**GOD OF WAR RAGNAROK**

**THE DISASTER OF NOT ONLY OLYMPOS, BUT ALSO ASGARD!**

Aaah Scandinavia, interesting habitats, diverse people, cold climate and mythical mythology. Today, when the Scandinavian peninsula is mentioned, something comes to life in everyone's mind, and most of these revived ideas and thoughts include mythologies and epics or their sagas. Who can object to that, the Thunder God Thor, the epic warrior Heimdall, who can watch and see every inch of the universe despite being blind, feel the emotions of anyone he wants, Tyr, the god of war, and Loki, the god of mischief, etc. The figures inevitably influenced both the communities in those regions and the rest of the World. As you know, we suddenly see that kind of games in the game world, as you know, in the game world, Santa Monica Studios entered this Scandinavian mythology in 2018 and made a very solid sound, left the question of how the continuation of this game would be in everyone's mind and left. That waiting with curiosity and excitement is over, now that curious game is out and we will review it for you.

**CONTINUE GAME OR NEW GAME?**

GOW Ragnarok, which met us at the end of 4 years of waiting, literally divided the player masses into two different sides, some players say the sequel is acceptable, but very insufficient for a new game, while others argue the game is quite enough for both a continuation and a new game. case. In our opinion, it would be best to describe this game as a sequel to the series, because the game both gives inspirations from the previous game and winks to future games with new gameplays and options. The thing is, the old game remains at the level to be described as a dlc pack or a tutorial of our game, but GOW 2018 has remained the center of such criticism, as GOW 2018 suddenly appeared as a brand new game and fascinated us. We can say that GOW Ragnarok, which blends most of the old mechanics and many new features, is definitely a sequel.

**YESTER AND TODAY**

We can say there are a lot of content increasing and decreasing, improving and removing in the game compared to the past, there are some visual improvements caare evident in the game, for example, if you look at the old and new box openings respectively, you can see a more advanced production in terms of particles and feeling in the new one. While progressing through a common xp gain in the old game, the experience points earned by Kratos and Atreus are different in this game. It is necessary to collect experience for skill and feature improvements in each of them. Our shield has also been added to the items that can be customized in the game. In the old game, while randomly opening skills with a single shield, there are many shields and improvements in this game, the only bad thing is all the skills that were added to the single shield in the old game were distributed to different shields and almost no new features were added. Also, shields should now be chosen according to your gameplay style, which has been added to the important details. For example, if you are a player with the mentality that the best defense is an attack, we can say that "Climbing Shield" is just for you. While your enemies are going to make a move against you, with a counterattack, you both block the enemy and take the turn of the attack by making a counterattack. Spartan Rage is basically the same with the shield and is one of the features that changes in use in this game. When we used the feature in GOW 2018, we were playing straight Kratos attacking while he was having a nervous breakdown, but in this game, the Spartan rage appears in more detail. To summarize these features, which are divided into 3, the Fury skill offers the same thing that happened in the Spartan Rage in the old game, Kratos has a nervous breakdown and starts to fire powerful hits around, of course, it also gives a little health regeneration, when the Valor skill is used, the player's health increase It provides instant health and can be called one-to-one, lastly, the Wrath ability strengthens the player quite a lot and can use this power in his weapons, if he can kill the opponent, he gains a small amount of health. For these changes, we can include them among the changes that we call fun and beautiful due to their selection according to their gameplay and suitability for player typing. We can say that one of the most obvious and pleasing changes and developments of GOW Ragnarok has been the increasing number and diversity of bosses. In GOW 2018, it was quite annoying to see troll stickers as boss at every opportunity, when there was no diversity, the work started to become monotonous. They solved these shortcomings quite nicely and even knew how to make fun of themselves. In one scene, Kratos is attacked by a troll and Kratos easily decapitates the troll, and the funny part is that in this event takes place within seconds, the players take control while they take the last shot just to cut off the head. These changes are followed by increased kill effects and puzzle diversity for increasing enemies. The only problem is that in certain realms the puzzle system is almost exactly the same (within its realm). For example, in each of the puzzles in Svartalfheim, you freeze the flowing water with your ax and get a progress that way, or you start using Twilight Stones in Alfheim, which we can say is a pretty sweet mechanic idea, when you throw the ax to these stones, the ax bounces from there. The bad sides of this mechanic are that it repeats non-stop, and most of the time, just seeing these stones and throwing the ax is enough for the puzzle, the player progresses before they realize what they are doing. The last thing to say in the old-new comparison is that even though Kratos, the lively and flying escaped before GOW 2018, has not fully returned, we are quite happy that he has moved away from the rigid movements and gameplay in the old game. Apart from these, we can say that there are progresses we can see good and development in general. We can say that such renewals have added a little more realism to both the battles and the gameplay and have also increased the pleasure.

**GRAPHS, MAPS, OH NO THIS MUST BE REAL**

They performed a show again in terms of image and flow, and besides capturing the effects, drawings and appearances that can be said to be perfect in every field, they also succeeded in providing stabilization in terms of performance. Sufficient image quality and performance on every platform where the game can be played (PS4 - PS5) has also been an admirable feature. There's a lot to be said about maps, but the shortest way to summarize would be perfect. It is clear that they have been prepared with a logical level design, which has been prepared especially and in detail for each universe, away from non-repeating duplicate objects. Also, unlike GOW 2018, you don't need to move away from the main mission path and its course to go to side missions, or you don't need to go through major changes (as rotation) in the environment, you can do your missions quite smoothly. This gives the players the opportunity to save their energy for wars and fun without getting tired on the roads. The only problem with these maps, which do not tire the eyes even though they are so dense, is that we want to travel to the farthest corners in each of the 9 realms, but we pass through most of them quickly.

