

6. King's Peak

6.1 Story Line – Mount the Peak

The story line is to reach the peak, what a story! On the way up you have to pass a lot of very cold areas, which rob you the SP. Then you can't fly and make double jumps. The green path is climbing in direction of the eagle. The other way is longer. After you reached the eagle, look around and then leave north along the way.



Left a new mount and look at the lamps. Those are the signs for the path and blue flames.



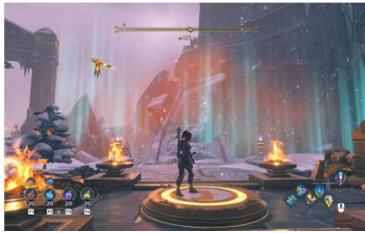
As you don't see a lamp (way is zig zag), look up and climb to a cold zone. Here you find a blue light. Shoot and arrow towards the next and then, after warming up, dive to the next area. Cross it (or make the constellation challenge)



and reach a quest at the end of the long straight way. This quest is a must to proceed. The statue holds a cube, place it on the switch, stand on the second and run through the door. Inside is a switch to open the gate. The second block is behind a weak wall left up beside the entrance. Throw both blocks through the opening high above, take the baby figure and put it in the hand of the statue outside. The further way is lighted. After the stairs is a Hermes challenge. On the way warm up on the fires along. On the upwind wait, until the SP are full. Then fly and then climb up along the shrooms. Then you have to jump along the wall of the building. Wait always on the fire pits to reach the top of the **Shrine of Mantis**. When you stand at the shown bridge, light the **two** fire pits on the opposite side, one is high above. Follow the lights and look ahead for the next fire pits to



light. After a long way with several fights you have to climb up a wall, go over the ice and the broken bridges to the next quest, which is a must.



Light the axes and with this the spinning wheel left. Take the chest and go up to the wheel and solve the Hermes challenge. Again you warm up on every fire pit, jump around the building and find at the end the **Shrine of Themis**. Again warm up and then follow the path to the Constellation Challenge, it's a must. Standing in front of the shrine, get the ball left in the open cave, then go the left stair up and drop it to roll down. Now fetch the ball in the water right and drop it over the right stair: three more balls are free. Last one is on the right side, dive and get it. Next is again a Hermes Challenge and a must. You can run and climb fast, but before you fly, reload your SP. Also before you climb to reach the **Shrine of Moiren**. From here you fly to the statue and reach the peak to see Ligyron collaborating with Typhon. You fight with Ligyron twice before he flees through a portal of Typhon. Now you can follow him or gather the rest of the loot in the area (hard job). In the first run I followed him and finished also the game. You should strong enough to do this.



6.2 King's Peak Hidden Quests

Sight Unseen, Starts on the way up to the peak. Beside the Zeus statue is a switch. Go over the ledge and fly left around. You will go down, 'caus it's cold. Walk to the next statue and look a little bit left to see a fire bowl. On the right side is a cave with a chest. Visual **Greedy One-Eyed Giant Helm**



