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<p></p><p>Beautiful, expensive, licked to a shine, the action of God of War Ragnarök seems close to ideal, but still there is something i n the game that does not allow calling it a masterpiece for all time. Although i t all depends on the point of view and personal perception. We tell in the revie w where the authors online game from the developer Friv2Online of the project pi erced.</p>
<p>Let's go over the basics first: God of War Ragnarök is an incr edibly high quality friv game. These are the same "ten out of ten", th is is an expensive blockbuster and this is one of the contenders for the "G ame of the Year". Which was obvious long before the release, given the expe rience of the development team and the budget of the project. There were no doub ts about the highest quality of the continuation of the saga for a second, and a ll expectations were justified.</p>
<p>The authors studied the criticism of the previous part and corrected al l the errors: ordinary opponents and bosses became more diverse and received a r ich set of attacks, the list of techniques expanded, pumping became more flexibl e, side quests capture no less than the main storyline, difficulty can be custom ized, even puzzles are now they don t make you stagnate and blunt in one place f or a long time: partners willingly suggest the right decision, sometimes right o n the forehead.</p>
<p>At the same time, the gameplay has not undergone major changes, and if you start God of War Ragnarök after the original friv game, you will hardly feel the difference: your fingers will immediately fall on the right gamepad bu ttons , 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 co mbat in God of War in capable hands shows its best side, offering many opportuni ties to destroy monsters and gods.</p>
<p>The only big innovation in the sequel to the Norse saga of Kratos is th