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Please disable your ad blocker to support our website. God Of War II Codebreaker Codes (NTSC-U) This page contains all of the CodeBreaker cheat codes I have for God Of War II (NTSC-U). If you're playing with the PCSX2 Emulator and you'd like to use the codes on this page I recommend heading over to my How To Use Cheat Codes on PCSX2 Guide. This will explain how to setup and use the codes on this page with that emulator. Alternatively if you're playing on a physical console you'll need to own a CodeBreaker/GameShark disc in order to use these codes. If you don't see the code you want on this page I recommend you return to my God Of War II Guides Index and choose a different section. Enable Code (Must Be On) B4336FA9 4DFEFB79 CBF150D9 63C74254 B763009E 9D56D4BD 430073DB 4A53EFD6 Game Speed Modifier Codes Misc Codes Always Low Total Play Time: 3DB0ED50 FA352741 Max Red Orbs: B223F25E 4D1B52CF Infinite Magic Usage: 9402C19F 64682683 Infinite Double Jumps: D3BCA9DF D6EBF1B4 Have All Magic/Moves: F0A51395 178D204E Infinite Magic: 888C7D08 47177DDB Have All Gorgon Eyes: 1CB060CE 56D5C2C9 Have All Cyclops Eyes: 0E58BAF5 83AE98CB Max Combo Hits: 1F4BFFBD 4C30DF30 P1 Press Select To Skip FMV A63F2610 70076A19 0F97530C EF8EF58A 81FF570F EE1A6391 811FCBD2 5A3D998F Infinite Health BC06333C 8574EAA9 810E052C 0934BEAC P1 Press L1+Right To Refill Rage Of The Gods Meter FC079364 B37604FF ED323FF 419519FD P1 Press R2+Right To Enable Enemies Die Instantly AA33D197 B3BB3995 3DA703A3 665C461E P1 Press R2+Left To Disable Enemies Die Instantly 1566A466 620C918B FDCA45DC 8A890223 ! Message from: ModeratorIMPORTANT: This application, tutorial, add-on, theme, or project may be outdated or obsolete. We are preserving it as an archive. If you find it still useful and functional, please let us know. Even if it is no longer up to date, it may serve as inspiration or a learning resource for developers looking to update or improve upon it. STEP 1: PREPARING YOUR PC TO INSTALL PS2SDK Preparation: In order to successfully install PS2SDK make sure to do the following steps: (Do this FIRST before doing the next steps below): Do a fresh reboot of your PC—if you've been running your PC for a few days. Disable your Anti-Virus and Firewall (until preparation is done). Its important cause some utilities can be recognized as viruses at compilation stage. Disable Log Off feature on your PC. Set 'Turn Off Display' to NEVER Disable Sleep and Hibernate features. Since this will take anywhere up to 6 hrs to complete, you will need to be able to monitor your computer screen in case something goes wrong. So schedule this during a time you can be on your PC the full time. IMPORTANT: Not doing the above steps to prepare for this installation will cause you to have to reinstall it over again, until it is fully done correctly—Caution: Installing PS2SDK can take up to 6 hrs. STEP 2: MSYS2: DOWNLOAD AND INSTALL LATEST VERSION link: msys2.github.io mirror: Click here For 32bit machines select msys2-i686-***.exe For 64bit machines you can use both but better select msys2-x86_64-***.exe Don't install it in Program Files; instead place it in C: drive ROOT folder without SPACES in path: Code: Select allC:\msys32 or C:\msys64 STEP 3: MinGW I. Launch: Code: Select allC:\msys64\msys2_shell.cmd II. Copy/Paste the following into the Prompt: Code: Select allecho >>~/.bash_profile "# this will set up your environment in English" echo >>~/.bash_profile "export LANG=en_US.UTF-8" echo >>~/.bash_profile "# this is command for autoupdating all modules at startup" echo >>~/.bash_profile "pacman -Syuu --noconfirm" . .bash_profile exit This will update core components and sets up your msys2 installation for automatic autoupdate and english language use. NOTE: You need to close msys2 after installation. III. Now you have to launch msys2 again (repeat step I) IV. Copy/Paste the following into the Prompt: Code: Select allpacman -S --noconfirm mingw-w64-i686-gcc git mercurial unzip make texinfo tar patch mpc-devel p7zip man exit This will install all necessary libraries and MINGW itself. Take care that PS2SDK supports only 32bit version of MINGW. NOTE: You need to close msys2 after installation. STEP 4: INSTALL PS2SDK Time: up to 6 hrs I. Run msys.bat with proper command line parameters (aka shortcut creating) a) Open msys2 installation folder and locate file msys2_shell.cmd: Code: Select allC:\msys2\msys2_shell.cmd b) Right-click on this file and select command Create shortcut. Now right-click on created shortcut and select Properties. In field object you have to add after file location command line key: -mingw32. For example for me it isCode: Select allC:\msys64\msys2_shell.cmd -mingw32 Now you have to use this shortcut and you can copy it whenever you want. Launch this shortcut. c) It should quickly refresh the window and then you should see something like the following 'Prompt': Code: Select allUser/ComputerName~ $ User = Your PC Username when you Log On . For example: John ComputerName~=Name of your PC within your Home Network. For example: TheBeast Example in complete form: (Let's call this your 'Prompt' to enter more code for MSYS2.) Code: Select allJohn/TheBeast~ $ d) After the symbol '$', you must copy/paste each line of code (from the table below) in the Command Prompt. II. Copy/Paste the following into the Prompt: Code: Select allecho >>~/.bash_profile "export PS2DEV=/usr/lib/ps2dev" echo >>~/.bash_profile "export PS2SDK=\$PS2DEV/ps2sdk" echo >>~/.bash_profile "export GSKIT=\$PS2DEV/gsKit" echo >>~/.bash_profile "export PATH=\$PATH:\$PS2DEV/bin" echo >>~/.bash_profile "export PATH=\$PATH:\$PS2DEV/ee/bin" echo >>~/.bash_profile "export PATH=\$PATH:\$PS2DEV/iop/bin" echo >>~/.bash_profile "export PATH=\$PATH:\$PS2DEV/dvp/bin" echo >>~/.bash_profile "export PATH=\$PATH:\$PS2SDK/bin" echo >>~/.bash_profile "export PATH=\$PATH:/share/ps2-packer" . .bash_profile TIP: If you ever see that you entered the code above and it doesn't seem to do anything, press ENTER on your keyboard. III. Clone and install ps2toolchain (this one will take some hours): Code: Select allcd $HOME && . .bash_profile cd $HOME && git clone git://github.com/sp193/ps2toolchain.git && cd ps2toolchain ./toolchain.sh 1 2>&1 | tee output1.log ./toolchain.sh 2 2>&1 | tee output2.log ./toolchain.sh 3 2>&1 | tee output3.log ./toolchain.sh 4 2>&1 | tee output4.log ./toolchain.sh 5 2>&1 | tee output5.log cd $HOME && . .bash_profile TIP: If you ever see that you entered the code above and it doesn't seem to do anything, press ENTER on your keyboard. Time for install: compiled with make -j 4, processor: Core2 Quad 2.4GHz Q6600 Total time: 114 minutes (almost 2 hours) IV. Clone more PS2DEV projects... (copy and paste this in the prompt, after it was done completing the above code).Code: Select allcd $HOME && . .bash_profile cd $HOME && wget -c && unzip -o ps2-packer-1.0rc2-win32.zip -d /usr/share/ps2-packer cd $HOME && git