

GOD OF WAR

GHOST OF SPARTA



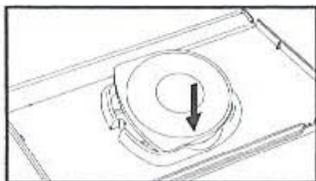
SONY



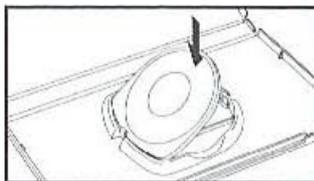
COMPUTER ENTERTAINMENT ©

PRECAUTIONS

This disc contains software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit www.pegionline.eu



UCES-01473

FOR PERSONAL USE ONLY: this software is licensed for play on authorised PSP™ (PlayStation®Portable) systems only. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2010 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. Licensed for sale only in Europe, the Middle East, Africa, India and Oceania.

“PS”, “PlayStation”, “PSP” and “SCE” are trademarks or registered trademarks of Sony Computer Entertainment Inc. God of War®: Ghost of Sparta ©2010 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developed by Ready At Dawn Studios. “God of War” is a trademark or a registered trademark of Sony Computer Entertainment Europe. Made in Austria. All rights reserved.

SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://pspreporting.com>

THE GHOST WHO WALKS THE EARTH

Kratos would never be able to forget the moment his wife and child died at his own hands. One fateful day, during an attack on the followers of Athena, Kratos was tricked by Ares, the god of war, and incapable of controlling his anger, unable to quench his thirst for power, Lysandra and young Calliope were slain.

As a reminder of his unforgivable actions, Kratos was cursed to wear the ashes of his dead family for the remainder of his days; a ghostly second skin, pale as the moon, that caused fear and revulsion in all who laid eyes on the shamed warrior.

Kratos was distraught, his regret drove him to the edge of madness; even the vengeful slaughter of Ares brought him no solace.

He had never known his father. His mother had died her own violent death and his brother had also passed on to the next world, long ago. Now, as a result of his own actions, Kratos was alone, seemingly capable of only one thing: spreading his pain and suffering to others.

But then a secret was revealed; a challenge that offered Kratos one final chance to show that somewhere beneath his scarred body and damaged mind, a human heart was still beating. For Kratos, the Ghost of Sparta, this would be the last opportunity to go some way towards redeeming the horrific sins of his past...

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The XMB™ Menu will be displayed. Open the disc cover and insert the God of War®: Ghost of Sparta disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the XMB™ Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.



The information in this manual was correct at the time of publication, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved God of War®: Ghost of Sparta data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

PLEASE NOTE: the minimum amount of free space required to save God of War®: Ghost of Sparta data will vary depending on the capacity of the Memory Stick Duo™ inserted.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PLEASE NOTE: GOD OF WAR®: GHOST OF SPARTA DOES NOT SUPPORT WIRELESS (WLAN) FEATURES.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons only unless stated otherwise.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **⊙** button.

MAIN MENU

NEW GAME

Begin Kratos's quest for salvation from the very beginning. Choose a difficulty setting, ranging from Mortal (Easy), Hero (Normal) and Spartan (Hard) to God (Very Hard). To play using the God difficulty setting, you must first complete the game on the Mortal, Hero or Spartan difficulty levels.

LOAD GAME

Return to previously saved God of War®: Ghost of Sparta game data.

OPTIONS

Turn the Subtitles and Show Hints feature on or off, or adjust the SFX Volume and Music Volume. Select Display Controls for a quick glance at the default controls.

TREASURES

View and access any special features or bonus challenges that have been unlocked.

DEFAULT CONTROLS

↓	Switch Weapon
↑/←/→	Magic Attack
analog stick	Move
⊗ button	Jump
⊗ button + ⊗ button	Double Jump
⊙ button	Grab/Interact/Grapple
⊠ button	Light Attack
△ button	Heavy Attack
L button	Block
L button (hold) + ⊙ button	Hyperion Charge
L button + R button + analog stick	Evade
R button (hold)	Fireblades (once acquired)
START button	Access In-game Menus
SELECT button	Access Pause Menu

BASIC AIRBORNE CONTROLS

- button Horizontal Attack
- △ button Vertical Attack
- button Air Grab (when Kratos and enemy are airborne)

NOTE: various advanced moves and attacks can also be used once Kratos has acquired items or upgraded weapons.

THE GAME SCREEN



- 1. Blade Icon
- 2. Health Meter
- 3. Magic Meter
- 4. Fireblade Meter
- 5. Red Orb Counter
- 6. Combo Counter

BLADE ICON

The Blade Icon contains three separate meters: the Health Meter, the Magic Meter and the Fireblade Meter.

HEALTH METER

Refilled by collecting green health orbs from fallen enemies and glowing green chests.

MAGIC METER

Refilled by collecting blue magic orbs from defeated foes and glowing blue chests.

FIREBLADE METER

Turn the Blades of Athena into flaming chains of destruction. This meter refills naturally after the Fireblades have been used.

RED ORB COUNTER

Just below the Blade Icon, the Red Orb Counter shows how many red orbs Kratos has obtained. Red orbs can be used to strengthen Kratos's weapons and magic.

COMBO COUNTER

Situated in the bottom right-hand corner of the screen, the Combo Counter will keep track of hits and combos, plus any orbs gained for particularly vicious attacks.

