

# bons palpites de futebol

Beautiful, expensive, licked to a shine, the action of God of War Ragnarok seems close to ideal, but still there is something in the game that does not allow calling it a masterpiece for all time. Although it all depends on the point of view and personal perception. We tell in the review where the authors online game from the developer Friv2Online of the project pierced.

Let's go over the basics first: God of War Ragnarok is an incredibly high quality friv game. These are the same "ten out of ten", this is an expensive blockbuster and this is one of the contenders for the "Game of the Year". Which was obvious long before the release, given the experience of the development team and the budget of the project. There were no doubts about the highest quality of the continuation of the saga for a second, and all expectations were justified.

The authors studied the criticism of the previous part and corrected all the errors: ordinary opponents and bosses became more diverse and received a rich set of attacks, the list of techniques expanded, pumping became more flexible, side quests capture no less than the main storyline, difficulty can be customized, even puzzles are now they don't make you stagnate and blunt in one place for a long time: partners willingly suggest the right decision, sometimes right on the forehead.

At the same time, the gameplay has not undergone major changes, and if you start God of War Ragnarok after the original friv game, you will hardly feel the difference: your fingers will immediately fall on the right gamepad buttons, and enemies will lose limbs and shed blood on an industrial scale. There seems to be a reason to grumble, but this approach turned out to be the safest - the developers simply did not break what worked well anyway: after all, the combat in God of War in capable hands shows its best side, offering many opportunities to destroy monsters and gods.

The only big innovation in the sequel to the Norse saga of Kratos is the ability to play as his son Atreus in some episodes. The guy is more mobile than his father, and relies on long-range combat, although, if necessary, he can break the enemy who has crept close with his bow.

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Update: 2024/1/23 4:15:20