clone cd $HOME/ps2sdk-ports && make install && make clean cd $HOME && git clone git://github.com/ps2dev/gsKit cd $HOME/gsKit && make install && make clean cd $HOME && . .bash_profile Congratulations! After you get the Prompt. Then you are done installing PS2SDK! What's next? Go to Step 5 to update PS2SDK to the latest version. Its optional you need to do it only if you long time didn't update anything. STEP 5: UPDATING Make sure your PC doesn't go to sleep and also disable your anti-virus, firewall, and have your PC connected to the internet to download files and etc. Time: 1 hour (up to 6 hrs if having to update ps2toolchain). Updating: Part A. Updating PS2TOOLCHAIN IMPORTANT: Only run the following code / update if you know there has been an update to ps2toolchain. If not, then skip Part A and go to Part B below. -- You will save yourself several hours by doing so. Update ps2toolchain ONLY when required. Code: Select allcd $HOME && . .bash_profile rm -rf $HOME/ps2toolchain/build cd $HOME/ps2toolchain/ git pull && git fetch origin git reset --hard origin/master ./toolchain.sh 1 && ./toolchain.sh 2 && ./toolchain.sh 3 && ./toolchain.sh 4 && ./toolchain.sh 5 cd $HOME && . .bash_profile NOTE: This will also update PS2SDK so if you perform this step you can skip Part B. Keep in mind that will take some time to run (up to 6 hrs). If everything goes well and you get a prompt ready for more code (without getting any errors), then proceed to Part C. Part B. UPDATING ONLY PS2SDK Now enter the following code once you are at the msys2 prompt NOTE: If you already updated ps2toolchain above in Part A, you can skip running this code to update PS2SDK and go to the Part C code below. Code: Select allcd $HOME && . .bash_profile cd $HOME/ps2toolchain/ ./toolchain.sh 5 cd $HOME && . .bash_profile Part C. The same about projects - update it only something was updated in previous steps or if projects has updates itself.Code: Select allcd $HOME && . .bash_profile cd $HOME/gsKit/ git pull && git fetch origin git reset --hard origin/master make && make install && make clean cd $HOME/ps2sdk-ports/ git pull && git fetch origin git reset --hard origin/master make && make install && make clean TIP: If you ever see that you entered the code above and it doesn't seem to do anything, press ENTER on your keyboard. Congratulations! After you get the Prompt. Then you are done updating! What's next? Go to Step 6. STEP 6: SAMPLES For now are working almost all samples in ps2sdk, all samples in gsKit is working fine and samples from ps2sdk-ports is working fine. STEP 7: Code modifications to be compatible - there is known bugs, one of them is that bin2o and bin2s utilities are malfunction. So you HAVE TO switch into bin2c. - if you use -mno-crt0 flag you need to change it into -nostartfiles - assembler code sometimes need very heavy modifications. - for example all assembler registers needs changesakuhak wrote:Yes maybe I have to add this into guide: all Assembler registers now have "$" in the beginning. So Code: Select all"vmaddaz.xyzw ACC, vf7, vf2 \t" have to be changed to Code: Select all"vmaddaz.xyzw $ACC, $vf7, $vf2 \t" - projects also can generate errors called "lvalue required as left operand...." Solution here. Credits: -all credits goes to MegaMan, sp193 and gcc community -original thread link here (where sp193 posts more updates information) -github pages for ps2toolchain and ps2sdk Updated 27.06.2016 Added man installation in step 3.IV and added some samples. Updated 29.06.2016 Added time spent in toolchain Updated 04.07.2016 Fixed ps2packer, added credits Updated 28.07.2016 Step 7 filled with some possible modifications Upload your cheat tables here (No requests) Draven What is cheating? Posts: 1 Joined: Mon Aug 28, 2023 4:33 am Reputation: 0 Post by Draven » Mon Aug 28, 2023 4:43 am Hello This table is for God Of War 1 the version of the game with which it was created is Game CRC = 0xFB0E6D72 but it can be tested with other versions different working tests How to use this cheat table? Install Cheat Engine Double-click the .CT file in order to open it. Click the PC icon in Cheat Engine in order to select the game process. Keep the list. Activate the trainer options by checking boxes or setting values from 0 to 1 Click Here to Return to Topic. TITLEGAMEID(Redump LINK)CONSOLEPS2PSXEDEVICECOMPLOADERBIOSNOTESDATE Ace Combat 2 SLUS_004.04 50001 V9 Jay-Jay Bundle USB,Network NO GUI,ps2client 7502 It freezes after video intro. I tried different settings for both System and Video, but nothing works. 8/13/12 Ace Combat 3: Electrosphere SLUS_009.72 50001 V9 Jay-Jay Bundle USB,Network YES GUI,ps2client 7502 the 3D effect on the planes is missing or not being generated correctly. Planes show missing parts. / Update: Final Level of the game is unplayable: Screen turns black though you can still hear that you are flying and crashing everywhere, but the screen doesn't come back. It happened earlier in another level where I am destroying a virus camp, but as long as I drive away from those round circular buildings, the screen comes back. If someone has the game, I can share my game save so they can test what I see. last mission: Geopelia So the game is playable after all, except the last mission before the game is over. 8/13/12 Arc the Lad Battle Arena SLUS_012.55 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 I tried that one because it uses the game saves from Arc the Lad 2 and so you can use your memory card data to battle against each other.Didn't have a valid data so far, so i can not realy try it out, but it loads fine! 10/23/12 Arc the Lad 2 RPG SLUS_012.52 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 With Background sound!Some graphic glitches during fighting.Plays fine! 10/23/12 Assault Rigs SCUS_944.05 75001 r202 USB YES GUI 101 Works full speed with very minor slowdowns if any. The loading screen does not show up right so you cannot see the password. 3/31/13 Asterix SLES_014.16 75004 Jay-Jay Bundle USB YES GUI 7502 without bug. 8/26/12 Bomberman World SCES_010.78 77004 (PAL) r202 USB YES GUI 7502 May be a little bit slow, but seems to work fine.Wait for SPU IRQ has to be enabled! 11/2/12 Breath of Fire III SLES_035.52 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Small graphic glitches, works fine. 10/30/12 Breath of Fire IV SLES_035.52 77004 (PAL) r202 USB YES GUI 7502 Do not skip FMV's, works great! 10/30/12 Brigandine Grand Edition SLPS_026.61SLPS_026.62 5001 Jay-Jay Bundle USB YES GUI 7502 very slight graphics glitch of hexes on battlefield replaced with a Blue outline. Does not effect gameplay. I played for about 8 hours so far over a three day period with no problems.You can use the same setup for Brigandine U.S. version. It freezes up when a battle starts and NOTHING i tried would prevent it from happening. 