

GOD OF WAR II



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Consumer Service/ Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PS3™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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A NOTE FROM THE DEVELOPERS...

We are thrilled to be able to offer newcomers and fans alike, a chance to experience the epic story and gameplay of God of War® and God of War® II for the first time in HD on the PlayStation®3. When we started the task of remastering the classic games, we found ourselves with a unique opportunity to take advantage of the power available on the PS3™, yet at the same time, we wanted to make sure that we remained true to the core gameplay of the originals. Outlined below you will find some of the steps we took in creating the fully remastered God of War® Collection. We hope you enjoy your journey with Kratos into the dark world of Greek Mythology.

Sincerely,
The God of War Team

- When played on the PlayStation®2, both titles ran at a resolution of 512 x 448. Now players will be able to experience God of War® running in full HD resolution.
- When originally released the games had no anti-aliasing. All the art assets in the titles had to be specially created to keep aliasing (jagged edges) to a minimum. The God of War® Collection has been remastered with 2x anti-aliasing to help reduce edge artifacting and provide smoother looking graphics.
- By pushing the PS2® to its limits, the God of War® games were able to run at a variable 60 frames per second (fps). With the extra power of the PS3™, the God of War® Collection is now running at consistent 60fps.
- By applying advanced filtering software and increasing the available image resolution, we have been able to increase the sharpness of a quantity of the games' textures. Where able, we have applied the same process to the game's cinematics, improving their overall fidelity when viewed in HD.
- A full collection of PlayStation® Trophies has been added to each title, making it easier than ever to keep track of all your God of War® accomplishments.

STARTING A GAME

Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

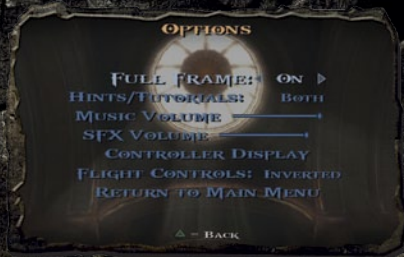
SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

STARTING UP

ADJUSTING THE SCREEN SIZE

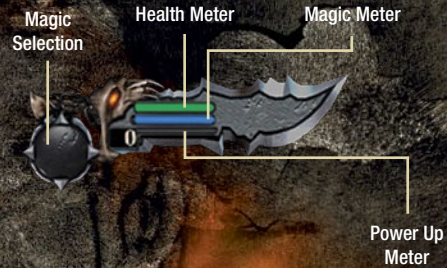
On some televisions, the screen size may need to be adjusted by toggling the Fullscreen setting in the Options Menu.



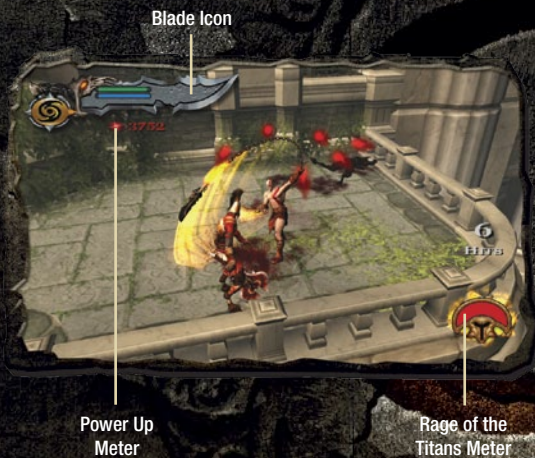
THE GAME SCREEN

BLADE ICON

The Blade Icon contains three separate meters in one — Health, Magic, Power Up Meter and the current Magic Ability you have selected.

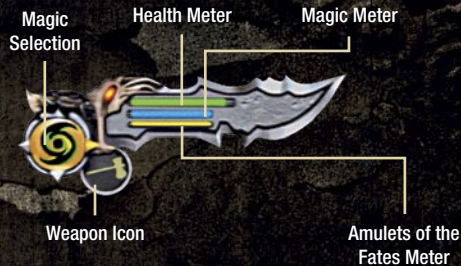


GOD OF WAR® II



BLADE ICON

The Blade Icon contains three separate meters in one — Health, Magic, Amulets of the Fate and the current Magic Ability and weapon you have selected.



MENU CONTROLS

Access menu Screens	START
Pause Game/Option Menu	SELECT
Navigate through menus	L1 or R1
Highlight/menu item	Left stick/ directional buttons
Select menu item	X
Previous screen	△

ON GROUND BASICS

Walk/Run/Climb/Swim	Left stick
Evade	Right Stick
Jump	X
Double Jump	X then X
Normal Attack	□
Heavy Attack	△
Grab	○
Block	L1
Select Magic (when acquired)	Directional Buttons ↑, ↓, ←, →
Use Magic	L2
Action/Interact/Grapple	R1

ON GROUND ADVANCED

(Some of these moves require Kratos to upgrade his blades before they can be used.)

- Launch Enemy In Air **△** (hold)
- Chain Grab **○** (when an enemy is in air)
- Cyclone of Chaos **L1** + **○**
- Tartarus Page **L1** + **△**
- Rampage of the Furies **L1** + **○**

IN AIR BASICS

- Horizontal Attack **□**
- Vertical Attack **△**
- Air Grab **○** (when Kratos and an enemy are in air)
- Block **L1**
- Select Magic (when acquired) Directional Buttons
↑, ↓, ←, →
- Use Item/Magic **L2**
- Action/Interact/Grapple **R1**

IN AIR ADVANCED

(These moves require Kratos to upgrade his blades before they can be used.)

- Cyclone of Chaos (Air) **L1** + **○**
- Tartarus Rage (Air) **L1** + **△**
- Rampage of the Furies (Air) **L1** + **○**

Pressing **START** during gameplay pauses the game and gives you access to the Menu Screens (Power Up, Status, Moves and Items). Use **L1** and **R1** to scroll between the screens and the left stick or directional buttons **↑** and **↓** to highlight an option.

POWER UP MENU

Kratos will acquire new Weapons and Magic 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.



MOVES MENU

Displays all of the current combos and moves that have been unlocked and are available to Kratos. As Kratos gains new Magic and Abilities, the Move list will grow substantially.

THE PAUSE MENU

Pressing **SELECT** during gameplay will pause the game and open the Pause Menu. Use the left stick or directional buttons to cycle through your choices and press **×** to confirm your selection. Press **△** to return to the game.



ITEMS



CHESTS

Throughout his quest, Kratos will often find chests that hold useful items and orbs.



SAVE ALTAR

Any time Kratos comes across a glowing pillar of light, step into the light to save the game.

SPECIAL ITEMS

You can view the Special Items you've acquired in the Items Menu.



GORGON EYES

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



PHOENIX FEATHERS

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

ATTACKS/MAGIC

CONTEXT SENSITIVE ATTACKS

Context Sensitive Attacks normally occur once an enemy has been damaged enough. Once this happens, press the corresponding button and then continue to time and execute the series of button presses. If done correctly, Kratos will take out the enemy with a devastating finishing move.



MAGIC

As Magic abilities are acquired, use the directional buttons \uparrow , \downarrow , \leftarrow and \rightarrow to choose a Magic, and then execute the move or combo required to unleash it. Using Magic will deplete Kratos' Magic Meter.



LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.**

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