GOD OF WAR
CHAINS OF OLYMPUS

READYATDAWN
studios

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

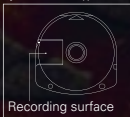**Use and handling of video games to reduce the likelihood of a seizure**
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface

Ejecting the disc
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

God of War®: Chains of Olympus Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at **www.us.playstation.com**. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669
Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98653

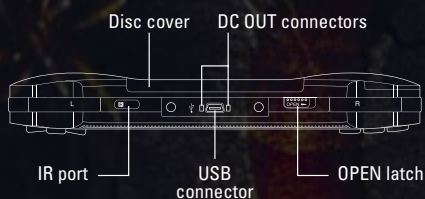# Table of Contents

Getting Started

Right side view

△○✕□ buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT God of War®:Chains of Olympus disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

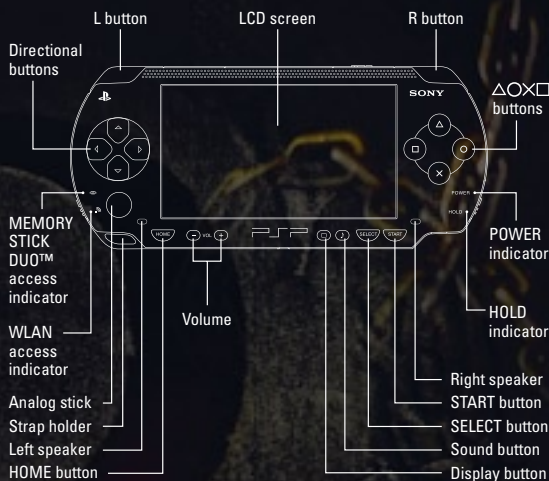**NOTICE:** Do not eject a UMD™ while it is playing.

Memory Stick Duo™
Warning! Keep Memory Stick Duo™ or Memory Stick PRO Duo™ media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo with at least 544 KB of free space into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration

L button   LCD screen   R button

Directional buttons

△○✕□ buttons

MEMORY STICK DUO™ access indicator

WLAN access indicator

Analog stick
Strap holder
Left speaker
HOME button

Volume

POWER indicator

HOLD indicator

Right speaker
START button
SELECT button
Sound button
Display button

Menu Controls

Navigate Through Menus	L or R
Highlight Menu Item	directional buttons
Select Menu Item	✕
Exit Menu Screens	START / SELECT
Return to Higher Menu	◎

On Ground Basics

Walk/Run/Climb/Swim	analog stick
Evade	L + R with analog stick
Jump	✕
Light Attack	▢
Heavy Attack	△
Grab	◎
Block	L

Controls

On Ground Basics Continued

Use Magic .... R + ■ or ▲ or ◉
Action/Interact .... ◉
Access Upgrade/Moves/Inventory Screen .... START
Pause Game/Options Menu .... SELECT

On Ground Advanced

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

Orion's Harpoon .... ◉ (when an enemy is in air)
Hyperion Ascension .... Hold ▲
Helios Reverse (requires Sun Shield) .... Tap L
Plume of Prometheus .... ■, ■, ▲
Spirit of Hercules .... ▲, ▲, ▲
Valor of Hercules .... ▲, ▲, ■
Cyclone of Chaos .... L + ■

In Air Basics

Double Jump .... ✕ then ✕
Horizontal Attack .... ■
Vertical Attack .... ▲
Air Grab .... ◉
(when Kratos and enemy are in air)

In Air Advanced

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

Cyclone of Chaos (Air) .... L + ■
Tartarus Rage (Air) .... L + ▲
Rampage of the Furies (Air) .... L + ◉

Starting Up

Main Menu

NEW GAME: Select this option to begin a new God of War® : Chains of Olympus game. God of War® : Chains of Olympus offers four different difficulty configurations:

Mortal   (Easy)

Hero   (Normal)

Spartan   (Hard)

God   (Very Hard)

NOTE: To access God difficulty mode, you must first beat the game on the Mortal, Hero, or Spartan difficulty level.