8/25/12 Bubble Bobble Collection - featuring Rainbow Islands SLUS_003.70 30003R (PAL) r202 HDD YES radshell 1001 Game is in cue/bin format. I use the options 32bpp, nofps, frame limiter and ntsc. Sound glitches on intro screen and on the two rainbow island games. Sound glitches sound like an engine ticking over. Graphics are perfect. PS2PSXe plays my favourite game of all-time, Bubble Bobble perfectly and is at full speed. Thank You ffgriever. 3/19/13 BustAMove 2 Arcade Edition SLUS_002.33 77004 (PAL) r202 USB YES GUI 7502 No background sound.Very fast! 11/2/12 C-12: Final Resistance (Russian) SCES_034.26 77004 (PAL) r202 USB YES PS2 Menu (FMCB) 7502 Game complete. Small glitches! 12/20/16 Chess SLUS_014.00 77004 (PAL) r202 USB YES GUI 7502 Seems to work fine! 10/30/12 Chocobo Racing SLUS_008.44 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Seems to work fine, may be just a little bit slower. 11/2/12 Chocobo's Magical Dungeon 2 SLUS_008.14 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Works great! 10/30/12 Chrono Cross SLUS_010.41 75004 Jay-Jay Bundle USB YES GUI 7502 it stops at the beginning of the adventure. 8/26/12 Countdown Vampires (2CD) SLUS_008.98SLUS_011.99 77004 (PAL) r202 USB YES PS2 Menu (FCMB) 7502 Game complete. Small lag with gamepad, sometime a lag sound in FMV! 12/18/16 Crash Bandicoot SCUS_949.00 39001 ? USB YES GUI 1001 Freezes infrequently (PSx exec not PS2, IGR still works) Audio lags like Spyro, framerate alright. 9/16/12 Crash Bandicoot SCES_003.44 75004 r202 USB YES GUI 7502 Without bugs,works perfect! 6/27/13 Crash Bandicoot 2 Cortex Strikes Back SCES_009.67 75004 Jay-Jay Bundle USB YES GUI 7502 without bug. 8/29/12 Crash Bandicoot 3 Warped SCES_014.20 75004 Jay-Jay Bundle USB YES GUI 7502 with a few bugs video. 8/29/12 Crash Bash SCUS_945.70 75001 r202 USB YES GUI 101 Some slowdowns during gameplay and small graphical glitches but otherwise plays very well. Audio works fine. 3/30/13 Crash Team Racing SCUS_944.26 75001 r202 USB NO GUI 101 Black screen with random audio clips from the game playing in the backrgound. 3/30/13 Crusader: No Remorse SLUS_002.68 3001R Jay Jay Bundle /R202 USB NO GUI 1001 /7502 Black screen. 9/9/13 Darkstalkers 3 SLUS_007.45 50004 Jay Jay Bundle USB YES GUI 1001 No audio in FMVs nor in character selection nor during gameplay.Glitchy overall graphics and sometimes in-battle framerate slightly drops. Despite these flaws, the game can be played decently 7/14/15 Destruction Derby SCUS_943.02 75001 r202 USB YES GUI 101 Black screen. 3/31/13 Digimon Digital Card Battle SLUS_013.28 39002 Jay-JayBundle USB YES GUI 7502 Worked like a charm, with a few slow loading times (but if you can get use to Tombi's slow times compared to the actual game, then this is just a breeze through). You can also skip the one FMV sequence in the beginning with no sound issues which is nice.- Some minor UI glitches, but nothing that stops you from playing the game or reading anything! - Suffered a freeze during the end credits encountered after beating Black Wargreymon (basically 300 battles into the game, the second to last new battle to encounter).Other than that, it worked great! 10/4/13 Digimon World SCES_034.37SLES_029.14 7500477004 Jay-Jay Bundle USB YES GUI 7502 In Battle all digimons including my digimon keeps disapearing and blinking like it was a ghost appearing in more than 1 place at a time, the screen is allways flashing and now it's the major bug, when i open items menu to give disk or floppy it keeps flashing which makes impossible to restore any hp or mp and like that it's impossible to play if you cannot stay alive lol 8/29/12 Digimon World 3 SCES_039.36 75004 Jay-Jay Bundle USB YES GUI 7502 without bugs. 8/29/12 Dino Crisis SLUS_900.66 7500150001 V9 Jay-Jay Bundler202r202 USB,Network (SEE NOTES) GUI,ps2client 10017502 With jayjaybundle version, opening FMV with helicopter doesn't work but you can skip through it. No talking from any of the characters. Runs at almost 60fps in some locations but less when more characters are on screen. Few textures in some rooms are glitched. / Tested it with r202. Though I did get to hear voices, but at one point it got stuck stuttering and it froze up the game. I tried several times and also both on USB and Network, got the same stuttering / freezing results. So my conclusion is r202 is not reliable to test with. / more test with r202: With r202, sound in opening FMV works but there is no video. Talking works but it stutters and sometimes does the sound loop glitch. The sound loop glitch stops after someone talks again but may start up again from someone else. Same texture glitches in r198, not many at all. Same fps in r198, still playable. 8/15/12 Dino Crisis 2 SLES_032.21 39004(PAL) Jay-JayBundle HDD NO GUI 7502 black screen after 2 screens, maybe this is problem (but i used PAL version): Q: Dino Crisis 2 locks up after a few screens, similiar to Dino Crisis, what's up?A: As with Dino Crisis 1, the US (NTSC U/C) version of this game has anti-mod protection, which needs to be removed inorder for it to work with ePSXe. This can be done via a PPF patch for the game, which you can obtain by searching the web. I have not found patch. 11/16/12 Disney's Donald Duck Quack Attack SLES_030.98 Slim 75004 Jay-Jay Bundle USB YES GUI 7502 when the game starts the screen goes black even if the game is running. 8/26/12 Disruptor SLUS_002.24 3001R R202 USB YES GUI 1001 works great, slight visual glitches at loading screen and some enemies. BUT due to the emu, now you can use the joystick instead of only Dpad! cheesy cutscenes and dialogue work too! great psx launch title 9/9/13 DonDonPatchi Taikenban (Shmup game) SLPM_802.86 3001R JayJay Bundle /V198 /V202 USB NO GUI 1001 7502 sad, this shooter is so cool. can go through intro and jet fighter select, but always freezes on a white screen at first level select. (if anyone gets it to work that would be epic) 9/18/13 Dracula X RPG with English patch (Castevania Symphony of the Night) SLPM_860.23 77004 (PAL) r202 USB YES GUI 7502 Same settings as before.I tried that one first on r198 and it works, but without background sound (but hey, that game without soundis like a car without wheels).And that was the reason i tried the r202 (hehehe .i thought there was no way to get the sound, but it plays).It is slower than on r198, but who cares, as long as it is playable with soundSome little graphic glitches. GREAT GAME! 10/23/12 Dragon Seed SLUS_007.34 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Works great! 10/30/12 Dragon Ball Z: The Legend SLPS_003.55 30001R V5 Jay-Jay Bundle USB NO uLE 1001 can go through menus and pick chars for first fight, when first char appears the game will freeze with music still playing. (would like to play this one if any have gotten it to work) 3/31/13 Dragon Ball Z: Ultimate Battle 22 SLPS_000.73 90006 Jay-Jay Bundle USB YES GUI 7502 works great, very small cutscene / video glitches 1/23/13 Dragon Warrior VII SLUS_012.06 50001 Jay-Jay Bundle HDD NO GUI 7502 WILL NOT LOAD AT ALL 4/1/13 Driver SLUS_008.42 39001 ? HDD YES GUI 1001 Goes in game, major graphics glitches (cars / buildings / roads disappear). Will crash PS2 within 2 min. 9/16/12 Driver 2 SLES_029.93 39004 Jay-JayBundle HDD YES GUI 7502 Graphic glitches: while playing (flashing textures with random color on sky sometimes when driving), in"show map" option and in menu.Other bug in menu - (bug - in the main menu we have 6 options. 