PLAYING THE GAME

ATTACKS AND MOVES

COMBOS

Kratos can link attacks together to form a string of combos capable of inflicting massive damage. Using the fearsome Blades of Athena as his primary weapon, Kratos can execute both short-range and long-range attacks to strike, swing and even impale his enemies. During the adventure Kratos will also obtain a shield and spear, as well as relics that grant him further attacking abilities.

CHANGING WEAPONS

Kratos begins the adventure armed with the Blades of Athena, but will acquire a shield and spear as his journey progresses. Press the **↓** directional button to switch weapons at any time, even during battle.

Once acquired, with the shield and spear equipped, press the **L** button to block, press the **□** button and the **△** button to string together light and heavy attacks and press and hold the **R** button, then press the **□** button to launch the spear at enemies.

CONTEXT SENSITIVE ATTACKS



Sometimes, depending on the situation, specific button combos must be pressed to defeat or waylay an enemy. These button combos, or context sensitive attacks, take place when a foe has received a certain amount of damage.

When a context sensitive attack is possible, a **○** button icon will be displayed on-screen, above an enemy's head. Press the **○** button and then press the series of corresponding buttons as different button icons are displayed on-screen. Perform the attack quickly enough and Kratos will destroy the enemy with a devastating final move.

Context sensitive actions may also occur when certain objects or doors need to be opened or interacted with.

CLIMBING

To scale a wall or other climbable surface, move the analog stick **↑**, **↓**, **←** or **→** in the direction of the next handhold. To quickly move along a wall or ceiling, press the **⊗** button while moving the analog stick. To slide down a wall or ladder, press and hold the **L** button.

SWIMMING

With Poseidon's Trident in his possession, Kratos is unbound by the constraints of mortals and can swim underwater without needing to breathe. To swim, move the analog stick in any direction. Press the **□** button to dive underwater. Press the **⊗** button or the **△** button to rise back to the surface. Press and hold the **R** button then release it for a burst of speed.

MAGIC AND PUZZLES

USING MAGIC

Once acquired, magic gives Kratos temporary abilities that greatly increase his power. Press **↑**, **←** or **→** to select an ability. Using magic will deplete Kratos's Magic Meter.

SOLVING PUZZLES

Sometimes, Kratos will find his path blocked and must figure out how to continue. Keep an eye out for doors, machines or levers; interactive objects will glow with a sparkling point of white light. Approach the object and press the **○** button, then correctly follow the on-screen tips to successfully put it to use.

MOVING OBJECTS

To get past some obstacles, Kratos will need to move objects, such as stone blocks. Approach an object and press and hold the **○** button when the icon is displayed, then move the analog stick **↑**, **↓**, **←** or **→** to drag or push the object.

ITEMS

ORBS

Orbs can be found in three different colours: red, green and blue – each serving a distinct purpose. Orbs are collected by defeating enemies, destroying objects and opening chests. Red orbs are Power Up orbs, which can be used to upgrade weapons and magical abilities. Green orbs are Health orbs and will refill Kratos's Health Meter. Blue orbs are Magic orbs that replenish Kratos's Magic Meter.

CHESTS

Chests are dotted about the ancient world, many cleverly hidden from view. These chests hold useful items and orbs. To open a chest, stand in front of it and press and hold the **○** button.

SAVE ALTARS

A glowing ray of light from the heavens will provide Kratos with the opportunity to save his progress. To make use of a Save Altar, simply step into the light and press the **○** button.

SPECIAL ITEMS

Kratos can also collect special items to greatly increase his powers. To view the special items that have already been acquired, press the START button and select the Items menu. These are just a few of the special items Kratos can utilise:

GORGON EYES

Collect five Gorgon Eyes to increase Kratos's Health Meter by one level.

PHOENIX FEATHERS

Collect five Phoenix Feathers to increase Kratos's Magic Meter by one level.

POSEIDON'S TRIDENT

This item allows Kratos to breathe underwater.

IN-GAME MENUS

Press the START button during gameplay to pause the action and access the Power Up, Items and Moves menus. Press the **L** button or the **R** button to scroll between each menu and press **↑** or **↓** to select an option. Press the START button or the **○** button to return to the action.

POWER UP MENU

Over time, Kratos will acquire new weapons and magical abilities which can be upgraded using the red orbs he has collected. The type of upgrade available is displayed on-screen, along with how many red orbs are required to enable it. Select a weapon or magic ability to enhance and press and hold the **⊗** button to upgrade.

MOVES MENU

View all of the current combos and moves that have been unlocked. Select a weapon or magical ability and press the **⊗** button to view a list of the different moves available for it. As Kratos gains new abilities, these lists will grow substantially.

ITEMS MENU

View any special items that Kratos has collected so far.

PAUSE MENU

Press the SELECT button during play to pause the action. Choose Continue to jump back into the fray or Options to adjust various in-game settings. Select Restart From Checkpoint to begin the current game from the last checkpoint reached, or Quit Game to quit and return to the Main Menu. Press the SELECT button or the **○** button to return to the battlefield.

ALSO AVAILABLE



UCES-01473

"PS", "PlayStation", "PSP" and "△○×□" are trademarks or registered trademarks of Sony Computer Entertainment Inc. "PS" is a registered trademark of Sony Corporation. All rights reserved. God of War Collection and God of War III ©2010 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developed by Sony Computer Entertainment America Inc. "God of War" is a trademark or registered trademark of Sony Computer Entertainment America Inc.

711719167471