LOAD GAME: Choose this option to load a previously saved game. As you play the game, you will reach checkpoints that allow you to save your progress.

OPTIONS: Toggle subtitles and hints ON/OFF, and adjust the game's sound and music volume. Press the directional buttons ➡ and ⬅ to set the volume levels higher or lower. You can also select DISPLAY CONTROLS, which allows you to view the control layout.

Note: To toggle subtitles on/off during cinematics press ■

TREASURES: As Kratos progresses through the campaign mode and meets certain requirements, he will unlock various challenges and rewards in this menu. Check back often to see what has been unlocked!

The Game Screen

Blade Icon

Power Up Meter

Blade Icon

The Blade Icon contains two separate meters — Health and Magic.

Health Meter   Magic Meter

Power Up Meter

Health Meter

The Health Meter is refilled by collecting Green Health Orbs from fallen enemies and glowing green chests.

Magic Meter

The Magic Meter is refilled by collecting Blue Magic Orbs from fallen enemies and glowing blue chests.

Power Up Meter

The Power Up Meter shows how many Red Power Up Orbs are currently in Kratos' possession. Red Power Up Orbs are used to power up Kratos' Weapons and Magic.

Menu Screens

Pause Menu

Pressing **SELECT** during a game will pause the game and open the Pause Menu. From this menu, you can select CONTINUE to continue your game, OPTIONS to show or hide subtitles and hints, adjust volume, view game controls, RESTART FROM LAST CHECKPOINT will return Kratos to the most recent check point, or QUIT GAME to quit and return to the Title Menu.

Note: You can also press **SELECT** from any of the menu items to return to the game

Menu Screens

Pressing **START** during gameplay pauses the game and gives you access to the Menu Screens (Power Up, Moves, and Items). Use **L** and **R** to scroll between the screens, and press the directional buttons ⬆ and ⬇ to highlight an option.

POWER UP: Kratos will acquire new Weapons and Magic abilities, which then can be upgraded by using the Red Power Up Orbs he's collected. Select a Weapon or Magic to be powered up and then hold down ✗ to upgrade.

MOVES: 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.

ITEMS: Throughout his journey, Kratos will acquire items that aid him in the battlefield. Descriptions of these items and their purpose can be found here.

Items

Chests

Throughout his quest, Kratos will often find chests — some of which are cleverly hidden within the environment. These chests hold useful items and orbs. To open a chest, stand in front of it and hold ⓞ.

Save Altar

Any time Kratos comes across a glowing pillar of light, step into the light and press ⓞ to save your progress.

Note: A save game containing profile information such as unlocked items and available upgrades will be saved in conjunction to save points without notifying the user.

Special Items

In addition to Orbs, Kratos can find Special Items that will greatly increase his powers. Of course, items such as these are not easy to come by. You can view the Special Items you've acquired by pressing START and using L or R to scroll to the Inventory Menu.

Gorgon Eyes

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

Phoenix Feathers

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

Attacks and Moves

Combos

Kratos can unleash devastating attacks that can be linked together to create a string of combos, capable of inflicting massive damage. By striking, swinging, and even using the Blades of Chaos to catch and impale his enemies, he can execute both short-range and long-range attacks. Kratos can earn more red orbs for higher number combos.

Context Sensitive Attacks

Context Sensitive Attacks normally occur once an enemy has been damaged to a certain extent. Once this happens, a ⊚ button will appear over the enemy's head. Press ⊚ and then continue to time and execute the series of button presses and/or analog stick movements that appear on-screen. If done correctly, Kratos will take out the enemy with a devastating finishing move.

Attacks and Moves

Climbing

Kratos can climb certain surfaces and even fight while hanging on. To climb on a wall or other climbable surface, move the analog stick ←, →, ↑, or ↓. To quickly jump along the wall, press ⊗. To quickly slide down a climbing wall press ⊗ and hold the analog stick ↓. Kratos can also travel quickly along ceilings with his blades by pressing ⊗.