1."Undercover", 2."Take A Ride", 3."Driving Games", 4."Multiplayer", 5."Options", 6."Replays". Now we have marked 1 option and press cross we will go to number 2 or number 6 menu, but if we press down (to number 2) and hit cross then we will go to number 3 menu, but when we example hit down 2 times and up 1 time we will go to "Undercover" menu)There is no sound in some intros / movies.FPS: about 60, sound works with "Emulate sound" and " Wait for SPU IRQ" options.PS. In epsxe emulator to eliminate same graphic glitch in main menu we have to change "off-screen drawing" option from "0: none - fastest, most glitches" to "1: minimum - missing screens" and option "frame buffer access" from "0: emulated vram - ok for most games" to "4: full software drawing (FVP)" 11/26/12 Duke Nukem: Time to Kill SLUS-00583 77004 (PAL) r202 USB YES PS2 Menu (FCMB) 7502 Game complete. Some FMV is lag! 12/18/16 Fighting Force 2 90008 r202 USB YES GUI 7502 Very playable. When many objects on screen, FPS drops.Unplayable on POPS due to heavy graphic glitches (black textures) 12/27/2017 Final Fantasy Chronicles USNTSC second disc/ Chrono Trigger (the one from the SNES) SLUS_013.63 77004 (PAL) r202 USB YES GUI 7502 Do not skip the FMV sequences, otherwise the sound will get stuck for some time (may be it will go back to normal afterwards).When you go into houses and back, there are some graphic glitches (the clouds).If you go to the save menu and back, they are gone!Speed is ok, sometimes also a little bit slower, but fine (i think the sound was better in r198, but without soundin the FMV's). 10/23/12 Final Fantasy Origins SLUS_015.41 77004 (PAL) r202 USB YES GUI 7502 Beeping sounds sometimes, but it goes on without, some sound glitches during FMV's, still ok. Speed changes during fights (fast sound). Good playable i guess. 10/30/12 Final Fantasy Tactics SCUS_942.21 75004 Jay-Jay Bundle USB YES GUI 7502 There a bug on World Map. 8/24/12 Final Fantasy VII SCUS_941.63SCUS_941.64 SCUS_941.65 75001 Jay-Jay Bundle USB YES GUI 1001 Some flickering at screen border. No sound at FMVs i.e. Aeris walking but music still works. FMVs also get out of sync with audio. No battle swirl, fps drops some when the battle swirl is supposed to be displayed. Very playable, maintains a constant 60fps. SPU IQR required for proper sound. 8/14/12 Final Fantasy VIII SLUS_008.92SLUS_009.09 SLUS_009.10 75001 Jay-Jay Bundle USB YES GUI 1001 FMVs have some half-second stutters, music glitched up at last half of opening FMV. Ingame works very nice and maintains a good amount fps. FPS drops more when a lot of characters are on screen or on the world map. Very playable. 8/14/12 Final Fantasy IX SLUS_012.51 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 I have sound in the FMV's.Just enabled sound, NTSC and Bilinear for both settings.Speed is sometimes fast and sometimes slow (especially when the battle starts), but still ok.Not that many graphic glitches.Very playable! (played it already since a couple of hours) 10/30/12 Final Fantasy IX CD2 SLUS_012.95 77004 Jay-Jay Bundle USB YES GUI 7502 Works like the first CD! 11/8/12 Frogger SLUS_005.06 77004 (PAL) r202 USB YES GUI 7502 Some sound and graphic glitches and may be a little bit slow, but ok. 11/8/12 Future Cop LAPD SLUS_007.39 3001R JayJay Bundle / R202 USB YES GUI 1001 7502 9/18/13 G Darius SLPS_013.48 3001R R202 / Jay Jay Bundle USB YES GUI 1001 7502 works good, minor slowdown sometimes, music in R202 spazes sometimes also 9/9/13 Gradius Gaiden SLPM_860.42 3001R JayJay Bundle USB YES GUI 1001 7502 sound in both ps2psxe Versions, music only in R202. minor slowdown in intense parts of some stages 9/18/13 Gran Turismo SCES_009.84 39001 ? USB, HDD No GUI 1001 Hangs in replay after language selection (no game play), freezes PS2. Low framerate. 9/16/12 Gran Turismo 2 SCES_944.88 39001 ? USB, HDD No GUI 1001 Hangs after disclaimer. 9/16/12 Grandia SCUS_944.57 ? PS2PSXe Preview ? YES GUI? ? ran great 8/13/12 Gundam Battle Assault 2 SLES_039.34 3001R JayJay Bundle /V198 /V202 USB No GUI 1001 7502 black screen 9/18/13 Gunfighter: The Legend of Jesse James SLUS_013.98 77004 (PAL) r202 USB YES PS2 Menu (FMCB) 7502 Game complete. 1/5/17 Hercs Adventures SLUS_002.98 3001R JayJay Bundle USB YES GUI 1001 no music, but there is sound. haven't tested on R202 or R198, but I imagine the music would work in another Ver at the cost of a little of the framerate like with a few similar games 9/18/13 Hogs of War SLUS_011.95 77004 (PAL) Jay-Jay bundle USB YES GUI 7502 You also can play it with r202, but it might take some time until the annoying sound glitches go away. Graphic glitches during the save screen (it works fine so, but you need to figure it out, no big deal). Funny game, you also can play it with a couple of people against each other! Great game, i recommend it! 10/30/12 International Track and Field 1 SLES_003.33 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Some sound glitches, rest seems to work fine. 11/2/12 In the Hunt SLUS_001.72 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 No background music 10/30/12 ISS Pro Evolution 2 SLES_033.21 70001 r202 USB YES GUI 7502 Low FPS (25-30) at menus goes up to 200fps. 1/8/17 Jet Moto SCUS_943.09 75001 r202 USB YES GUI 101 The menu screens are a little scrambled but are easily navigated. The game runs full speed but there is no music ingame (CDDA). 3/31/13 Jet Moto 2 SCUS_941.67 75001 r202 USB YES GUI 101 No glitches in the menu like in the first game. The game plays full speed but there is no music ingame (CDDA). 3/31/13 Jet Moto 3 SCUS_945.55 75001 r202 USB NO GUI 101 Hangs on the first loading screen. 3/31/13 Kartia SLUS_006.31 30001R V5 Jay-Jay Bundle USB YES uLE 1001 plays just fine 3/31/13 Kula World SCES_010.00 39004(PAL) Jay-JayBundle HDD YES GUI 7502 Works almost perfect(almost because piracy warning screen not showing-only hears sound). 11/27/12 Legacy of Kain Soul Reaver SLES_013.01 39004(PAL) Jay-JayBundle HDD YES GUI 7502 Sound works (excluding movies / intros), graphic glitches (walls etc. partially not look properly - "overwritten" by gray color). 11/26/12 Legend of Dragoon, The SCUS_944.91 50001 Jay-Jay Bundle HDD YES GUI 7502 LOADS AND BEGINS NEW GAME FINE Loaded SLUS_000.76 3001R JayJay Bundle /R202 USB YES GUI 1001 7502 works great, music only in R202. minute sprite glitches 9/18/13 Marvel vs Capcom EX Edition SLUS_010.59 30003R (PAL) r202 HDD YES radshell 1001 Game is in cue/img format. I use the options 32bpp, nofps and ntsc. Sound glitches on intro screen and on loading screens. Sound glitches sound like an engine ticking over. Sound is normal during gameplay. Constant thin vertical lines throughout the game. Game plays at full speed. 