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2008 Video Game 2008 Video gameGod of War: Chains of OlympusNorth artDeveloper container Americans (s) Ready at Dawn [1] Publisher (s) Sony Computer EntertainmentDirector (s) Ru WeerasuriyaWriter (s) Marianne Krawczyk Ru Weerasuriya Marc Turnford Cory Barlog Composer (s) Gerard K. MarinoSeriesGod of WarPlatform (s) PlayStation PortableReleaseNA: March 4, 2008AU: March 27, 2008EU: March 28 2008Genre (s) Hack and slash Mode (s) action-adventure) single player God of War: Chains of Olympus It " an action-adventure game developed by Ready at Dawn and Santa Monica Studio and published by Sony Computer Entertainment (SCE). It was released for the first time for the handheld PlayStation Portable (PSP) on March 4, 2008. The game is the fourth installment in the God of War Series, the second chronologically, and a prequel to the original God of War. It's just based on Greek mythology and set in ancient Greece with vengeance as a central motif. The player controls Kratos, a Spartan warrior who serves the gods olimposi. Kratos is driven by the goddess Athena, who instructs him to find the sun god Helios, like Morpheus Dream God has caused many of the gods to sleep in the absence of Helios. With the power of the sun and the help of the Titan Atlas, Morpheo and Queen of the Underworld Persephone he intends to destroy the pillar of the world and in turn Olympus. The gameplay is similar to previous games, with a focus on the combo-based combat, achieved through weaponÀ € main player the Blades of ChaosÀ € and secondary weapons acquired during the game. It features quick time events that require the player to complete action game controller on a timeline to defeat stronger enemies and bosses. The player may use up to three magic attacks as alternatives combat options. The game also features puzzle and platform elements. The development control point has been reconfigured for the PSP, as it has a smaller number of control buttons of PlayStation 2. Ready at Dawn solution for the controls received by the critical praise. Debating at No. 5 on the charts À " North America. Chains of Olympus reached the highest composite score for a PSP title from Metacritic and Tricks. IUP said that the game is "a technical showpiece for Sony, and probably the most beautiful system of the game." [2] He has won several awards, including "Best PSP Action Game", "Best Graphics Technology", and "Best Use of Sound." In September 2010, GamePro called the best game Chains of Olympus for PSP. In June 2012, the game has sold 3.2 million copies around the world, so becoming the fourth best-selling game for the PlayStation Portable of all time. Along with God of War: Ghost of Sparta, Chains of Olympus has been remastered and released September 13, 2011, as part of the God of War: Origins Collection for PlayStation 3 (PS3). The remastered version was included in the God of War Saga released on August 28, 2012, for PlayStation 3. The game For More information: Elements of common game in the series God of War God of War: Chains of Olympus is a single in third person video game player seen from the point of view of the camera fixed. The player controls the character Kratos in combat combo-based, platforming, and puzzle game elements and enemy battles that are primarily derived from Greek mythology, including Cyclops, gorgons, satyrs, harpies, minotaurs, hoplites, and sphinxes . Morpheus beasts, shades, banshee, fire guards, fire watchmen, guards Hyperion, and death knights were created especially for the game. The platform elements require the player to climb walls, jump through the chasmi, swing on the strings and balance through the beams to proceed through the sections of the game. Some puzzles are simple. Moving a box so that the player can use it as a point launch trampoline to access a path that is not reachable with the normal jump, but others are more complex, how to find different elements in various sectors of the game to unlock a door. [3] [4] Kratos main combat weapon 'is the blades of chaos: a pair of blades connected to chains that Wrapped around the wrists and forearms of the character. In the gameplay, the blades can be flutuated offensively in various maneuvers. While the game progresses, Kratos acquires new weapons, the sun shield and the Zeus sun failure "offering alternative combat options. [3] Kratos learns only three magic skills, unlike four in previous installments, including the EFREET, The light of the dawn and the wrath of Charon, giving it a variety of ways to attack and kill enemies. He acquires the lance of the Reliquiale TritonÀ € à , "similar to Poseidon's Trident in God of WarÀ € à ." It allows you to breathe underwater; a capacity needed as parts of the game takes long periods of time there. [3] [5] The challenge mode in this game is called Hades challenge (five tests) and requires players of Complete a series of specific tasks (for example, burns 50 soldiers with EFRREET). It is unlocked by completing the game. The player could unlock the bonus costumes for Kratos, video behind-the-scenes and concept art of characters and environments. As awards. The completion of each of the live The difficulty of the game unlocks additional prizes. [6] Synopsis setting as with previous games in the God's franchise of war, God of war: