threat and are an instant kill with a grapple. Just use the Head of Helios to light the way. Use the giant wheel to lower Kratos to the bottom. Just keep working your way through Scorpions in the dark. When you get back to the light use the Heath and read the note on the ground. Then double jump glide over the the box.

The Caverns

Cyclops time! Dodge, dodge, and dodge some more. Get your hits and magic in when you can. Once the berserker shows up focus on him since you can ride him to take out the others. Grab the two item chests. One will be Red Orbs now, but the other is your final **MINOTAUR HORN #12**.

Then jump across and save. Read the note if you want.

Use the Head of Helios to reveal the opening on the rock face. Head down to the next chamber. Get the 2 Red Orb chests from both sides of the top area and read the note. Then jump down and head to the left and use the lever. Check the red lock on the left side to see its too hot to use at this time. Swim to the left side and climb the netting to get to the top and take the elevator up. Deal with more sad little Scorpions and continue down the path lighting it up with Helios' Head. There is a note and an alternating chest as the first little stop. Gorgon time. Focus on one, since they are not immune to the stone glaze of the other. Follow the path to the right before you Hermes run up the right side wall to find an item chest and 2 Orb chests. Then run up the wall and open the massive door. More Scorpions. Double jump glide to yet another door. Grab the two chests in front and the Red Orb to the left then go ahead and look out over the Labyrinth.

Boss battle time! Power up the Cestus to full strength because there is a lot of Oynx you need to destroy in this battle. The battle starts out with a lot of the annoying little Scorpions before the big guy shows up. Do the Context Attack to free yourself then you want to focus on the Onyx legs. You need to destroy two of them for the first round. Watch to dodge the tail or to throw some magic out to protect yourself. Once two legs are down you need to jump over and attack the face. Then he'll retreat for a bit giving you time to destroy some minor Scorpions for health. Then round 2. This time focus on the opposite side's legs. He'll take to retreating leaving Kratos with the little guys. Whenever he comes back just focus on those legs. Once three legs are down go in and beat the face until you get the final Context Attack. Then beat on the Onyx corpse and finally the tail to get your reward.

Use the Icarus Vent to get back up to the top. Hit the lock to raise the side box. Jump over to the top and use the Head on the shimmering light to find a Red Orb Item Chest. Jump to the left side and we have a long series of grapples to go. Once you land go activate the next lock. Battle Time! Lots of different enemies. Minotaurs and Gorgons but you should have enough levels in your weapons to make quick work of them. Attack near the edges and you might be able to juggle some over the side without any real effort. After that its grapple, grapple, climb to get back to the same old starting place. Save the game and go around to get back to the first lock room. Use the lock but then go to the right side to the elevator to get some Red Orbs. Then back to the left side and the lock and open ladder. There is a note on the way through the tunnel. Health and Magic on the right.

Daedalus

Once you are done talking head to the right to get some more Red Orbs. Then jump up to the rope and head through Daedalus' Cube to the small platform. Tricky grapple. You head out and then BACK towards the platform. Then it's another series or straight forward grapples to get you to the next lock. Slide down and jump over to the small opening.

The Labyrinth

Save your game. Kratos is now on the inside. Use the lock in the upper left corner. Once again it's battle time. Talos to start. Easy as ever. Then a Cerebus comes in. Then Dogs and more Talos as you ride the Cerebus around the small area unleashing destruction. Once everyone is down head up and use the Health and Magic.

- 1) First off head to the left side and use Helios' Head to reveal a now Red Orb Item Chest.
- 2) Head to the right and activate the lock.
- 3) The instant the fire is off the left side you have to RUN in, climb up, climb out, and climb up the box. Use X to rush the whole thing.
- 4) Jump across to the right from grid to grid.
- 5) Climb up the back grid and jump onto the moving platform.
- 6) Hit the lever.
- 7) Grab the chests that had been covered in flames in the right and then head outside.

New puzzle

- 1) Use the lock to flip the room.
- 2) Move the stone to the camera side and then jump on top of it and then to the ledge. Jump across to the slightly higher ledge. Double jump glide to the opposite side of the room for two chests.
- 3) Drop down and grab the stone to the stop side of the room and hit the lock.
- 4) Grab the stone to the pressure plate.
- 5) Grab the two chests and Hermes run up the wall and out.

Time for a big spike floor extravaganza. Spikes will be popping up from the floor and they will kill you and anyone else in the way instantly. Plus you have to deal with this 3 times before its done. My advice is to IGNORE everyone. After 3 waves of spikes in 1 quadrant, then entire floor will spike. At this time you have to Grapple a Harpy to live as the cube turns. Then repeat. Second phase will have the Sirens. They do NOT die to the spikes but are easy to take care off. During the second round 2 sections will spike. Again just survive and get the to the end and grab the Harpy and you'll be fine. One bad grapple though and it's spike time and instant death. WATCH OUT for Context Kills. You will die if you are in the wrong area when the spikes come up.