3/19/13 MDK SLES_005.99 39004(PAL) Jay-JayBundle HDD YES GUI 7502 Works nice, no sound in first intro, two little graphic glitches (in menu and when shooting in sniper mode). Recommended "Frame limiter" to be on. 11/27/12 MediEvil 2 (Russian) SCES_025.46 77004 (PAL) r202 USB YES PS2 Menu (FMCB) 7502 Game complete. Small glitches! 12/18/16 MegaMan 8 SLUS_004.53 30001R V5 Jay-Jay Bundle USB YES uLE 1001 hardly any slowdown in gameplay, some cartoon cutscenes have no music though 3/31/13 Metal Slug X SLUS_012.12 77004 (PAL) r202 USB YES GUI 7502 Works fine. 10/30/12 Medal of Honor SLES_024.70 77004 (PAL) r202 USB YES GUI 7502 Seems to work great. 10/30/12 Medal of Honor Underground SLES_031.24 77004 (PAL) r202 USB YES GUI 7502 Seems to work great. 10/30/12 Metal Gear Solid SLUS_005.94 PHAT 50001 Jay-Jay Bundle HDD (SEE NOTES) GUI 7502 VERY, VERY, VERY SLOW. ALMOST NO MUSIC, NO TALKING, VERY FEW SOUND EFFECTS WORK 4/1/13 Metal Gear Solid v1.1 SLUS_005.94 75004 r202 USB YES GUI 7502 Have some sound glitches; works a little slow, but still playable. 6/27/13 Metal Gear Solid - VR Missions SLUS_009.57 50001 Jay-Jay Bundle HDD YES GUI 7502 THERE'S NO SOUND, AND IT FREEZES AFTER A MISSION IF YOU SELECT 'EXIT' COMMAND. SELECTING OTHER COMMANDS WORKS 4/1/13 Monster Rancher 2 SLUS_009.17 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 No background sound in FMV's, rest ok. 10/30/12 Monsters, Inc. - Scream Team SCUS_946.35 77001 r202 USB NO GUI 101 Works perfectly with sound and some slowdown UNTIL you get to a point in the orientation level: you have to grab a ledge but it is impossible to grab onto it and you just fall through it. It is a really odd emulation glitch... You need to complete the orientation level in order to move on so it is impossible to go onto the other levels. You can however exit the level and go onto the island and run and hop around but you are very limited and cannot do anything by retry the orientation. 3/30/13 Moorhuhn 2 Die Jagd geht weiter SLES_032.78 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Seems to work great. 11/2/12 Mortal Kombat Trilogy SLUS_003.30 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 No background sound, small graphic glitches.HyperSpeed Funny! 11/2/12 Namco Museum Vol.3 SLUS_003.98 77004(PAL) Jay-Jay Bundle USB YES GUI 7502 No background sound, may be not all games are working but most of them, just try it out! 11/8/12 Namco Museum Vol.5 SLUS_004.17 77004 (PAL) Jay-Jay Bundle USB YES GUI 7502 Some sound glitches, but when the game starts they are gone.Sometimes a little bit slow. May be not all games are working but most of them, just try it out! 11/8/12 NFL Madden 98' SLUS_005.16 3001R JayJay Bundle USB (SEE NOTES) GUI 1001 7502 all settings results are the same, its playable but the game image flickers more than whats bearable 9/18/13 Oddworld - Abe's Exodus SLES_014.80 39004(PAL) Jay-JayBundle HDD NO GUI 7502 Sound works (excluding movies / intros), the main problem is graphic glitch (example when i'm running this causes trails - every moving thing in game giving this)causes game is hard to play. 11/16/12 Oddworld - Abe's Oddysee SLES_006.64 39004(PAL) Jay-JayBundle HDD YES GUI 7502 Sound works , black screen instead of movies / intros(we can skip by pressing cross), graphic glitch (a few lines crossing screen). I recommend to enable "Frame limiter" option. 11/16/12 Pac-Man World SLUS_004.39 75001 r202 USB YES GUI 101 Works full speed with very minor slowdowns if any. 3/31/13 Parasite Eve SLUS_006.62 Disc 1; SLUS_006.68 Disc 2 75001 Jay-Jay Bundler202 USB YES GUI 1001 No sound in FMVs i.e. car noises but music still works. Maintains a constant 60fps with no slowdowns. Very playable. Needs SPU IQR enabled for proper sound. / sound in FMVs work but sometimes stutter. FMV when Eve burns the opera house causes a sound loop bug that keeps repeating, stops when you reach FMV with rat transformation. There is no sound loop glitch after the rat FMV but there I assume there will be more after some FMVs. Fps is the same as in r198, very playable. 8/14/12 Parasite Eve 2 SLUS_010.42SLUS_010.55 75001 Jay-Jay Bundle USB NO GUI 1001 Hangs on Squaresoft image. 8/14/12 Persona SLUS_003.39 50001 Jay-Jay Bundle HDD YES GUI 7502 SEEMS TO WORK FINE 4/1/13 Persona 2 SLUS_011.58 50001 Jay-Jay Bundle HDD YES GUI 7502 IT GLITCHES UP AT THE START SCREEN, BUT IF YOU WAIT A SECOND AND PRESS START, YOU CAN GET THROUGH IT. SEEMS FINE AFTER THAT. 4/1/13 Pong The Next Level SLUS_008.89 75001 Jay-Jau Bundle USB YES GUI 1001 Weird ghosting effect that doesn't go away on: loading screens, menus, and outside of the arena on gameplay. Arena looks flawless. No music on world menu and no sound in FMVs. Very playable, 60fps ingame. 8/14/12 Resident Evil Director's Cut Dual Shock SLUS_007.47 75001 r202 USB YES GUI 7502 Sound in FMVs work on r202 but not r198. Stuttering sound in FMVs and talking ingame (from fps slowdown). Fps slows down in cutscenes, but gets faster ingame. 60fps when it only has Jill/Chris on screen, a little lower when zombies / more characters are on screen but still very playable. 8/18/12 Resident Evil 2 Dual Shock SLUS_007.48SLUS_007.56 75001 r202 USB YES GUI 7502 Almost exactly the same as the first Resident Evil, except there is no sound stutter in FMVs. The sound in the FMVs gets out of sync over time but no slowdowns. Cutscenes and slowdowns are still there, but still playable. 8/18/12 Resident Evil 3 Nemesis SLES_025.33 75004 Jay-Jay Bundle USB YES GUI 7502 without bug 8/29/12 Rhapsody: A Musical Adventure SLUS_010.73 39002 Jay-JayBundle USB NO GUI 7502 It loaded the Atlas and Nippon Ichi crediting sequences, but then just stopped after it fades to black. 11/29/12 R4: Ridge Racer Type 4 SLPS_018.00SLUS_007.97 50001 V9 Jay-Jay Bundle USB,Network YES GUI,ps2client 7502 runs good, a few video glitches, but playable. Replay sometimes freezes. 8/24/12 Ridge Racer Revolution SLUS_002.14 75001 50001 V9 Jay-Jay Bundle USB,Network NO GUI,ps2client 1001 7502 Hangs after Namco FMV on USB / On Network you can get passed the Namco FMV, but the menu and game start flickering nonstop and you can't play the game. 8/14/12 San Fransisco Rush SLES_012.08 3001R V198 / V202 / JayJay Bundle USB NO GUI 1001 7502 some things show on screen, like half-menus, but can never start a race. tried many settings and versions. 9/18/13 Scrabble SLUS_009.03 50001 Jay-Jay Bundle HDD YES GUI 7502 I have played this one extensively. 4/1/13 Silent Hill SLUS_007.07 75001 Jay-Jay Bundle USB YES GUI 1001 No sound in FMVs. Transparent white boxes around characters and trees. The boxes are gone when in the dark / Otherworld / Hell. Lags heavily when various things are happening on screen, like snowing or the flashlight in general. Not very playable in some spots, but playable in others. 8/14/12 Speed Freaks SCES_017.63 77004 JayJay Bundle USB NO GUI 7502 It runs, but on loading screen it completly freezes. 3/18/16 Spyro the Dragon SCUS_942.28 39001 ? USB, HDD YES GUI 1001 Sound lags like emulation on the Xbox (video, dragons), framerate alright. 9/16/12 Street Fighter Alpha 3 SLES_018.63 77004 (PAL) r202 USB YES GUI 7502 Speed is ok, if you want it without background sound it is faster (r198).Vertical lines in the screen unavoidable.Sound hangs sometimes on R202 but is ok again during fights. 11/2/12 Street Fighter Alpha Warriors' Dreams SLES_001.99 77004 (PAL) Jay-Jay bundle USB YES GUI 7502 Speed is ok.Vertical lines unavoidable.Wait for SPU IRQ has to be enabled! 11/2/12 Suikoden SLES_005.27 77004 (PAL) Jay-Jay bundle USB YES GUI 7502 No sound during FMV's i guess, i tried r202, but it's no good! Seems to work fine! 10/30/12 Suikoden II SLES_024.46 75004 Jay-Jay Bundle USB YES GUI 7502 with a few bugs video 8/29/12 Super Robot Alpha Gaiden RPG (with English patch) SLPS_031.47 77004 r202 USB YES GUI 7502 Video settings to NTSC and 2xBilinearSpeed is ok