Olympus chains are in an alternative version of ancient Greece, populated by the Olympic of the Olympic, from the Titans and other beings of Greek mythology . With the exception of flashbacks, events are fixed between those of Ascension Games (2013) and God of War (2005). Several locations are explored, including the royal world sites of the ancient city of the Attica and the Marathon, the latter understood the imaginary definitions of the Temple of Helios and the Olympian caves, and several other imaginary locations, including the underworld, which present Scenes to the world Styx river, tartar, the Elysium fields and the temple of Persephone. The attic is a war city under assault by the Persian Empire and their basilisk for domestic animals, and is the site of the last battle of Eurypiades. The city of the marathon is covered in the black fog of the god of dreams, Morpheo. Just beyond the city is the Temple of Helios, which is located on top of the Sun Chariot, which rushed to the earth in the absence of Helios. Boreas, Zephyros, Euro and Notos, of the North, West, East and South Winds, respectively, reside in the temple and guide the wagon. The Olympus caves are a cave under Mount Olympus and hosts the Dea EOS, primordial fires and a Triton statue. Underworld is the derground kingdom of the dead and hosts the Styx river and the death ferry, Charon. The tartar is the prison of the dead and the Titans in which the huge titan titan is chained, The Elysium fields host deserving souls that wander peacefully and are neglected by the Persephone Temple. Characters Main article: Characters of God of war The protagonist of the game is Kratos (expressed by Terrence C. Carson), former Captain of the Army of Sparta, and once servant of the God of war, Ares. He now serves others of the Olympics in the hope that he released him with him. Other characters include the mentor of Kratos and Ally Athena (Erin Tepey), the goddess of wisdom; EOS (Erin Tepey), the deaf of the dawn and the sister of Helios; Persephone (Marina Gordon), the Queen of the Underworld and the main antagonist; And Atlas (Fred Tataciore), a four-armed titan imprisoned in the tartar after the Great War. The deceased daughter of Kratos Calliope (Debi Derryberry) briefly meets with him in the fields of Elysium and his wife Lysandra appears in a flashback. The minor characters include Helios (Dwight Schultz), the God of the sun captured; Charon (Dwight Schultz), the underworld ferry; And the Persian king (Fred Tataciore), leader of the Persian Forces attacking attica. [7] Dream God Morpheus is an invisible character that hits the plot. The Kratos plot fights the basilisk in the city of Attica. [3] During the Kratos' ten years of service to the Olympic ones, he is sent to the city of Attica to help him defend him to defend him Invade Persian army. After successfully killed the Persian king, decimated his army and killing their pet's basilisk, Kratos observes the sun fall from the sky, immerse the world in the darkness. While he fights the road through the city of the marathon, Spartan witnesses, the black mist of the Olympic Morpheo covers the earth. He hears a dark flute melody, which he recognizes as the melody once played by his daughter died calliope. Finding the Temple of Helios, Kratos is tasked by Athena to find the missing sun god, since Morpheo caused many of the gods in a deep sleep in the absence of light. The sister of Helios, Eos, who says to Kratos that the Titan Atlas kidnapped her brother. EOS advises Kratos to look for primordial fires, which she uses to awaken Helios fire strips. Steeds take spartan to the elliva, where he has two meetings with Charon at the Styx river. Although Charon initially defeats Kratos and hannel him in Tartar, the Spartan returns and destroys the ferry. [3] After identifying the temple of Persephone and facing the Queen of the Underworld, Kratos receives a choice: he renounces his power and he with his died daughter (at a cost for humanity) or proceed with the mission of him. Kratos sacrifices weapons and the power of being reunited with her daughter, but it turns out that Persephone is saddened by the betrayal of Zeus and the captivity of her in the underworld of her with her husband ade. While he was distracted by his meeting with Calliope, the Persephone's Ally's atlas was using the power of Helios kidnapped to destroy the world's pillar, which would also finish Olympus. Since the consequent destruction of the pillar will also cause the souls of the underworld, including Calliope, to be lost, Kratos abandons her daughter forever to save her life. Taking up the power of him, Kratos fights Persephone and Atlas, binding the Titan at the pier before killing the goddess. Although victorious, he is felt by a dying persempheona that the suffering of him will never end. Atlas, forced to keep the weight of the world over his shoulders for eternity, he also warns Kratos who eventually regret helping the gods and that he and Atlante will meet again. Kratos then ride the wagon in the deadly world and in the sky while Morpheus retreat. [3] In a post-credit scene, Kratos is still driving Helios's wagon in the sky and after seeing the return of the sun, Kratos loses consciousness from exercise and falls to the ground. At the last moment, Kratos is rescued by Athena and