Then jump out and save the game and continue on the see Pandora. Then open the gate and get the chest. Then continue on after Pandora. You need to lift her up and then follow yourself. Then another typical battle with some Gorgons. Don't worry about Pandora she is very very good at dodging. After the battle grab the lever on the wall and Pandora will slip in. Activate the lock flipping the room. Climb VERY FAST to the left and then up to the blades and over to the left and down and use the wall lever ASAP to save Pandora. Then reveal the hidden chest to the left and lift Pandora into the cage. After Pandora does her thing climb the ladder up.

Opps. Looks like **Pandora** got herself into a little mess.

- 1) Head to the right to Helios a hidden item chest.
- 2) Pull out the pillar in the back left as far as it will go.
- 3) Then Hermes run up the side of the pillar.
- 4) Double jump to the top of Pandora's Box and climb over to the right side. It will fall.
- 5) Climb up, out, and up as fast as you can and then activate the lock.
- 6) Now out and up SUPER FAST as the blades will kill you if you are not quick enough.
- 7) Then climb left and wait for the right side box to drop then climb, yes, FAST. to get back on top of the Pandora's Cell.
- 8) Rotate the lever there.
- 9) Activate the lock and then drop down and break open the glass. DONE.

Head through the door, save, and grab the chests. Then its time for a cutscene. Then it's Siren time. A lot of them. Solar Flares to bring them out and then a big old Bear Hug. Pretty soon the entire gauntlet of higher end enemies will show up. Grab the chests on both sides after the battle.

Use the lever on the left so Pandora can enter the gate and then climb up to the top and use activate the lock. This will cause the whole section to rise. Be sure to check out the 3 shimmering hidden item chests for red orbs, not that you need any anymore before saving and continuing on. Then it's time to go back to Hades with another chain flying sequence. A little tougher this time.

Act X

This Act starts out with probably the gayest battle because I HATE the Satyrs. You start out with Cerebus and as you remove heads Satyrs come in. Try to keep the Satyrs on the defensive and pound them one at a time with everything you have. When in doubt, DODGE. You've been in this area many times so you should know your way around. Save the game and there is a hidden item to the right of the small pool. Then head back and activate the circle. Now head through the far right portal grabbing the chests as you go. Head left from the portal and bash the Onyx. One judge down. Sirens and dogs as you leave the area. Hidden chest to the right of the overlook, then a double jump glide to the next judge's head. Bash some shields after that. Another item chest to the left of the overlook that you can see the chain from. Then another Satyr. Destroy him and move on to the vines.

Climb the vines down to the bottom and take care of the final judge. Now just head back to the portal and the main area and just destroy the two onyx chains to move on. Do a scene and then fly yourself back up to the very top. Then climb back to the flame room. Easy act.

Act XI

Head back into the alcove you reveal a LONG time ago and smash the oynx to reveal some more Red Orbs. Between items and red orbs there are 6 chests here. Then head upstairs and rotate the Flame of Olympus. Long cutscene and let's get this over with.

Your first Zeus section is a 2-D fighter. The biggest thing you need to do to survive this fight is watch for Zeus trying to throw his first punch. Jump dodge behind Zeus and attack him from behind. Keep up the pressure and anything you can do to juggle Zeus into the air is great. I used the Exile Blades. There will be a Context Attack and you'll be right back into the action. Watch when Zeus is at distance for him to throw a line of lightning on the ground.

Once this part is over there is a cutscene with Pandora. Then save and head outside.

This section is actually pretty short. Double jump glide outside over the Zeus. There is a little scene and then its back into battle. You can dodge now which makes it a LOT easier. Don't really bother blocking. It's all dodge, hit, dodge. After a bit Gaia shows back up and you are thrust back into her chest just like in the first act. Make your way back to Gaia's heart and break the Oynx that is protecting it. Then attack her heart for Health. Zeus shows up.

Just a tough tough battle ahead. Air dodges are your friend. Magic is your friend. Rage of Sparta is your friend. There are two MAJOR problems here. One, when Gaia's heart starts to glow you can attack it for Health. Problem is Zeus is going to do it too so you need to pound him off it ASAP. Two, Zeus will now make copies of himself. They don't have a lot of strength, but if he gets enough of them out it will cause you a lot of problems.

Context Attack on Zeus for the win. You need to keep pushing him back towards Gaia's Heart to end the battle. When you get back up go over and grab the Blade of Olympus. There is no real secret to the Darkness. Just keep pressing North and interact with every scene. When you get back to Zeus just beat him until the screen is completely covered in blood. Then you have to let up. The game will let you beat him forever. Just let go and you've done it. Then a quick interaction with Athena and the game is won.