foes climb Mount Olympus. Kratos, standing on the back of Gaia, declares to Zeus that his son has returned to bring the destruction of Olympus.[N 3] A sequel to God of War was first teased at the end of its credits, which stated, "Kratos Will Return".[8] God of War II was officially announced at the 2006 Game Developers Conference (GDC).[9] God of War Game Director David Jaffe stepped down and became the Creative Director of its sequel. God of War's lead animator Cory Barlog assumed the role of Game Director. In an interview with Computer and Video Games (CVG) in June 2006, Barlog said that while working on the first few drafts of script, he studied the mythology extensively. He said that the mythology is so large that "the real difficulty is picking things that really fit within the story of Kratos as well as being easy to swallow for audiences." Although he loves the idea of teaching things through storytelling (in this case Greek mythology), Barlog said, "you can't let your story get bogged down by that."[10] He said that in the game, players would see "a larger view of Kratos' role within the mythological world." He also said that he liked the idea of a trilogy, but there were no plans "as of right now."[11] Like God of War, the game uses Santa Monica's Kinetica engine. Senior combat designer Derek Daniels said that for God of War II, they were basing the magical attacks on elements (e.g., air and earth). He said the combat system was updated so that it flowed smoothly between attacks and switching between weapons and magic. He said that they were working for a similar balance of puzzle solving, exploration, and combat seen in the first game, and they used elements that worked in that game as a base for the overall balance.[11] Unlike God of War where magic had a small role, Daniels said that for God of War II, their goal was to make magic an integral part of the combat system and to make it more refined. Barlog said the game would feature new creatures and heroes from the mythology, and he wanted to put more boss battles in it.[12] Commenting on multiplayer options, Barlog said that "there are possibilities for that but it is not something we are doing right now." He said that he felt that God of War is a single-player experience, and although multiplayer "would be cool," it did not appeal to him to work on. As for a PlayStation Portable (PSP) installment, he said that he thought it "would be freaking awesome," but not something he had time to work on and it was Sony's decision whether or not to make a PSP installment.[13] In an interview with IGN in February 2007, Barlog said that his goals for God of War II were to continue the previous game's story, expand on several elements, and to feature more epic moments as opposed to cinematics during gameplay. He said there were many additions to the game, but they did not differ greatly from the style of the previous game. Set-pieces and large scale epic moments were reworked "so that each battle you have really feels epic and unique." Barlog also hinted that another sequel would be made; he said, "The story has not yet been completed. The end has only just begun."[14] In another interview with IGN, both Jaffe and Barlog said that they did not view God of War II as a sequel, but rather a continuation of the previous game. Jaffe said that they did not want to include the Roman numeral number two (II) in the title for this reason, but they did not want the title to convey the impression it was an expansion pack.[15] Both Jaffe and Barlog said that the reason God of War II appeared on the PlayStation 2 instead of the PlayStation 3—which was released four months prior to God of War II—was because "there's a 100 million people out there that will be able to play God of War II as soon as it launches." Barlog assured that the game would be playable on the newer platform, which at the time, had PlayStation 2 backwards-compatibility.[16][17] Four of the voice actors from the previous installment returned to reprise their roles, including Terrence C. Carson and Keith Ferguson, who voiced Kratos and the boat captain, respectively. Linda Hunt returned as the narrator, who was revealed to be the Titan Gaia, and Carole Ruggier returned as Athena; this was her final time voicing the character until a brief cameo in 2018's God of War. Both Paul Eiding, who had voiced Zeus and the gravedigger, and Fred Tatasciore, who had voiced Poseidon, returned but did not reprise those roles, and instead voiced the characters Theseus and Typhon, respectively. Corey Burton assumed the role of Zeus, having previously voiced the character in the 1998 Disney animated film Hercules: Zero to Hero and the subsequent animated series Hercules. Famed actors Michael Clarke Duncan and Leigh-Allyn Baker lent their voices for the characters Atlas and Lakhesis, respectively. Actor Harry Hamlin was chosen to voice the character Perseus because of his previous portrayal of the same character in the 1981 feature film Clash of the Titans. Although removed early in the game's development, Cam Clarke is credited for the voice of Hercules. Keythe Farley was the voice director alongside Kris Zimmerman and Gordon Hunt.[5][7][18] God of War II was released in North America on March 13, 2007, in Europe on April 27, and May 3 in Australia.[19][20] It was released in Japan on October 25 by Capcom, under the title God of War II: Shūen no Jokyoku (ゴッド・オブ・ウォーII 終焉への序曲).[21] The North American version was packaged in a two-disc set. The first disc was the PlayStation 2 game disc and the second disc was a DVD documentary of the game's development.[1] The European/Australian PAL version was released as two different editions: a single-disc standard edition and a two-disc "Special Edition" with different box art and a bonus DVD.[20] On April 6, 2008, it became available in the PlayStation 2 line up of Greatest Hits.[22] Upon release, the game was banned in the United Arab Emirates due to "one topless scene".