

GAMER GUIDE

GOD OF WAR
RAGNARÖK
EDITION



the need to know you didn't know you needed



WHAT IS IT?



God of War Ragnarök is an action-adventure game developed by Santa Monica Studio and published by Sony Interactive Entertainment. It was released worldwide on November 9, 2022, for the PlayStation 4 and PlayStation 5, marking the first cross-gen release in the *God of War* series.

GOD OF WAR™ RAGNARÖK

It is the ninth instalment in the series, the ninth chronologically, and the sequel to 2018's *God of War*. Loosely based on Norse mythology, the game is set in ancient Scandinavia and features series protagonist Kratos and his teenage son Atreus.

The story follows Kratos and his son Atreus as they attempt to navigate their way through a hostile realm filled with petty gods. Atreus is grappling with his fate, while Kratos attempts to prepare him to meet it.

BREAKDOWN THE BASICS

Mechanics

Like its 2018 predecessor, *Ragnarök* emphasises adventure and exploration mixed with gruelling combat against supernatural foes and impossibly sized creatures. As you control Kratos and his son Atreus, you'll be able to explore the realms fighting off enemies and uncovering new loot and gear by defeating foes and looting chests. There are also many collectibles and activities to uncover in each realm and region, which you can view as a checklist when looking at the map.



Combat

Combat in *Ragnarök* relies on three key components: Your weapons and associated weapon skills, your activated abilities (i.e. Runic Attacks and Spartan Rage), and your companion. Mastering the use of all three can help you succeed as you face more and more difficult encounters.

Kratos will make use of his Leviathan Axe to deal focused and powerful frost-infused damage, and his Blades of Chaos for fast and wide sweeping fire-infused damage, and both have unique uses, strategies, and combos.



Targeting

When attacking, Kratos will automatically target the closest enemy you are facing, and you can also press a defined button to target lock onto an enemy. However, it can be hard to switch targets once locked on, so this feature is best used on boss fights or when trying to specifically focus on a single tough enemy.

Attack Types

There are four general attack types that can be recognized by players during boss fights and mini-boss fights. These attack types will be indicated by their specific highlight just before the attack lands, allowing you to pre-judge and counter accordingly.

- **The first type of attack** is the basic attack, which is not highlighted by the game and can be blocked, parried, or even dodged away. This type of attack is very basic and gives you plenty of options to avoid the hit with your choice of defence, opening up the opportunity for your own counterattack.
- **The second type of attack** will be indicated by a yellow ring. This type of attack can not be blocked. This means that if you see a yellow indicator and proceed to block the incoming attack, you will be unsuccessful in the attempt as it will break your block. However, this type of attack can both be parried and dodged away.
- **The third general type of attack** not only makes blocking useless but will also not let you parry. This means that when you see an incoming attack with a red ring, the best option is to dodge away.
- **The last type of attack** is indicated by two blue rings that can be blocked by countering with a shield strike. The blue rings attack will have a charge up, giving you time to quickly press a defined button to shield strike as the attack is released.

Weapons

Kratos has three main weapons that he will be using in the game, and each of them can be upgraded with special skills that can make them more powerful than in their base state. The three main weapons that Kratos will have in *God of War Ragnarök* are:

- Leviathan Axe
- Blades of Chaos
- Draupnir Spear

Each of these weapons comes with their pros and cons, but depending on the type of combat you prefer, every player might have a favourite from the three that they will likely main during the majority of the game. Having said that, all three weapons offer their special combat ability that will encourage players to switch around with weapons, while making them stronger with upgraded skills.



Runic Attacks

As you continue your adventure, you'll find that each weapon has two different Runic Attacks that can be equipped for powerful light and heavy activated moves. These will often deal a lot of damage to one or many foes in your path, and their damage, stun, and runic power can be boosted by increasing their power in exchange for exp. They usually take a few minutes to recharge, but equipping gear with Cooldown can help lower this, as can certain gear attachments.

Relics

A new ability you'll find early on are Relics - equippable items that can be activated much like Runic Attacks by holding defined buttons to activate them. They come in many forms and you'll find many as you progress in your adventure, and each has its own uses in combat - from boosting your own powers to weakening your opponents. Like Runic Attacks, they can be upgraded in exchange for experience.

Spartan Rage

Kratos can also call on his Spartan Rage, seen by the gauge just below your health, which fills as you deal and receive damage. This will put you into a temporary invulnerable state, and allow you to unleash massive damage over a short period - and even regain some health in the process. It can be activated by pressing defined buttons, and deactivated early the same way if you want to conserve remaining rage when a fight ends.