**TRUE SPARTAN**

In addition to a few new features added to the weapons, we have a brand new weapon, yes, you read it right, it's a new weapon, and to be honest, we loved the visual feast that emerged both when using this weapon. It is very sweet and has a back story that will not occupy the actor's mind. This spear named "Draupnir Spear" is one of the most popular weapons in mythology. A ring was made by our dwarf friends in the game, Brok and Sindri, to impress the gods of Epirus, and this ring became able to duplicate itself with a spell cast by Odin. In the game, they make a brand new spear that is forged with this ring and this spear is ours. We don't need to recall this spear, which we can throw like our axe, because after throwing it, a new one takes its place. Despite not being able to recall, you can stack spears on enemies like Kalista's "E" ability from League Of Legends and then shoot them. Well, in the end times, all games can be inspired by each other (!). Finally, we will say this about our new spear, seeing Kratosu using spear and shield together made us feel that he was really Spartan and reminded us of King Leonidas from the famous 300 Spartans movie.

**STORIES OF KRATOSTA**

When the game is first played, especially the war mechanics and some details (having basic combat power without having any of the improvements made in the previous game) stand out to us. As the game progresses, we can say that this effect is almost completely erased. In addition, we can say that the game offered us more content on fighting and combat combos compared to the past, and increased the interaction with the environment in order to reach the peaks of entertainment. How is it, we can beat our enemies with the environment you know, is there a tree there, shoot the enemy, or if you see a glowing rock, throw it to his head and a few more features like this. By the way, in the cutscenes in the game, we can get an idea of ​​what happened to these weapons or improvements with a few sentences between the side characters, this damaging thing is also referred to as "Fimbulwinter", which destroys the environment from the cold. "Fimbulwinter was cruel to our daughter," he says in one scene, when our dwarf friend Brok takes the ax in his hands to improve it. Let's give a few more information while talking about ready-made weapons, now the development of the weapons in the game and the progress of the fights are directly proportional to each other, and the random feature upgrade is done with a logical fighting strategy and its suitability for your playing type. While you used to open a feature because it looked nice or with the thought that I would break the environment with it, it can be very difficult to progress if you do not open it with a certain logic. When we say that, don't be afraid because the producers have added a very nice feature, the more you use certain features with a weapon, the more you can update those skills. For example, you use a certain combo with your ax very often, as you use it successfully, you have the chance to unlock another feature (3 of which is offered, you choose the most suitable one for yourself) that will increase the power of that combo after a while. To give a more specific example, you can progress from skill progressions to a stun-oriented gameplay and reach a gameplay such as stun, hit, run and re-stun the opponent, while with a life and shield-oriented build, you can enter into longer and endless battles.

**FINALLY GAMEPLAY**

Although the battle mechanics of the game are generally the same as the old game, there are a few small extra details, the attack types are divided into normal attack, heavy attack and runic attack. As you throw the ax and hit the opponents, the stacking event has been removed, instead, you can wait for a while (as you develop, you can make rapid ax throws as before), focus the ax, strengthen the ax and throw it like that. Stacking items as attack power now gives us runic attack options, these attacks have different characteristics and combos for each of our weapons. The runes and symbols that you can place on your weapons can also increase these magic powers or your ability to fight. Unlike the previous game, one of the most beautiful war mechanics added is that if you jump towards them when you are at a high place from the enemy, you inflict area damage to the opponents in the area you landed, this adds a separate dynamic to the battles and allows you to enter the battle in a very smooth way.

**BONUS GAMEPLAY OPTION, THE BOY HAS AN NAME**

Atreus, or Loki, which plays a major role in the beginning of the story of this game and persistently shows its existence to us in every progression, was presented to us for the first time in a GOW series as a character in which a character other than Kratos is played and the controls are left to the player. We can say that Atreus, which is expected with a very stable and monotonous gameplay, has added color to the game. Atreus, which is a character that stands out with its speed and agility rather than a character that throws a random sword among the chaos we are used to with Kratos, is both a brand new gameplay option for the players and to understand that Atreus character really grows and develops. We can say that it has been a very good initiative for us. While playing with Atreus, the customizations that can be made, although less than Kratos, increase both the players' bonding with Atreus and the presentation of this character to us as gameplay. The fact that he has his own skill tree has made it clear that Kratos is no longer a child who is completely dependent on him, but a personality that can make his own decisions and look at his own path. We can understand that Atreus took his father as a real role model and adopted him from the first box opening scene, like Kratos, trying to open the box by punching it (although he failed and opened it by hitting it with his bow :)). With this gameplay experience offered with Atreus, Santa Monica Studios winked at us about whether this character will either lead in future games or have side games of his own.

**EEE STORY ?**

The story tells of a process that accelerated with the visit of Thor and Odin while Atreus was planned to set out to investigate the Loki identity, we think it would be best for each player to taste what happened to the Father and Son during this quest. p.s. Tyr is an overrated character !!!

**HUH**

Besides the perfect atmosphere and war feelings, the story progresses wonderfully, there is nothing to be done for GOW Ragnarok, only a few evaluations can be made, apart from these, it has been a game that players can consume for a long period of time. We're looking forward to the sequel. Surprise us Santa Monica!

**+Amazing Atmosphere**

**+Good Graphics**

**+Perfect Level Designes and Storyline**

**+Don't Repeat Yourself**

**+Interesting Gameplay Options**

**-Loss of Old Weapon Progress**

**-Mechanical Similarity**

**8.5/10 Points**

**DEVELOPER: SIE SANTA MONICA STUDIO**

**PUBLISHER: SONY INTERACTIVE**

**PLATFORM: PLAYSTATION4, PLAYSTATION5**

**TÜR: ACTION-ADVENTURE, ROLE PLAYING, FIGHTING GAME, HACK AND SLASH**

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