Swimming

In certain areas, it is necessary for Kratos to swim. Move the analog stick to guide Kratos through the water. He can also ascend, descend, and dash. To ascend, hold either △ or ⊗. Holding ▣ will make him dive further down. Hold R to dash. The swim dash, aside from quickly speeding through water, is also handy for breaking underwater obstacles.

Note: Kratos cannot descend or ascend while swimming until obtaining Triton's Lance.

Moving Objects

Kratos can move certain objects from one place to another. To grab and move an object, approach it and press and hold ⊚, then move it with the analog stick. Kratos can also kick moveable objects. To kick an object, hold R to charge the kick, then release.

Attack and Moves

Magic

Once granted, these special abilities will give Kratos temporary powers that will greatly increase his chances for survival. As Magic abilities are acquired, hold the `R` button and press either △, ▣, or ◎ to execute the appropriate Magic ability, provided there is sufficient Magic in the Magic Meter. Using Magic will deplete the Magic Meter.

Puzzles

Kratos will often be called upon to decipher numerous mind-bending puzzles. Kratos can and will need to interact with items in the environment to help him continue. Anytime you see a glowing white light or glossy sheen on an object or location, it is possible to interact with that object. This may involve attacking and destroying it, or using it by pressing ◎.

Credits

God of War - Chains of Olympus

Developed by Ready at Dawn Studios™

Creative Director and Game Director
Ru Weerasuriya

Director of Production
Marc Turndorf

Lead Level Designer
Dana Jan

Programming Director
Garret Foster

Technical Director
Andrea Pessino

Lead Gameplay Programmer
Philip Nowell

Lead 3D Artist
Nathan Phail-Liff

Lead 2D Artist
Carlo Arellano

Lead Animator
Jerome de Menou

Lead Engine Programmer
Rachid El Guerrab

Gameplay Programmers
Jeremy Nikolai
Derek Mulder
Philip Nowell
Garret Foster

Tools Programmers
David Neubelt
Tony Martinez
John Nguyen
Ryan Mangin
Rachid El Guerrab

Designers/Implementers
Michael Birkhead
Michael Deneen
Max Walter

Design Consultant
Eric Williams/Short Short Super, LLC

Concept Artists
Carlo Arellano
Justin Murray

In-Game Animators
Kevin Rucker
Chuck Suong
Jerome De Menou

Background Modelers
Brian Fletcher
James Tran
Dana Jan
Anthony Vitale
Joshua Primm
Zach Gonzalez
Melissa Neubelt

Texture Artists
Hisae 'Jo' Watanabe
Justin Murray

Lighting Artist
John Enricco

Camera Artist
Chad Verrall

Foreground Modelers
Maxx Marshall
Jarred Everson
Anthony Vitale

UV Artists
Melissa Neubelt
Joshua Primm

Technical Artists
Matt Oursbourn
Nathan Phail-Liff

Cinematic Supervisor
Nicolas Riviere

Cinematic Animators
Matt Oursbourn
Nicolas Riviere
Chuck Suong

Rigging and Finishing Artist
Matt Oursbourn

Cinematic Matte Painters
Carlo Arellano
Justin Murray

FX Artists
Nathan Phail-Liff
Jerome de Menou
Matt Oursbourn

Story by
Ru Weerasuriya
David Jaffe

Game Written by
Marianne Krawczyk
Ru Weerasuriya
Cory Barlog

President
Didier Malenfant

Director of Finance & HR
Stacey Ytuarte

IS/Office Manager
Steve Fradley

Additional Design
Michael John/Method Games™
Gerald Vera
Aldric Saucier

Additional Programming
Geoffrey Fulton

Additional Art
Pierre-Paul Gingras

God of War Babies
Sloane
Raquel
Ethan
Fairuz

Special Thanks
All the spouses/significant others and families of the team
Stephen Rubin/ Law Offices of Stephen Rubin
Jim Charne/Law Offices of Jim Charne
Howard Shapiro/Mitchell Silberberg & Knupp
Kahni Bizub/Wright Ford & Young
Phil Cohen/Lee & Associates
Additional testing:
Matt and Michelle Mocarski
Izi Kucuklevi
Kenneth Pessino
Robert Berger