[23] As a pre-order incentive, the demo disc of God of War II was made available to all customers who pre-ordered the game.[24] On March 1, 2007, Sony held a media event that featured scantily clad women and a dead goat[25] in Athens as part of the game's marketing campaign.[26] The following month, the Daily Mail learned of the event from the UK Official PlayStation Magazine, called it a "depraved promotion stunt", and reported that Member of Parliament and anti-video game violence campaigner Keith Vaz said he would understand if the incident resulted in a boycott of Sony products.[27] In response, Sony said the event had been sensationalized with hyperbole and that the article contained several inaccuracies, but apologized for the event.[25][26] The game and its predecessor, God of War, were released in North America on November 17, 2009, as part of the God of War Collection, featuring remastered ports of both games for the PlayStation 3 platform, with upscaled graphics and support for PlayStation 3 Trophies.[28][29] It became available in Japan on March 18, 2010,[30] Australia on April 29,[31] and the UK on April 30.[32] The "God of War II Bonus Materials"—content included on the second disc of the original North American PlayStation 2 version—was included with the retail version of the collection.[33] God of War Collection was released as a digital download on the PlayStation Store on November 2, 2010, and was the first product containing PlayStation 2 software available via download.[33] PlayStation Plus subscribers could download a one-hour trial of each game.[34] The bonus materials, however, are not included in the digital download version.[33] A PlayStation Vita version of God of War Collection was released on May 6, 2014.[35] By June 2012, God of War Collection had sold more than 2.4 million copies worldwide.[36] On August 28, 2012, God of War Collection, God of War III, and God of War: Origins Collection were included in the God of War Saga under Sony's line of PlayStation Collections for the PlayStation 3 in North America.[37] God of War II: Original Soundtrack from the Video GameSoundtrack album by various composersReleasedApril 10, 2007 (2007-04-10)GenreContemporary classical musicLength66:41LabelSCEI God of War II: Original Soundtrack from the Video Game, composed by Gerard K. Marino, Ron Fish, Mike Reagan, and Cris Velasco, was released on CD by Sony Computer Entertainment on April 10, 2007. Dave Valentine of Square Enix Music Online gave the soundtrack an 8 out of 10, and said that it features a wide variety of ominous orchestral pieces, and each composer's contributions seem slightly more distinctive than the previous installment.[38] Spence D. of IGN wrote that the score "is an impressive orchestral accomplishment within the ever-growing and constantly changing arena of videogame composition," but that it was aimed more towards the gaming experience of God of War II, rather than being a stand-alone musical experience.[39] At the 2007 Spike Video Game Awards, the score was nominated for "Best Original Score".[40] In March 2010, the soundtrack was released as downloadable content as part of the God of War Trilogy Soundtrack in the God of War III Ultimate Edition.[41] God of War II AuthorRobert E. VardemanLanguageEnglishSeriesGod of WarGenreAction, AdventurePublisherDel Rey BooksPublication dateFebruary 12, 2013Publication placeUnited StatesMedia typePaperbackISBN978-0-345-50868-3 An official novelization of the game, titled God of War II, was announced in July 2009, along with a novelization of the original God of War.[42] It was written by Robert E. Vardeman and published on February 12, 2013, by Del Rey Books in North America,[43] and on February 19, 2013, in Europe by Titan Books.[44] It is available in paperback, Kindle, and audio formats.[43] The novel recounts the events of the game and adds even more layers than what the first book did in relation to the first game. The Sisters of Fate are given more story instead of only being the next to last boss fight of the game. They are introduced in Chapter 2 and have several chapters dedicated to what they were doing throughout Kratos' journey. For example, they allowed the Titans to come back due to their boredom and Lahkesis in particular liked to toy with Kratos.[45] Due to how much the Sisters dabbled with Kratos' fate, it allowed him to make it as far as he did and also allowed him to act on his own will due to the many alterations to his life thread.[46] The intentions of some characters actions are also explained, and some characters are given more backstory. The Titan Typhon did not want to help Kratos because if he failed, Zeus would kill Typhon's wife Echidna and their children, who Zeus had allowed to live in freedom while Typhon was imprisoned.[47] Theseus, the King of Athens, wanted the Sisters to give the god Dionysus a new lover so that he could have Ariadne back, and wanted to revive his father Aegus, who committed suicide as he thought Theseus had died. Theseus had the Aegean Sea named after his father.[48] Jason of the Argonauts had stolen the Golden Fleece from Aeëtes of Colchis. He also loved a witch named Medea, who helped him steal the Fleece by killing her own brother. She also convinced Jason's nieces to murder his uncle Pelias and eat him as Pelias was going to betray Jason due to a false prophecy. Jason forsook Medea and married the daughter of King Creon, Creus, who was killed by Medea, along with their children. Despite this, Jason wanted Medea back because Creus did not truly love him. Jason died by Kratos' hand instead of the cerberus' as Jason tried to kill Kratos to get the Fleece back.[49] Perseus was also given some backstory. He had fought the Graeae, a trio of witches. He fought the Gorgons and killed a monster that King Cepheus had tried to appease with a sacrifice.[50] He wanted the Sisters to revive Andromeda, who was not explicitly mentioned in the game.[51] The novel introduced some characters who were not present in the game, or any other game. The goddesses Demeter and Hestia both made a very brief appearance just prior to Kratos joining the Spartans in Rhodes where Kratos overheard them discussing their displeasure of the endless war in Greece.[52] Iris, the Goddess of the Rainbow and an occasional messenger, was another new character and had a more substantial role. Atropos contacted Iris and had her lie to Zeus about Kratos on several instances,[53] and was the cause of distrust among the Olympians due to her rumor spreading and half-truths.[54] She eventually replaced Hermes as the Messenger of the Gods. She also told Zeus that he would need to appoint a new God of War.[55] Zeus pondered about making Hercules the new God of War.[56] Athena wished Kratos to be returned as the God of War, thinking by doing so, it would stop the chaos and dissension between the gods.[57] Hermes had thought to suggest Perseus as the new God of War and gifted him his invisibility helmet.