# God of War : Betrayal

God of War : Betrayal is a two @-@ dimensional ( 2D ) side @-@ scrolling action @-@ adventure mobile game developed by Javaground and Sony Online Entertainment 's ( SOE ) Los Angeles division , and published by Sony Pictures Digital . Released for mobile phones supporting the Java Platform , Micro Edition ( Java ME ) on June 20 , 2007 , it is the third installment in the God of War series , and the fifth chronologically . Loosely based on Greek mythology , Betrayal is set in ancient Greece with vengeance as its central motif . The player controls the protagonist Kratos , who became the new God of War after killing the former , Ares . Kratos is framed for the murder of Argos and pursues the true assassin across Greece , resulting in a confrontation with Olympian messenger Ceryx .

Betrayal is the only installment in the series to be released on a non @-@ PlayStation platform and presented as a 2D side @-@ scrolling game . Despite the limitations of the mobile platform , in comparison to its home console counterparts , it retains the action @-@ oriented approach of its predecessors , with the same combination of combo @-@ based combat , platforming , and puzzle game elements . Although God of War is primarily a home console series , Betrayal was praised for its fidelity to the series in terms of gameplay , art style , and graphics : " the real deal third game in the killer franchise " . It received awards for " Wireless Game of the Month " ( June 2007 ) and " Best Platform Game " ( wireless ) of 2007 .

## Gameplay

Although presented in two @-@ dimensional side @-@ scrolling format , the game retains the action @-@ oriented approach of its predecessors , with the player controlling the character Kratos in the same combination of combat , platforming , and puzzle game elements . Platforming elements include jumping across chasms , climbing ladders , and swinging on ropes . Some puzzles require Kratos to move a box on top of a switch ( thus activating it ) , or moving a box to use it as a jumping @-@ off point to reach a pathway unreachable with normal jumping . Game length is approximately two to four hours , and it consists of ten levels .

Kratos retains his main weapon of the previous installments , the Blades of Athena : a pair of blades attached to chains that are wrapped around the character 's wrists and forearms . In gameplay , the blades can be swung offensively in various maneuvers . Kratos utilizes the magical abilities Medusa 's Gaze and Army of Hades acquired in the original God of War , as well as the secondary weapon , the Blade of Artemis , with each offering alternative combat options , giving him a variety of ways to attack and kill enemies ( e.g. , Medusa 's Gaze briefly turns enemies to stone ) . Foes encountered in Betrayal primarily stem from Greek mythology , including Gorgons , minotaurs , and cerberuses , as well as those created for the game , such as the humanoid minions of the god Hades , including dead riders and undead legionnaires . In addition to the main gameplay , Betrayal includes a bonus " Arena Mode " where players must kill a certain number of enemies without dying before gaining access to the Arena 's upper levels .

## Synopsis

### Setting and characters

As with the previous games in the God of War franchise , God of War : Betrayal is set in an alternate version of ancient Greece , populated by the Olympian Gods and other beings of Greek mythology . Events are set between those of the games Ghost of Sparta ( 2010 ) and God of War II ( 2007 ) . The protagonist is Kratos , a former Captain of Sparta 's army who became the new God of War after killing his predecessor , Ares , the previous God of War . Other characters include Argos , the giant pet of the goddess Hera ; an unknown assassin ; and the Olympian messenger Ceryx , the son of Hermes and main antagonist . Zeus , the King of the Gods , is an unseen

character .

= = = Plot = = =

 Kratos is leading the Spartan army in a rampage across Greece . During the campaign , he is attacked by a number of beasts led by Argos , who was sent by the gods to stop Kratos . After a series of skirmishes , Argos is killed by an unknown assassin , who frames Kratos in an attempt to turn the gods against him . The Spartan pursues his foe across Greece to discover the identity of the assassin , but is slowed by constant attacks from the minions of Hades , the God of the Underworld . Zeus sends Ceryx to deliver a message to Kratos : stop the relentless pursuit and take heed of the destruction already caused . Kratos , however , battles and kills Ceryx , which inadvertently allows the assassin to escape . Kratos then realizes his actions have further alienated the gods , and Zeus will soon act in response to his defiance .