Sony Computer Entertainment America

SCEA Santa Monica Studios Product Development

Executive Producer
Shannon Studstill

Senior Producer
Eric Koch

Producer
Jeremy Ray

Associate Producer
Chad Cox

Production Test Lead
Scott Soltero

Onsite Production Tester
Monty Rimorin

Production Tester
Josh Harrison

Art Director
Stig Asmussen

Credits

Creative Director
Cory Barlog

Technical Director
Tim Moss

Cinematic Animators
Mehdi Yssef
Artak Avakyan
Jacqueline Corley
James Che

Concept Art
Cecil Kim
Andy Park
Izzy Medrano

Character Modeling
Katon Callaway

Management

Director, Product Development
Allan Becker

Senior Vice President, Product Development, SCEA, part of SCE Worldwide Studios
Shuhei Yoshida

Special Thanks
Doug Kelley
Tanya Page
Jonathan York
David Thach
Michael Dennis
Greg Yip
Travis Sher
Darcy Ray

and the God of War team…

Ahlin, Mark
Ancar, Maximilian Vaughn
Anderson, Kevin
Anderson, Mark
Arriaga, Raymond
Arrington, Matt
Ashcraft, Andy
Ballo, Moumine

Barron, Cory
Beaver, Christopher
Begum, Saladin
Cappiello, Matthew
Caterson, Steve "Scat"
Cheng, Michael
Choi, Go Woon
Coda, Jim
Daniels, Derek
Danielsson, Magnus
Diamand, Ben
Edwards, Paul
Ericson, Christer
Feldman, Ken
Filippov, Vassily
Gary, Nathan
Gilley, Sean
Greenspan, Richard
Ha, Michael
Hargraves, Rob
Hawkins, Jonathan
Ho, Tommy
Hoffman, Naty
Howard, Angie
Huynh, Ken
Jaffe, David
Kavanagh, Gary
Lawrence, Ariel
Lu, Louis
Luis, Giovanni
Manzano, Sean
Mcdade, Jason
Mcdonald, Jason
Meinerding, Ryan
Miller IV, Thomas
Miller, Jim
Miller, Matthew
Mines, Rita
Minters, Jason
Morgan, Ashley
Mulhern, Wade
Odero, Fabrice
Orsak, Aaron
Palamarchuk, John
Papy, Todd
Parker, Jeremy
Peterson, Stephen
Pihlajamaki, Timo
Pinady, Charles

Piperi, Todd
Pixton, Tim
Puhl, Adam
Root, Adam
Roy, Kenneth T.
San Juan, Erik
Santa Maria, Sonny
Sbrogna, Chip
Seeto, Scott
Simon, Mark
Soper, Bob
Stein, Alexander
Stephens, Nate
Sutton, Christopher
Taubel, Joel
Turner, Dwayne
Velazquez, Bruno
Wade, Whitney
Walden, Lewis
Weissbaum, William
Wen, Charlie
Wilkins, Phil
Wright, Jo
Yang, Yumi
SemoLogic Inc