[51] Hermes eventually regained his position as the Messenger of the Gods when he finally convinced Zeus that Iris had been lying to him about Kratos. Iris was subsequently banished from Olympus, only to appear at sunrise and sunset, and when it rained.[58] The novel also explained that the Titans Rhea, Themis, Iapetus, and Mnemosyne, along with Hyperion, were banished to Tartarus after the Great War.[59] At the end of the novel, the Titan Atlas was one of the Titans brought back from the past to reignite the Great War; in the game, Atlas was not brought back. Also in the game, Kratos and Theseus' fight was to determine who was the greatest warrior in all of Greece. This was not the bases for their fight in the novel.[48] Another omission is that during Kratos' fight with the Barbarian King, the Boat Captain was not summoned to fight Kratos.[60] Kratos also did not keep Euryale's head as a weapon.[61] The first book omitted Kratos receiving the Blades of Athena; this book did not explain how he received them as he already had them at the start of the novel.[62] ReceptionAggregate scoreAggregatorScoreMetacritic93/100[63]Review scoresPublicationScore1Up.comA[64]Eurogamer9/10[65]GameSpot9.2/10[66]IGN9.7/10[1] God of War II received "universal acclaim" from critics, according to review aggregator website Metacritic.[63] The game is regarded as one of the best PlayStation 2 and action games of all time.[67][68] It has been praised for its story and improvements over its predecessor, such as gameplay and graphics. Chris Roper of IGN said that God of War II is "one of gaming's most intense and engaging experiences available."[1] He said it "is practically devoid" of the minor flaws of the original, citing an example that players can now quickly navigate wall climbing, such as being able to vertically slide down walls.[1] Furthering his praise of the gameplay, he said that it is one of the most "polished and refined experiences...in gaming."[1] Although he said that the combat mechanics were practically identical to the original, he had no complaints, stating it is "for good reason as it was already perfect the first time out."[1] Kristan Reed of Eurogamer said that "God of War II sports one of the most satisfyingly honed game designs we've ever come across."[65] He said that it would not overwhelm players and that it motivates them to improve their skills. He said that the balance "always feels spot-on," and the "learning curve is just right," adding that the magic attacks are more useful than those in God of War.[65] He also said that God of War II's gameplay, like the original, "finds a comfortable middle ground" between hardcore and casual players.[65] Alex Navarro of GameSpot praised the pace of the game and the puzzle designs, and said the "scale of some of the levels is unbelievably massive."[66] He also said that the story is interesting because it is more about what happens around Kratos, than what happens to him.[66] Matt Leone of 1UP said that the strongest aspect "is how it excels as both a story and an action game," and it is the story that "allows the game to feel like a true sequel."[64] Roper praised the scale of the levels, as well as the variety in environments, in comparison to the original installment, and said the art direction is "once again absolutely outstanding."[1] Reed praised the amount of detail and said that "at no stage did we ever see even a hint of frame-rate drop or v-syncing glitches."[65] He also said that playing the game on the PS3 sharpens up the visuals.[65] Navarro said that both the sound and graphics were "superb" and the technical graphics are impressive for the PlayStation 2.[66] GameTrailers said that in terms of visuals, "there aren't that many PlayStation 2 games in the same league as God of War II."[68] GameZone said that despite the issue of clipping, the game is "unbelievably gorgeous".[67] Roper said that there were a couple of puzzles "that seemed a little rough around the edges and whose otherwise straightforward solution suffered a bit from imperfect implementation."[1] He also criticized the difficulty of unlocking some of the bonus content, as some requirements are "punishingly hard for most everyone."[1] Reed, however, said if players can find any flaws, they are based on "personal taste", but also stated that regardless of refinement, "you can never quite replicate the wow factor of the original—even if it ends up being a better game."[65] Navarro said that at times, the combat is "overly straightforward ... and still prone to button mashing," and said that it was "a bit disappointing" that more was not done to the combat system.[66] He criticized the cliffhanger ending and said a few of the bonus challenges "aren't all that great."[66] GameTrailers criticized the invisible walls, stating that "There are places you should be able to go that you simply can't." They also cited inconsistency issues in regards to navigation.[68] Leone said his "only real" disappointment is that he did not feel the game was evolving the series.[64] Upon release, God of War II was commercially successful in multiple markets. In North America, it sold 833,209 units by the end of March 2007, twice as many units as the next-best selling game.[69] The game was the best-selling game in the United Kingdom in the first week of release.[70] It sold over one million units in the first three months after release,[71] and in June 2012, Sony reported that it had sold over 4.24 million units.[36] Both IGN and GameSpot consider God of War II to be the "swan song" of the PlayStation 2 era.[1][66] In 2007, it was awarded "PlayStation Game of the Year" at the 25th annual Golden Joystick Awards,[72] and UGO awarded it "PS2 Game of the Year".[73] At the 2007 Spike Video Game Awards, it was a nominee for "Best Action Game" and "Best Original Score".[74] At the 12th Satellite Awards, God of War II received the Outstanding Platform Action/Adventure Game award. At the 2007 British Academy of Film and Television Arts (BAFTA) Video Game Awards, God of War II received the "Story and Character"[75] and "Technical Achievement"[76] awards, and was a nominee for "Action and Adventure",[77] "Original Score",[78] and "Use of Audio".[79] During the 11th Annual Interactive Achievement Awards, the Academy of Interactive Arts & Sciences nominated God of War II for "Adventure Game of the Year" and "Outstanding Achievement in Original Music Composition".[80] In 2009, IGN named God of War II the second-best PlayStation 2 game of all time—five ahead of its predecessor.[81] In November 2012, Complex magazine named God of War II the best PlayStation 2 game of all time—where God of War was named the eleventh-best—and also considered it better than its successor, God of War III.[82] Notes ^ As depicted in the first God of War game ^ As depicted in God of War: Chains of Olympus. ^ Setting up the events of God of War III. 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