God of War III Collectibles

Collectibles, Acts I-III

Act I

Heart Of Gaia

GODLY POSSESSION #1

First climb the right side to find "Zeus' Eagle".

Act II

Realm of Hades

GORGON EYE #1

Then Grapple over to the far side, but fall down to the lower level. There is a Red Orb chest and then the first Gorgon Eye to the right.

PHOENIX FEATHER #1

Afterward use the Bow with a long pull to do a fire shot to the bramble on the far upper left side. Then use the Vent to ride up there to get a Red Orb and a Phoenix Feather.

MINOTAUR HORN #1

Use a Fire arrow to destroy the small bramble to reveal a chest with a Minotaur Horn in it.

GORGON EYE #2

When you get to the top area where you are against the earth head left first to find a chest containing a Gorgon Eye.

Judges of the Underworld

GORGON EYE #3

Once its all over go save again and then head down to the bottom left. You can jump over to a left platform that contains Red Orbs and a Gorgon Eye. This is #3 so that's a health increase.

MINOTAUR HORN #2

As you come out of the tunnel there is a hidden portal to the right that contains a Minotaur Horn.

Continue on, double jumping and gliding your way to a cutscene. Then take the rope over to the next area. Take the vine down the right side and continue on. Shimmy past the tight rock and you'll come to an open path with some enemies. These guys can not be grappled until you get a Context Attack and their blue weapons and do some major damage to you.

Hades Puzzle

- 6) Jump in and ride the new vent all the way up. Climb up the cage and open the door.
- 7) This is the secret Mr Hand room. There are Red Orbs and also **PHOENIX FEATHER #2**.
- 8) Jump up again to finish this area.

The Forge

GORGON EYE #4

Go left after talking to Hephaestus and there is a Gorgon Eye to the left of the giant door you can't open.

Palace of Hades Puzzle

- 1) Grab the stack of stone from the back right room and drag it to the wheel in the back left. You'll have a Harpy attack as you are doing this.
- 2) Flip the wheel and then move the stone stack to block the wheel from closing.
- 3) Climb the center tree and jump to the right side.

- 4) Minotaurs and Dogs in the right side room. Once they are dealt with head upstairs.
- 5) Rotate the center lever upstairs to reveal the casket.
- 6) Head to the back right ladder on the left side. This area has a Red and Green chest and also **PHOENIX FEATHER #3** is the back right.
- 7) Now head up the standard left side ladder and pull the back right level.
- 8) Open the gate and grab the stack of stones and take it back up the elevator and place it next to the new wheel.
- 9) Head back down and turn the center lever again. Now rush up the left ladder and use the wheel. Then place the stones to keep it locked up.
- 10) Turn the center lever yet again and then rush up the right side and flip that wheel. Now both arms should be locked.
- 11) Head back down and grab the casket and this time it will break through.

BOSS: Hades**GODLY POSSESSION #2**

Go across and save the game then jump into the river. Swim straight down to the bottom and back to find Hades' Helm.

Act III**The City of Olympia****GORGON EYE #5 & MINOTAUR HORN #3**

After using the two chests and saving head back to the last Harpy. Draw her close to the right side edge with the bow and then grab the Harpy and ride it up to the far right. Red Orbs, a Gorgon Eye and a Minotaur Horn are on this ledge.

MINOTAUR HORN #4

After getting the head, shine it on the shimmering light to the bottom right to reveal a chest containing a Minotaur Horn.

GODLY POSSESSION #3

Helios' Shield is in the upper right corner.

Collectibles, Acts IV-V

Act IV**The Path of Eos****GORGON EYE #6**

Kind of hidden back from the Save Point is an item chest with a Gorgon Eye in it.

PHOENIX FEATHER #4

When you get to the hand over hand rope. First climb down to get a Phoenix Feather.

GORGON EYE #7

At the top with the Health and Magic chests use Helios' Head behind the scaffolding to reveal a hidden area with a chest containing a Gorgon Eye.

The Chain of Balance**PHOENIX FEATHER #5**

As you get off the ground will appear shaky but it will hold. Use Helios' Head to make an item chest appear to get the next Phoenix Feather.

The Caverns**MINOTAUR HORN #5**

As you land on the giant box there is an item chest in the corner.

Act V

The Flame of Olympus

GORGON EYE #8

Use Helios Head to reveal a hidden chamber on the left side of the northern chain area to find 3 Red Orb chests and a Gorgon Eye.

The Olympian Citadel

GODLY POSSESSION #4

Hermes' Coin is located behind the statue head as you regain control of Kratos.