Companion

Your companion will also almost always be assisting you in most combat situations. Atreus has learned much over the last few years and will attack both at range with arrows and up close with melee swings. However, you can also command your companion to attack with more powerful shots by pressing a defined button when looking at an enemy you wish for them to direct their attacks at.

These attacks can only be done so many times before they must recharge, which you can view in the bottom right corner, and are best used to compliment your own combo attacks or knock an attacking enemy off-balance to interrupt them.

Like Kratos' Runic Attacks, you'll eventually find Runic Summons that can be activated by holding down a defined button to unleash a powerful ability from your companion, who will target whoever you are looking at.



Gear and Weapon Attachments

Like the previous title, gear will play an important part of the dup's adventure, as it will be a primary factor in how you level up. Keeping your gear at its best by upgrading parts as you find the right resources will be the key to becoming more powerful.

Kratos will be able to equip three pieces of armour (Chest, Hands, and Waist), as well as a weapon attachment for each of his weapons that can bolster its effects in different ways. Some will give you passive bonuses, others may add a Luck-based chance to activate powers, or give you more options in combat. These can all be upgraded with various resources you can find by killing tough opponents, looting chests and coffins, and completing various side quests.

In addition, your weapons themselves can be upgraded with special resources (Chaos Flame, Frozen Flame), or by getting enough fragments (Chaos Spark, Frozen Spark) from a variety of optional encounters. Weapons, Gear, and more all have different associated stats, and it will be up to you to figure out which stats you wish to prioritise:

- **Strength:** One of the most straightforward stats, it increases damage dealt on all attacks and skills
- **Defence:** Found on most shields and bulkier armour, it decreases all incoming damage
- **Runic:** This stat increases the power of Kratos' Runic Attacks, as well as the elemental damage that comes with his weapons and their associated skills, and certain Relic attacks.
- **Vitality:** Necessary for surviving tough encounters when you find yourself getting hit a lot, this stat increases your Max Health, and your resistance to being staggered in combat.
- **Luck:** This all-purpose stat that can help you gain additional resources and rewards, it's also a crucial stat when relying on gear or weapon attachment abilities that are activated by chance.
- **Cooldown:** Expressly needed for those that value Runic Attacks, this stat reduces the time you need to wait for a Runic Attack, Relic, or ability to recharge.



Each region tends to have its own level range, and you'll usually find similar resources in a specific region. Because of this, you may find at certain points that you will need to progress the story to gain access to new areas with more rare resources, but this also means you can quickly upgrade newly found gear to be on par with whatever you have equipped if need be.

Even your starting gear can be fully upgraded over the course of the game, and you may find some gear has hidden bonuses that only appear at their highest levels - which you can find by pressing a defined button when selecting gear to upgrade in the shop.

In addition to your main weapons, Kratos will also be able to swap out his Guardian Shield for other types that can be used differently - some have better overall blocking power, while others can be used offensively or defensively and reward last second parries. Like your weapons, the shield can also be equipped with an attachment that can change the effects it can bring when blocking, parrying, or bashing.

Later in the game, you'll gain access to an amulet that can be upgraded to slot various enchantments you can find all across the realms. This added feature lets you further enhance your playstyle by finding passive bonuses in large varieties, with only limited slots - which can be expanded over time.

Environment

The *Ragnarök* realms are based on the realms of Norse mythology – locations that are inhabited by humans, gods, dwarves, and creatures good and evil that either want to help or hinder you. The realms are as follows:

- Midgard
- Alfheim
- Helheim
- Jotunheim
- Muspelheim
- Niflheim
- Vanaheim
- Svartalfheim
- Asgard



Midgard

Midgard is Norse mythology's version of a human-inhabited earth. It's the largest of the realms and where Kratos and Atreus have made their home. Unfortunately, Midgard is slap bang in the centre of *Ragnarök* and the various gods' plans to fight one another. Add to that the draugr enemies you will face and all the other creatures that will keep you up at night and it means most of the human population has been killed or long ago run for the hills.

Alfheim

Alfheim is a world occupied by elves divided into two categories: light elves and dark elves. These elves were at each other's throats in the first game, with Kratos and Atreus stuck in the middle. It's home to the temple of Freyr and an enormous lake at its centre, while it's decorated with lush greenery for you to explore.





Helheim

The location of the infamous Norse afterlife, Helheim is a stark and dangerous place. This realm is enforced by Hel-Walkers, who torment the individuals trapped in the realm. Helheim plays tracks on all who enter, showing them illusions, nightmares, and generally playing tricks on those unlucky enough to find themselves trapped there.