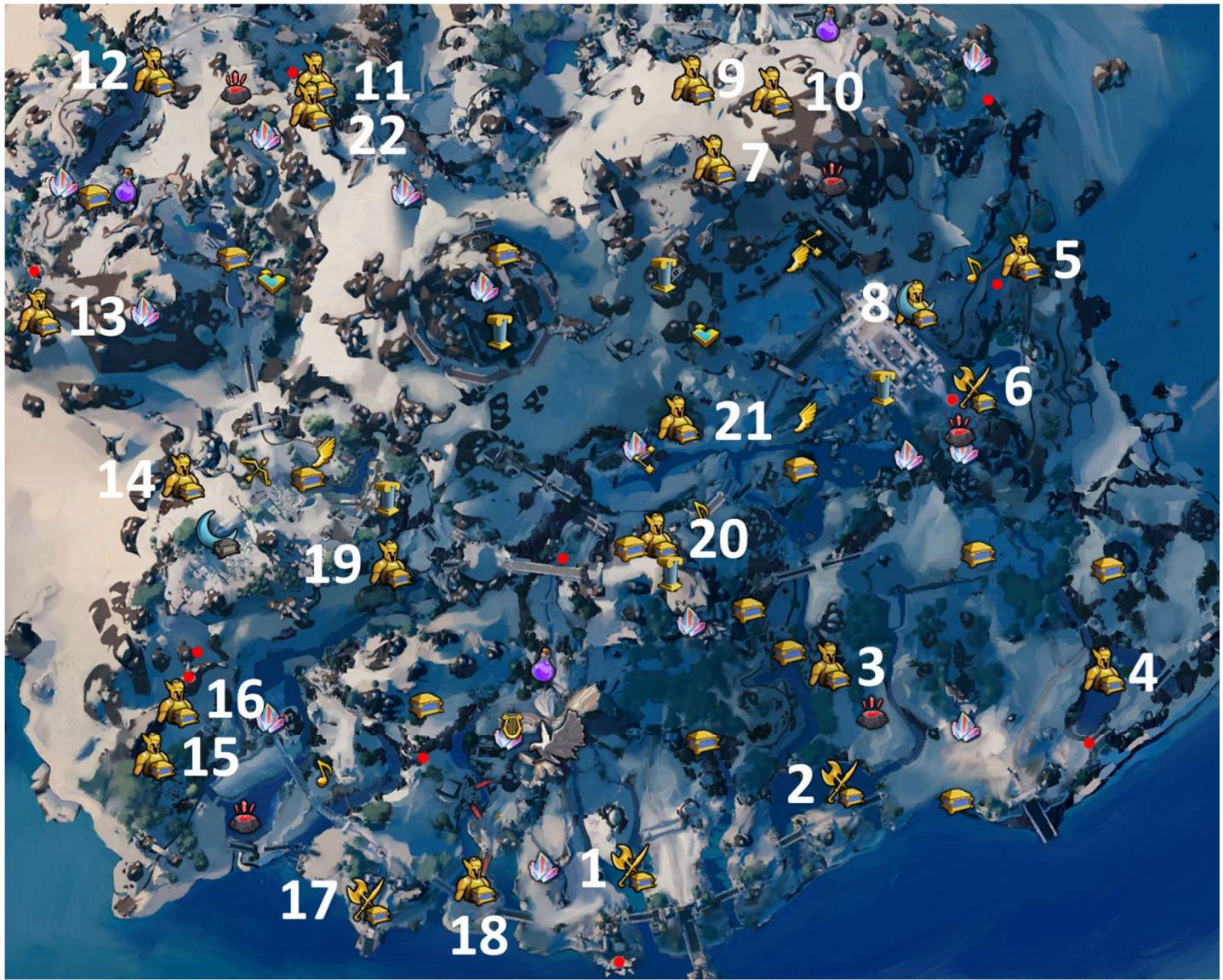
6.3 King's Peak Monsters and Mounts

- ① ③ Hellebore
- ② Asphodel
- ④ Ptilon

- ① The Many-Handed, Legendary Hektonchires, **Phosphor Automated**



6.5 King's Peak Chests

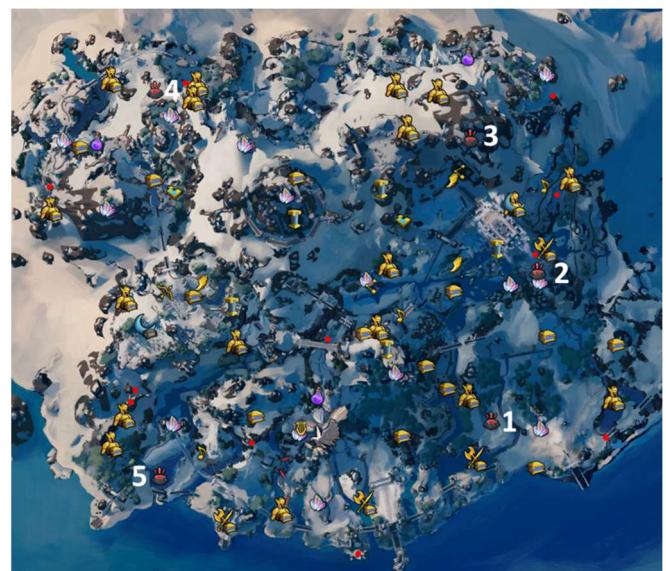


1. Visual axe **Ruthless**
2. Visual sword **Instinct**
3. The switch is on the other side of the lake. Visual armor **New Olympian's Robe**
4. Put the apple in the hand Visual head **Horn of the Dawnlight Revels**
5. Visual **New Olympian's Patron Helm**
6. Visual sword **Vigor**
7. Put a stone on the right eye of the face in the snow, Visual armor **Scales of the Hunted Snake**
8. Just a night chest. Best reachable from rift 3.
9. The cave is cold! Go in, right two stones to jump and then fly to the chest left. Visual **Shroud of the Hunted Dove**
10. Another icy cave. You see it from the broken bridge in the east. Go left and pull the block on the switch. Then carry the free block to the next switch. Warm you up on the fire pit at the entrance. Visual **Greed of the One-Eyed Giant**.
11. Three fire bowls, to light from the broke bridge down under. To return to the chest it's easier to fly from the peak. Visual **New Olympian's Judgement Helm**
12. Some fire bowls, always on the other side. Visual **Spirit of the Soldier Breasplate**
13. Visual **Winged Helm of the Golden God**
14. That's an icy chest. In the south is a lighted fire. Warm up there and **GO** back. Then stand on a switch and light the three fire pits. Shoot the nearby first to warm up there. Visual **Plumage of the Hunted Dove** or Visual armor **Scales of the Hunted Snake**.
15. Play **Tik Tak Toe!** Visual **Unknown Visitor's Golden Armor**

16. Very tricky! Start from the eagle **King of Gods** (fast travel) and fly west in direction of a canyon. There is a blue crystal! Then proceed and find a guarded building with a switch. This opens the gate on top of the hand. Use the vents to reach the statue. Climb to its head and reach the chest. Visual helm **Unknown Visitor's Golden Guise**
17. Visual bow **Venom**
18. Roll the snowball over the bridges with the switches down to the chest. Visual **Spirit of the Soldier Helm**