Helios, Helios and Athena says she "will live". [3] Developer Game Developer Ready at dawn Launched the idea of a game of God of War for the PlayStation Portable to Santa Monica Studio shortly after the God of War launched. [8] In February 2007, ready for Dawn published a teaser with "arriving early" in the character of God of the war. [9] A IUP editor obtained an early copy of God of War II and published the game's instruction manual, with a page teaser with "PSP" in the symbol of the Omega and stating "Next 2007". [10] On 12 March 2007, God of War II was launched at the Metreon: God of War II Director of the game Cory Barlog has officially confirmed the development of Olympus chains, stating "is its history that connects to history General. God of war., God of the Second War II, and then if all the stars align God of war III will be the story of a trilogy. This story of PSP will be a further carriers of the game." [11] An initial trailer for chains of Olympus was released in April 25, 2007, coinciding with the announcement of a demo on UMDA € à , "the support of the optical disc for the PSP. [12] The trailer is narrated by the actress of the voice Linda Hunt. [13] God of War: Chains of Olympus uses a proprietary engine, called internal engine ready to Dawn, who Expanded the engine created for their previous game, Daxter(2006), to include a fluid and fabric simulator [14] [15] The camera system has been modified to satisfy the ILM. Film camera for God of War game, [14] and the lighting system has been reworked for help in realistic graphic presentation. [16] The game was originally designed for Limited PlayStation Portable 222A Megahertz (MHz). Ready at Dawn repeatedly contacted Sony regarding the increase in the PSP clock speed due to the difference for the game and had developed a version of the game with superior speed. [17] Sony has released a firmware update that the games authorized to use the complete processor 333a MHz. The fastest processor allowed for more realistic blood effects, effects of light and shadows, as well as better enemy intelligence. The update, however, greatly decreased battery life. [17] [18] After completing the game, Game Director Ru Weerasuriya declared multiplayer options and other puzzles, characters, and dialogue had to be removed due to time constraints. [14] Audio two of the voice actors returned from previous bets to resume their roles, which were terrence C. Carson and Linda Hunt, who expressed Kratos and the narrator respectively. Erin Tepey adopted the double role of Athena and EOS. Fred Tataciore, who expressed several characters in previous installments, has returned, and in this game, expressed both Atlas and the Persian king. Carole Ruggier and Michael Clarke Duncan didn't return to resume their roles, which were, respectively, Athena and Atlas. Dwight Schultz voice actor Espresso both Caronte and Helios; Debi Derryberry Espresso Calliope and continued this role in a subsequent episode; And Marina Gordon has provided Persephone's voice. Brian Kimmert, Don Luce, and Andrew Wheeler provided the voices of some minor characters and Keythe Farley was the voice director. [7] The soundtrack was composed of marine qerard, but it never came out on the market. [7] After the release of the demo disk, Ready at Dawn offered pre-order customers of a musical track on disk entitled "Battle of Attica". Composer Gerard Marino said that it was the first inspiration written for the game, based on the concept of art and images. [19] Marino composed about thirteen minutes of music for the game and re-worked other music from previous titles. Three traces of the soundtrack are included as Bonus Track on the God of War.. Ghost of Sparta Soundtrack [20] Release the demo disc, officially entitled God of War: Chains of OlympusÀ , special edition: Battle of Attica, was released on September 27, 2007. In the demo, battles Kratos Persian soldiers and a Giant basilisk. The demo progresses through the city of Attica as Kratos pursues the basilisk, which ends with Kratos to fight the Persian king. The disc also includes a video developer and a cord in the form of the Greek letter Omega. [21] After the release of the demo, a downloadable version was made available through the PlayStation Store in the North American and European regions. [22] Due to the delay of the game, Ready at Dawn offered a "Special Edition" version of the demo of pre-order customers, [23] with a Ready at Dawn Developer stating that the preparation of the special demo disc has taken up At 40% of team production times. [16] God of War: Chains of Olympus was originally expected to be released during the fourth quarter of 2007, [24] but was reprogrammed [23] and published on March 4, 2008, North America, [25] 27 March in Australia, March 28th in Europe, [26] and July 10 in Japan, where it was published by Capcom. [26] The game was a commercial success, debuting at number 5 of North America's rankings with 340,500 copies sold in the first month. [27] The game has been released again in Europe on 17 October, 2008, as part of the Platinum range of Sony and was also republished in Japan and America in April 2009 under Capcom Best price and the Greatest Hits Sony labels, respectively. [26] It has become available for download from the PlayStation Store on September 30, 2009, in North