= = Development = =

 God of War : Betrayal was announced by Sony Online Entertainment at a press conference in Los Angeles in May 2007 . The game utilizes a total of 110 different animations and features a 2D rendition of the series ' three dimensional ( 3D ) graphics . The character art and animation were done by WayForward Technologies . The only audio components are an orchestral score in the main menu and background sounds ( e.g. , clashing weapons ) . In August 2007 , Phil Cohen , producer , designer , and game director for Betrayal , spoke of the difficulties in developing a God of War game for a mobile device . Cohen said that although enjoyable , the greatest challenge was creating a single tileset and palette swapping scheme that was diverse enough to portray multiple environments with only several hundred kilobytes , and that met series creator Santa Monica Studio 's high standards . He wrote the initial design document between September and October 2005 , and revisited it in August 2006 , the month development started . The versions for high @-@ end handsets were completed in April 2007 , with final versions for low @-@ end handsets completed by June 2007 . The porting team adapted the game to over 200 handsets in a matter of weeks .
 Cohen stated that one challenge was capturing the feel of God of War 's visual look and gameplay design , given the limited processing power and memory on most handsets ? complicating puzzle design , traps , environment interaction , and enemy behavior . He noted that both David Jaffe and Cory Barlog ( game directors of God of War and God of War II respectively ) ensured the Betrayal development team captured the feel of the combat and visual style , and were " helpful with feedback and positive support " . The team also worked closely with Eric Williams , the console game 's lead combat designer . In keeping the " look and feel " true to the franchise , the development team played God of War extensively to study the pacing and tricks in the console releases . The development team also worked closely with Marianne Krawczyk , the writer of the God of War console games . Krawczyk used Betrayal to bridge the events between God of War and God of War II , include additional backstory , and to explain why the relationship between the gods and Kratos had changed .

= = Reception = =

 Betrayal received mixed @-@ to @-@ positive reception , including praise for its fidelity to the series in terms of gameplay , art style , and graphics . Levi Buchanan of IGN called it " the real deal third game in the killer franchise " . Similarly , Matt Paprocki of Blogcritics wrote , " Betrayal is a full @-@ fledged extension of the God of War franchise , and it earns its title " . He said it is " one of the best mobile games you ? ll ever play , and has truly made the format a relevant part of the current video game scene . " In regards to violence , Chris Antista of GamesRadar stated that it is " quite possibly the goriest thing your mobile 's ever seen " . Although not a " revolutionary experience " , Pocket Gamer 's Will Freeman said " it is a thoroughly impressive , utterly solid release that mobile platform fans will relish . " Modojo 's Justin Davis said that while Betrayal is compelling enough to

play all the way to the end , " [ it did not ] feel like I was having fun . "

 The context @-@ sensitive attacks received praise and criticism . Antista said , " [ the thing ] fans will be thankful for is the triumphant return of the contextual attacks " , but added that the control limitations were the " only real problem " , as the sensitivity of the cursor button can result in a failed combo , " And the jump button sends you forward in the direction you 're facing automatically . " Buchanan noted that the contextual attacks " can prove frustratingly tricky as you have a brief amount of time to input the commands , but the controls on most handsets are quite small " .

 Commenting on the combat , Paprocki said that despite the simplified combo system , the developers have " managed to infuse the sheer brutality and force God of War is known for within the confines of the [ mobile ] platform . " Because of the simplified system , situations which call for Kratos ' magical abilities are rare . However , if players do choose to use these abilities , selecting them is a " burden in the haste of a battle " , requiring players to cycle through their entire inventory . Paprocki also criticized the lack of an autosave feature , as the game does not save the player 's position when receiving a phone call , which " can lead to unbearable frustration . " Freeman said that the combination of the weapons and QTEs make the combat " a convincing interpretation of the action in the original console games " . Davis said that although there are puzzle and platforming elements , the focus is " clearly on the combat " and felt that the combat system was " a little shallow " . He said it seems as if the abundance of enemies " exist solely to act as punching ( or slicing , as it were ) bags for Kratos " .

 = = = Awards = = =

 IGN named Betrayal " Wireless Game of the Month " for June 2007 . In their Best of 2007 ? Wireless Awards , they named it the " Best Platform Game " .