Included on Game Informer's "Top 50 Games of 2005" list.
1. Developers: SCE studios Santa Monica

2. Starting costs:
   $50
   Today’s cost : $20

3. Genre: Hack and slash, action adventure

ESRB Content Descriptors:
Blood and Gore, Intense Violence, Nudity, Sexual Themes, Strong Language
1. Kratos saved by The God of War and is doomed by the power he was granted with.

2. The Gods strike a deal with Kratos. They offer to forgive his sins in return for slaying The God of War, Ares.

3. But this is not the only reason. What else would make him want to kill Ares? Revenge, for the trickery and betrayal that led to the death of his family.

4. From the gorgeous city of Athens. To the vast and danger ridden areas of Pandora’s temple to the depths of Hades itself. Kratos has his work cut out for him.
1. God of War is one of those games that seems like it should be non-linear but isn't. This game does not require you to collect things or power things up to complete the game. It just wants you to progress the story.

2. God of War does include some non-linear aspects. These aspects include collecting items to boost your Health and Magic. And powering your weapons to their max!
How button memorization comes in handy.

1. Some battles or situations require to hit buttons or rotate the analog sticks in a certain order. This adds to the constant need to pay attention to what's happening.

2. When fighting Minotaurs, you have the chance for a quick easy kill by rapidly pressing Circle until you drive your blades through its throat.
How button memorization comes in handy.(cont)

1. Here is Kratos about to deal a finishing blow to a heavily armed Cyclops.

2. Here is a breakdown of the best way to get power orbs early on, the Sex Mini Game.
1. God of War has an in depth breakdown of what each attack and skill is and how to execute them. The directions are easy and explained in a simple manner, when in English.

2. Here is a list of moves after a weapon has been upgraded.

3. Here are the list of skill/weapons and How many more orbs until they level up.
But does it look good?

1. God of War’s graphics are somewhat good by today’s standards but when it was released it was at the head of the game.

2. Even though we are far beyond these kinds of graphics we should still see them as a landmark.

3. An example of God of War’s impressive graphics at its time. Here is a picture of Kratos fighting a Hydra head.
But does it look good? (cont)

1. Here is a picture of Kratos running through Athens. Explosions happen everywhere and there are undead minions all over the place.

2. Here is a screenshot of Kratos battling his way out of a Hydra’s mouth.
Do the impalements sound right?

1. Music, sound effects, you name it are extremely important to God of War. Everything Must sound like it would in real life.

2. The music ranges from calm romps through the city to the intense caverns of the Underworld. Every song has a Greek feeling in it, just like it should.

3. The music influences the way you play. When its calm and cool you feel relaxed. When it picks up you get your ass into gear.
How he does it!(Rock and Shock)

1. Medusa’s Gaze, brings new meaning to “stone cold”.

1. Poseidon's’ Rage,  
A MILLION VOLTS OF PAIN!
1. Zeus’s fury, Let the hammer fall!!!

2. There’s also Army of Hades…but no picture.
How he does it!(A whole lot of whoop ass)

2. The Blades of Chaos and Artemis’s Blade. two melee weapons, one you get at beginning, one you get near end of game.

1. Kratos defeats Ares in a fight to the death and takes his place as the new God of War.

2. This is the beginning of God of War II.
Wait! There’s more!

1. God of War II starts off with Kratos battling a boss right away. The massive Colossus.
Go pick them up and live the legend!
1. Got milk I mean Kratos?
WHERE IT CAME FROM!!

www.godofwar.com

www.google.com

www.wikipedia.org

US!!