PHOENIX FEATHER #6

As soon as you get off the mural use Helios' Head on the bottom left to uncover an item chest with a Phoenix Feather in it.

MINOTAUR HORN #6

After you take them out, BUT BEFORE going in the door, head down the leftmost path to find Red Orbs and a Minotaur Horn. Upgrade time!

Flame of Olympus Puzzle

- 1) Head left and use the Icarus Vent to get to the upper ledge. Grab the Red Orbs and then the **PHOENIX FEATHER #7** from the left side.
- 2) Jump to the middle metal ledge with the wheels. Move wheel 1 x1, wheel 3 x3, & wheel 4 x3.
- 3) Jump over the right side ledges to get some Red Orbs.
- 4) Drop down and play the center instrument. The pace gets fast but there is no penalty for a mess up besides having to do the whole thing again.
- 5) Pull the lever and ride the elevator down. You don't have the means to break the Legionnaire's shields yet so you have to kill the Gorgon and use her head to turn them to stone. Then hit them with a few heavy attacks for the instant kill. Repeat with the second group.

GORGON EYE #9

Use Helios' Head at the bottom of the stairs to find a Gorgon Eye. Upgrade!

Collectibles, Acts VI-IX

Act VI

GODLY POSSESSION #5

As you crash down with Hercules' body go around it to the top side and swim down into the water. At the bottom is Hercules' Shoulder Guard.

MINOTAUR HORN #7

As you get out of the water head back towards the camera for a Red Orb chest and a Minotaur Horn.

GORGON EYE #10

In the Item Chest on the right side of the room.

GODLY POSSESSION #6

Poseidon's Conch Shell is in the far right corner of the room.

PHOENIX FEATHER #8

Use Helios' Head to the right side after talking to Pandora.

Aphrodite's Chamber
MINOTAUR HORN #8

First, head to the right to the item chest tucked away in the small alcove.

GODLY POSSESSIONS #7

Then head to the left, using the 2x Red Orb Chests and then double jump and glide behind Aphrodite's bed to find Aphrodite's Carter.

Act VII**Tartarus****PHOENIX FEATHER #9**

It's just on the right as you go down the path. In the wide open.

PHOENIX FEATHER #10

Grab the Feather from the left side item chest on the way to the save.

GODLY POSSESSION #8

Grab Hephaestus' Ring to the left by the now empty pool

Act VIII**Daedalus Workshop**

- 1) Rotate the Ballista to the left and fire.
- 2) Use the rope to get to the top right and open the chests.
- 3) Double jump out and glide around to the rope to take it to the far left. **MINOTAUR HORN #9**.
- 4) Drop down and pull the lever on the far right.
- 5) Fire the Ballista again and follow the rope to the top right. **GORGON EYE #11**.
- 6) Release the Ballista and fire it straight to the north.
- 7) Hermes run up the right and pull the lever in the area.
- 8) Run back down and fire it again.
- 9) Fire it again to drop the platform and go down and get your loot. **PHOENIX FEATHER #11 & GOLDY POSSESSION #9 - DAEDALUS' SCHEMATICS**
- 10) Fire it yet again.
- 11) Jump into the back right portal and then double jump glide yet again to the rope.
- 12) Follow the rope to the back of the screen towards the camera for 4x Red Orbs.
- 13) Drop back down and go down the pole.

MINOTAUR HORN #10

Head towards the camera after you drop down the pole for a Horn and a Red Orb Chest.

Hera's Garden

- 1) To the right head straight ahead for a Red Orb chest.
- 2) Head down the right fork for some enemies and 2 Red Orb chests.
- 3) Now go down the left fork and use the Head of Helios to reveal **PHOENIX FEATHER #12**. Got them all.
- 4) Head back to the save and then continue on the left path. **GODLY POSSESSION #10 - HERA'S CHALICE**.
- 5) Hug the left wall all the way down for a Red Orb chest.
- 6) Backtrack and use the alternating Chest and then head in to the right for some enemies.
- 7) You can't open the gate and the stairs are lowered so head to the back left.
- 8) SATYRS. These guys SUCK. Fully level up your favorite weapon. If you see them leaping dodge because when you come down it's unblockable and it does major damage. These 2 can kill you QUICK so stay on your toes and juggle them high as much as you can.
- 9) In front is a Heath Chest. You need to kill the civilian to get to it. Then if you head back and to the right there is are 2 Red Orb Chests and a hidden item with **GORGON EYE #12**.

Act IX

The Caverns

Cyclops time! Dodge, dodge, and dodge some more. Get your hits and magic in when you can. Once the berserker shows up focus on him since you can ride him to take out the others. Grab the two item chests. One will be Red Orbs now, but the other is your final MINOTAUR HORN #12.