PD Service Groups

Senior Director of Tools, Technology and Services
Buzz Burrowes

Director of Service Groups
David Murrant

Music

Director of Music
Chuck Doud

Senior Music Supervisor
Clint Bajakian

Music Supervisor
Jonathan Mayer

Associate Music Supervisor
Joel Yarger

Music Production Associate
Michael Bricker
Scott Hanau

Music Editing
Marc Senasac

Music and Licensing Manager
Jason Swan

Senior Music Licensing Coordinator
Justin Fields

Associate Music Producer
Tammy Tsuyuki

Original Music by
Gerard K. Marino

Additional Music By
Ron Fish
Chris Velasco
Mike Reagan

Sound Design

Senior Manager, Sound Group
Gene Semel

Sound Design Manager
Phillip Kovats

Lead Sound Designer
Brad Aldredge

Sound Designer/ Implementation
Emile Mika

Creatures and Additional Sound Design
David Farmer

Additional Sound Design
Paul Fox
Steve Johnson

Dialog Manager
Greg deBeer

Senior Dialog Coordinator
Jacquie Shriver

Additional Dialog Support
Hope Dippel
Eric Kuehnl

Audio Post Production Manager
Mike Johnson

Audio Post Production
Jeff Darby
Derrick Espino
Mike Johnson

Audio Post Production Mixer
Eric LeBlanc

Foley Recording
Warner Bros. Post Production

Foley Artists
John Roesch
Alyson Moore

Foley Mixer
MaryJo Lang

Voice Over Recording and Editorial
Soundelux Design Music Group

Executive Creative Director
Scott Martin Gershin

Facility Manager
Janet Rankin

Voice Over Business Manager
William "Chip" Beaman

Voice Over Coordinator
Erica Mehallo

Voice Over Recording Engineers
Justin Langley
Dutch Hill

Credits

Voice Over Editors
Mark Camperell
Brad Beaumont
Clint Richardson
Chad Bedell

Casting & Recording Director
Keythe Farley

Asset Coordinator
Patrick Ginn

Production Assistant
Charlie Gondak

Voice Actors
TC Carson - Kratos
Debi Derryberry - Calliope
Marina Gordon - Persephone, Female Greek
Linda Hunt - Narrator
Brian Kimmet - Soldier 3 (walla)
Don Luce - Soldier 2 (walla)
Dwight Schultz - Charon, Helios, Male Greek, Fire Guard
Fred Tatasciore - Atlas, Persian King, Soldier
Erin Torpey - Eos, Athena
Andrew Wheeler - Soldier 4 (walla)

Multimedia

Senior Manager, Multimedia Group
Gary Barth

Senior Editor
Sean Thomas

Associate Producer
Corrine Lucas

Video Production Specialist
Ryan MacPhee

PD Services Group Support

Project Manager
Davina Mackey

Production Accountant
Laura Connors

Senior Administrator
Kathryn Tunis

Video Services

Manager of Video Services
Don Lacy

Video Services Supervisor
Jahil Nelson

Video Engineers
Brian Kellison
Ron Ilano
Paul Klinke
Ryan Mudd
Devon Read

Coordinator
Alycia Powers

Global Platform

Sr. Director, Global Platform
Ritchard Markelz

Director, First Party Quality Assurance (FPQA)
Charles Connoy

Test Operations

Senior Manager
Tim Vanlaw

QA Test Supervisor
Cruz Garcia

Lead Quality Assurance Testers
Monty Rimorin
Gabe Datte
Greg Nichols

Senior Quality Assurance Testers
Devin Hill
Chad Shoemaker

Quality Assurance Tester
Jackie Sutherland

Lab Technicians
Vince Loughney
Nathan Buxton

Contingent Game Test Analysts
Andy Cabandong
Antel Powell
Charlemayne Celestino
Christopher Hoyt
Derek Pardoe
Jeffrey Pasis
Jobe DeHaas
Jocelyn Sevier-Smith
Jonah Witters
Kevin Helton
Noah Versluis
Shankara Shankaran
Tim Grimes
Jin Bong
Sonjalee Holland
Charles Mack
Jason Musbach
Spencer Skoglund
Bradley Stouse
Craig Francis
Gerardo Mendez
Romie John Quinto
Adam Paul Thomas
Jonathan Neppl