19. Start from the eagle and land on the roof of the building, if possible. Then you can jump down. Or shoot an arrow from the opposite side on the fire bowl to open the gate. Visual **New Olympian's Divine Helm**
20. Three heavy switches and stones enough at the first and second. But you must light the fire pots first from the lighted one down, otherwise you have no power to move the stones. Pull them always from above. Visual **Breasplate of the Golden God**
21. The chest is in the same building of the constellation quest. Go from the left entrance left, right and up. Visual **Skin of the Dawnlight Revels**.

6.4 King's Peak Rifts

1. Echidna's Cradle, Visual **Heart of the Soldier Helm**
2. Akantha's Path, Visual **Despair of Tartaros Helm**
3. Sisyphos's Punishment, Visual **Flames of Tartaros Helm**
4. Mastering Herakles's Strength, Visual **Flames of Tartaros Plate**
5. Arena of Finesse



6.7 Collected Items



Hermes's Heroic Task Board:
 Visual Providence Armor
 Visual Providence Helm
 Visual Armor of Sacred Silver
 Visual Helm of Sacred Silver
 Visual Mythic Victor's Sword
 Molten Phosphor
 Zeus's Lightning 1
 Ambrosia 1

7. Gates of Tartaros

7.1 How to Unlock the Map

Go through the gate at King's Peak. You end up at the entrance of the Tartaros. If you jump, you will end the story. If you want to get the chests of the area and the monsters, go to the pillar and unlock the map.



7.2 Gates of Tartaros Chests

1. In the face jump down in the water and dive straight forward for **Visual Fever of Tartaros Plate**
2. **Visual Fever of Tartaros Helm**
3. **Visual Axe Gatekeeper**

7.2 Gates of Tartaros Monster

- ① Hound of the Underworld Lieutenant **Intricate Wings**
- ② Daidalos's Minotaur Lieutenant **Forge Metal Wings**
- ③ Lieutenant of Hybrids **Beauty's Wings**



7.3 Gates of Tartaros □ The Final

Now jump down in the crater. First you have to fight Typhon and can defeat him with two loaded hits with hammer. After that a longer scene you land in the last dungeon, Typhon's dungeon. It's very long. And after that it's game over. The last scene is also long and a little bit pathetic. You can't return to the areas to finish some chests or creatures.



7.4 Collected Items

You should have all. Don't forget to return to the Hall of the Gods to finish the last tests of Hermes.