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God of War Ragnarok has six different graphics modes on PS5 alone. The game offers a range of options for different hardware configurations and performance preferences. For example, there's a mode for 4K resolution at 30 FPS, and another for 1440p resolution at 60 FPS. These options allow players to balance visual fidelity with smoother frame rates, ensuring the game runs well on various PS5 models and setups.

God of War Comes to PC and It's Glorious | BenQ US. The game is running on PC with native 4K resolution and 60 FPS. The performance is excellent, with frame rates consistently near 120 FPS. This is a significant improvement over the console versions, especially for high-end PC configurations.

God of War PC runs in native (not upscaled or checkerboarded) 4K 60Hz with ease, and we've noticed framerates very close to 120Hz, as well. The game's visual quality is top-notch, with detailed textures and smooth animations. The PC version offers a more refined experience than the console counterparts.

God of War Ragnarok PC Specs: The game is running on a high-end PC setup. The system requirements are met, allowing for a seamless and high-quality gaming experience. The native 4K resolution and 60 FPS are achieved without any compromises in visual quality.

God of War Ragnarok PC Performance: The game runs flawlessly on PC, delivering a smooth and immersive experience. The native 4K resolution and 60 FPS are maintained throughout the entire game, providing a clear advantage over the console versions.

God of War Ragnarok PC Release Date: The PC version of God of War Ragnarok is set for release in early 2024. Fans can expect a high-quality port that maintains the game's visual and performance standards.