Jotunheim

Jotunheim is the home of the giants and is covered in snowy mountains that loom even larger than the giants who inhabit its lands. The giants of Jotunheim were killed by the Aesir, who suspected that the giants might bring on *Ragnarök*. Judging by the *God of War* sequel's name, we don't think they were very successful.



Muspelheim

Like Jotunheim, Muspelheim is home to giants, but this time it's of the fire variety. Muspelheim is ruled by Surtr, the ruler of the fire giants. Surtr and his compatriots spend their time honing their combat abilities and awaiting *Ragnarök*, at which time they plan to take the fight to the Aesir, march on Asgard, and avenge their Jotunheim brethren.



Niflheim

Niflheim is the place of primordial beings that remember the beginnings of time. The realm is set on an ice plane world that has a cloud of toxic smoke that pervades its atmosphere and poisons anything or anyone that touches it. Due to its adverse conditions, it's a realm in which warriors go to test their abilities. Niflheim is also where the dwarf alchemist Ivaldi came from.

Vanaheim

New for *God of War Ragnarök*, Vanaheim is the home of the Vanir gods like Freya, who Kratos meets in the first game. Magic is heavy in the air in this realm and its surroundings are full of dark forests that reflect this. The Vanir gods are rivals to the Aesir gods and Kratos and Atreus will likely find themselves here looking for allies or hunting down enemies.



Svartalfheim

Unlike many of the other realms, which contain all kinds of gods and monsters, Svartalfheim is home to the dwarves. They are keen inventors and have created technologies that are beyond comprehension to even the gods. The dwarves closely guard information about Svartalfheim, but we know that only dwarves are allowed to enter the realm, so how Kratos and Atreus will gain entry is yet to be determined.



Asgard

Everyone has heard of Asgard by now. It's the home of the Aesir gods, like Loki and Thor, and is at the centre of all Norse mythology. It's home to Valhalla, which is where warriors go when they die. Like Svartalfheim, Asgard is a realm restricted to only the Aesir gods and no other races are admitted. However, legend has it that the realm will be destroyed when *Ragnarök* comes.

TIPS & TRICKS
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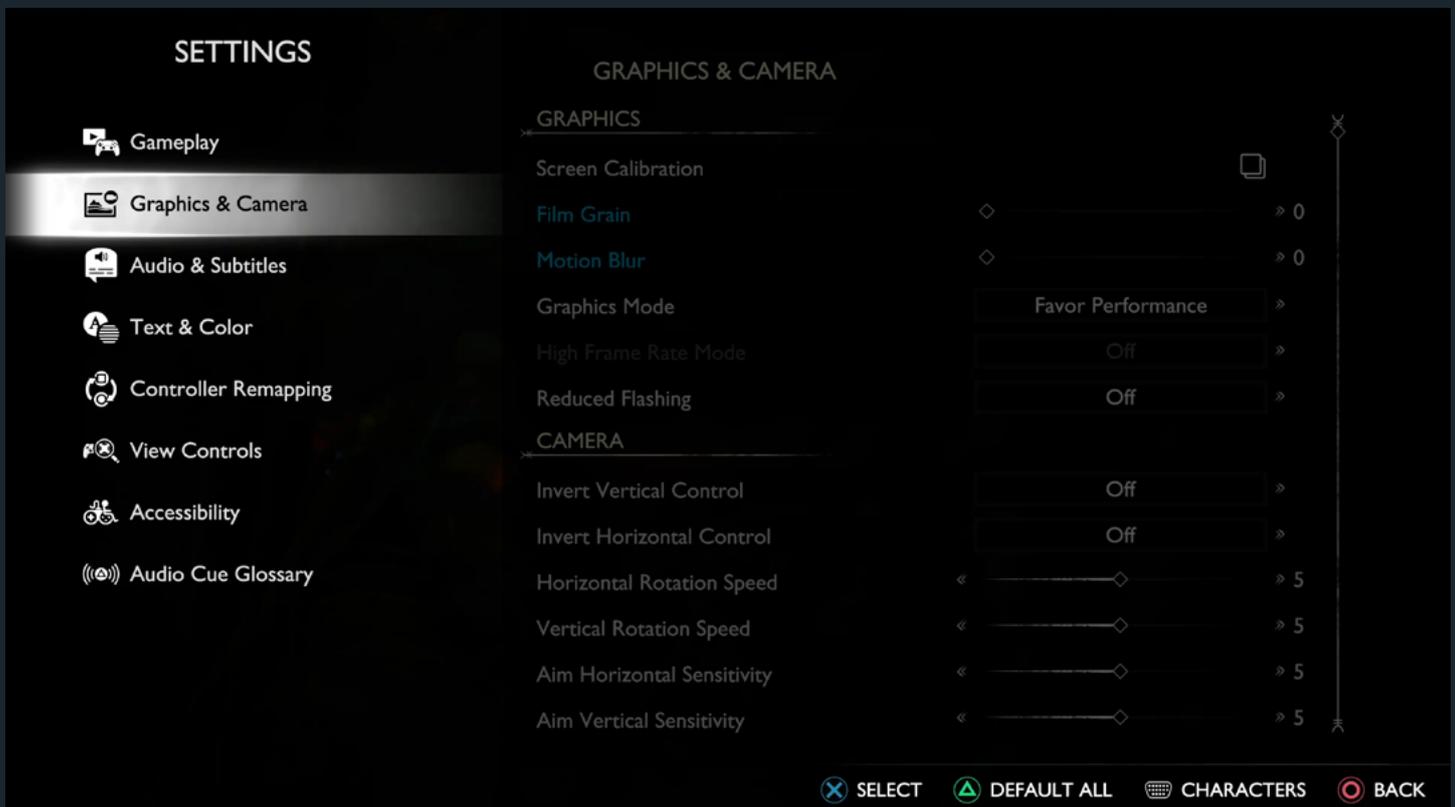
God of War Ragnarök is, by all measures, a truly epic game. Especially if you are referencing this massive title's scope. It feels like *Ragnarök* has expanded upon everything that made the first game great. However, as is the case with any gigantic game, this can all be a little intimidating. Especially if you have chosen to start your *God of War* journey with *Ragnarök*.