America, 1 October in Europe, and 11 November 2010, in Japan. [26] Sony released a limited edition package bundle only in America, June 3, 2008. The package included the game, a UMD of the 2007 Superbad movie, a voucher for the PSP Siphon Filter title: Combat Ops and a red edition of the impressed console with a Kratos face image the back. [28] Starting from June 2012, Olympus chains have sold over 3.2 million copies around the world. [29] Together with God of war: Ghost of Sparta, the game was released for the PlayStation 3 as part of the God of War: Origins Collection (called God of War CollectionÀ € à , "Volume II in Europe) on 13 September 2011, in North America, 16 September in Europe, 29 September in Australia and 6 October in Japan. [30] The collection is a remastered port of both games to the PS3 hardware, with features that includes high definition resolution, 3D stereoscopic, anti-alias graphics blocked at 60 frames per second, Vibration function Dualshock 3 and PlayStation 3 Trophies. [31] War God: The collection of origins and complete tests of its two games have been released for download On PlayStation Store on 13 September 2011, North America. [32] In June 2012, the collection had sold 711,737 copies around the world. [29] On 28 August 2012, God of War Collection, God of War III, and the Collection of origins have been released as part of the D I of the Saga war under the Sony line of Sony's PlayStation collections for PlayStation 3 in North America. [33] Reception reception scoresagerargarscoregamerankings91.44% [34] Metacritic91 / 100 [35] Review forcespublicationScore1up.comma [2] Eurogamer8 / 10 [36] G45 / 5 [37] GamePro4.75 / 5 [38] GameSpot8.5 / 10 [39] gametrailers9.3 / 10 [40] ign9.4 / 10 [41] Modejo [42] Cheat Code Central4.6 / 5 [43] God of War: Olympus chains received "Universal Acclaim" according to the aggregate revision Metacritic with a score of 91 out of 100, [35] and a 91.44% to Gamerankings, [34] reach the highest composite score for a portable PlayStation title. The game was praised for his graphics and presentation. Matt Lion of 1up stated that Olympus chains is "a technical point of view for Sony and probably the most beautiful game of the system". [2] Robert Falcone di Modejo.com praised in a similar way to the presentation, calling her "an absolute Stunner, the Pinnacle of Psp Development". He also praised images like "absolutely breathtaking", and that the "game moves magnificently throughout, with very little loss in detail or speed". [42] However, the hunt for G4 Jonathan Hunt said that "occasionally suffers from the screen tear and framerate drops." [37] Several auditors praised ready for the Dawn solution for controls and gameplay. Because the Playstation 2 controller (PS2) has two analog sticks and the PSP has only one, GamePro said "the lack of a second analog stick could have been problematic but it is not." [38] modejo.com Similarly said that despite the lack of the lack of a second analogue attack, "Kratos manages superbly on the PSP" and that the weapon and magic attacks are "mapped perfectly around the control set-up of the PSP". [42] The Ign's Chris Roper has also claimed the control scheme "works better than on PS2." Roper has further stated that it is ready at dawn, "he did a stellar job to maintain intact kratat's insertion, "Stating that" fighting is extremely reactive. " [41] Matt Lion of 1up developer solution The same for the control scheme and the "fantastic" stimulation of the game. [2] However, GamePro criticized its lack of variety in enemies, [38] The puzzles have been criticized, and G4 claimed that some "are so beautifully difficult to solve". [37] while GameSpot's Aaron Thomas noticed the lack of puzzle, claiming that "he could use it [39] GamePro also criticized the fact that "you still have to drag the boxes to solve environmental puzzles". [38] Eurogamer's Kristan Reed also criticized even at dawn to cut some puzzles, as well as cut the game of co-op, multiplayer, dialogue and characters. [36] GAMESPOT [39] E IGN [41] has criticized the short duration and the minimal boss committees, even if GamePro has declared that it has "the same epic feeling" as the previous rates and stated that if if it was the only God of War title, "would continue its" merits. [38] Cheat Code Central claimed Chains of Olympus is "one of the best games ever made for the PSP." They said that is "definitely a must-buy game for all current fans" and that "has everything that you expect from God of War, only a small disk and on a smaller screen." [43] Gametrailers He went on to praise the play value to be able to "bring your destruction methods with you." [40] Awards and Accotes in Best of 2008 Awards of IGN, the Olympus chains have received the awards for "Best PSP Action Game", [44] "Best Graphics Technology", [45] and "Best Use of Sound." [46] In GameSpot best games of 2008, received the "Choice Award of the readers." [47] Diehard Gamefan awarded "Best PSP game" for 2008. [48] At the awards Spike Games in 2008, was a candidate for "Best Handheld Game". [49] It was the "PSP game of 2008 by Metacritic. [35] In September 2010, GamePro called God of War: Chains of Olympus PSP the best game. [50] See also 2008 in Video Gaming 2012 in the video references the video
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