Program Management Group

Senior Manager
Jim Wallace

Manager, Project Management
Eric Ippolito

Senior Project Coordinator
Justin Flores

Project Coordinator
Brent Gocke

Project Management Assistant
Elessa Vovan

Product Development Information Technology (PDIT)

Director
Adam Harris

PDIT Online Games

Senior Manager, Online Games
Monique Fraser

PDIT Network Engineering Group

Senior Manager, Network Engineering
Derrell Jenkins

PDIT Studio Applications

Senior Manager
Steven Kirk

PDIT Core Systems Infrastructure

Senior Manager
Tom Perrine

Tools & Technology Group

Director of Tools, Technology & Services
Buzz Burrowes

Tools & Technology Group Director
Edward Lerner

Audio Team Manager
Keith Charley

Engineers
Alan Gerrard
Garin Hiebert
Jim Sproul
Joshua Breindel
Laurent Betbeder
Steve Merel

Product Marketing

Director, Software Product Marketing
Jeff Reese

Product Marketing Manager
Asad Qizilbash

Product Marketing Specialist
Kenneth Chan

Product Marketing Assistant
Christina Cavallero

Public Relations

Senior Corporate. Communications Manager
Kimberly Otzman

Analyst Relations Manager
Mariam Sughayer

Corporate Specialist
Abigail Murphy

Senior PR Manager
Ron Eagle

PR Specialist
Paul Murphy

Software PR Assistant
Jacqueline Efron

Promotions

Senior Director of Promotions
Ginger Kraus

Senior Promotions Managers
Donna Armentor
Blair Elliott Paige

Mobile Marketing Manger
Andrew Adams

Associate Promotions Managers
Lauren Decker
Anne Gherini
Jill Grabenkort

Senior Promotions Assistants
Natalie Behrman
Dan Ambrose

Channel Marketing & Events

Director, Channel Marketing and Events
Joby Hirschfeld

Senior Manager, Channel Marketing
Bob Johnson

Channel Marketing Manager
Michael Delacruz

Senior Channel Marketing Specialist
Marie Manapat

Channel Marketing Specialist
Kacey Fahey

Retail Manager, Channel Marketing
Kip Roggendorf

Events Managers
Lori Chase
Quinn Pham

Events Specialist
Mizpah Brown-Rich

Credits

Senior Manager, Creative Services
Jack Siler

Senior Creative Services Specialists
Joseph Chan
JM Garcia
Miguel Godinez
Alicia Beam

Creative Services Specialists
Larissa Gamarra
Annet Hsu
Blanca Hernandez

Creative Assets Manager
Ted Jalbert

Video Assets Manager
Michael Brynteson

PlayStation Network

Senior Director, PLAYSTATION Network
Susan Nourai

Director, Operations
Eric Lempel

Senior Manager, PLAYSTATION Store
Grace Chen

Senior Manager, Web & Loyalty Marketing
Josh Meighen

Project Managers
James Isaac
Paul Purdy

Web Producer
Cyril Tano

Web Content Planning Manager
Dawson Vosburg

PMT Manager
Jen Woldman

Loyalty Associate Manager
Chris Hagedorn

PS Store Coordinator
Rommel Hernandez

Senior Web Content Designer
Michael McIntire

Associate Content Management Specialist
Nick Colberg

Associate Project Manager (Offical Game Site)
Trevor Ehle

Web Specialist
Sara Kwan

Asset Artist
Noel Silvia

Sr. Department Assistant, PLAYSTATION Network
Kristi Olivas

Legal and Business Affairs

Director
Lisa Lunger

Manager
Christine DeNezza

MUSIC LEGAL BUSINESS AFFAIRS
Brian Fukuji
Mary Nappi

SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of God of War: Chains of Olympus with special recognition to the Executive Management team including:

Kaz Hirai
Jack Tretton
Jim Bass
Glenn Nash
Steve Ross
Riley Russell
Peter Dille
Scott Steinberg
Phil Rosenberg
Shuhei Yoshida
Phil Harrison

Notes

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Notes

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____