Don't Ignore *Ragnarök* 's Settings Menu

Okay, so *Ragnarök* has the standard stuff like graphics modes, camera orientation toggles, and a difficulty setting in its settings mode. All the stuff you would expect a modern game to have, you can find here. However, things start to get REALLY interesting once you enter the accessibility menu.

Are you tired of pressing a button to pick up the collectibles that drop? You can make it so you auto collect these items when you step over them. Or hey, maybe the timing of those Nornir bell puzzles just feels impossible to you. Well, you can make it so that they give you a little extra time. On the note of puzzles, you can get assists with them. Or, if you want, you can make it so that you can control the camera with the DualSenses motion control capabilities.

There are a tremendous amount of things to tweak! You can even change the way the axe throw works, or how you input the dodge command (and this goes well past remapping the buttons). Many of these options aren't about making the game "easier", they just give you the ability to tailor a wide variety of aspects to make it fit your preferences better.





Consult Your Map For Collectibles

Your map is a wonderful source of information for any given area. If you want to know how many ravens there are in the area you are exploring, look at your map. Are there any Nornir chests? Well, your map will tell you! While some information will stay hidden, the map will give a considerable amount to chew on. So, if you are looking to scour the world for all those goodies, just keep consulting your map.

However, while the map is an invaluable resource, it should be mentioned that it doesn't track standard chests, and it won't tell you if a collectible in the area is one that you don't currently have the capabilities to gather (which will happen). However, even if the map is an imperfect tool, it is still a useful one.

***Ragnarök* Loves To Use Camera Misdirection**

If you are looking for treasure, your best bet is to always look where the camera isn't pointing. *Ragnarök* loves to aim you down a long path, meanwhile, there is a treasure chest to your immediate left or right that is just out of view. So, if the camera is pointing you in one direction, make sure to take a look around before you follow it.

Similarly, the game likes to use perspective-based puzzles quite a bit. Sure, you may enter into an area and not see anything of note, but see if there are any holes you may be able to peer through or try to get some height and view the area from above. The *Ragnarök* camera is a liar and a misleader; never trust it!

Let Your Ears Be Your Eyes

God of War Ragnarök has incredibly impressive audio design. This materialises in a number of ways, but one of the best examples is that you will need to use your ears to detect Odin's ravens. These foul creatures tend to be well out of sight, but if you listen for their trademark cawing, you should be able to locate them.

Moreover, if you are in combat, and there is too much going on to keep track of all the indicators on the screen, Mimir and Atreus will warn you about enemies being at your back. So if you hear their warnings, simply roll away. Trusting your ears is the best course of action, as you will be given some pretty solid audio cues.



CONCLUSION

Take on the challenge of being Kratos - slaying every creature and god in your way - and know that with your wealth of knowledge from this guide, not even Zeus can stop you (probably).