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After the break. No excuse will be used to control a virtual universe for a few hours.Bolt Creative Teams up with gmoco to Bring Pocket God to Android and Windows Phone 7 Labor Day sales highlights - Phones, laptops, speakers, and more-Pygmyms Discover New Islands, Ready to Please More GodsSSAN FRANCISCO – December 2, 2010 - Bolt Creative, the development studio behind best-selling iPhone app Pocket God, today announced that everyone’s favorite Pygmies will be available on both Android and Windows Phone 7 devices this holiday season. Partnering with gmoco, a leading publisher in the mobile games space, Pocket God is the first venture into a platform other than iOS for both companies. Pocket God is available now on Android and will arrive for Windows Phone 7 soon. “Pocket God has been expanding rapidly since its inception almost two years ago and we’ve always had our eyes on new platforms, to be selected as a launch title for Windows Phone 7 as well as hopping over to Android is something we’re truly happy about,” said Dave Castelnuovo, CEO of Bolt Creative. “Collaborating with gmoco on these monumental launches is just icing on the cake, their expertise in mobile gaming is unparalleled and their outstanding reputation ensures that these new versions of Pocket God will be the same high quality fans have come to appreciate.” “We were delighted to work with the Bolt Creative team on bringing their Pocket God IP to Android and Windows 7 Mobile using the gamemaking resources at gmoco and we’re certain Pocket God will continue its success on these new devices” – Simon Jeffery, CPO at gmocoWhat was intended to be a small size project for Dave Castelnuovo and Allan Dye one winter week has turned into one of the biggest franchises on the App Store, with Pocket God becoming a smash hit just months after its release. With over thirty free updates, which have introduced mini-games, new islands to discover, and creative ways to smite Pygmies, Pocket God continues to impress day one fans and new players alike with its irreverent humor and originality.Pocket God has also spawned its own comic book, a first for any franchise born in the mobile app space, expanding the Pocket God universe by providing a background story for the island and its seemingly immortal inhabitants. Carrying over the same diabolical themes that popularized the original title, Pocket God Comics has found a following of its own and consistently tops the charts with each new issue released.For more information about Pocket God, please visit www.boltcreative.com>About Bolt CreativeBolt Creative is a San Francisco-based developer creating original iPhone applications and games, including 2009’s blockbuster iPhone game Pocket God. Bolt Creative’s goal is to create games that are not only fun to play, but fun to develop and make them laugh. For more information, please visit www.boltcreative.com>About gmocoGmoco is a wholly owned subsidiary of DeNA Co., Ltd, the world’s leading social mobile gaming company. Headquartered in San Francisco and with studios in New York and Portland, gmoco creates and publishes games for the iPhone, iPod touch, iPad and Android in collaboration with the best and brightest game makers in the world. To witness the lives and minds of the gmoco team at work on the future of social mobile gaming, visit . Sony We’ve finally got a first glimpse at the newest entry in the “Kratos tries to Dad” series, and it looks pretty damn cool. God of War: Ragnarok, first teased almost exactly a year ago with naught more than a logo, finally has a trailer. The new trailer, showcased during Sony’s PlayStation event, features Atreus bickering with his father about his destiny as the cataclysm of Ragnarok looms. God of War: Ragnarok is the ninth entry in the series and sequel to 2018’s award-winning God of War. God of War took the marquee PlayStation franchise from ancient Greece to ancient Scandinavia, pitting Kratos against the gods and monsters of Norse mythology. Developed by Santa Monica Studios, God of War stars a not really kinder nor gentler Kratos as he struggles to be a father to his son Atreus. Together, Atreus and Kratos journey across a realm fighting monsters, vindictive gods, and having a neat lil’ chat with a kick-ass, world-eating, giant snake. God of War was a critical darling, earning numerous accolades, including Game of the Year during 2018’s Game Awards. God of War: Ragnarok was slated for release in 2021 before the COVID-19 pandemic delayed the game until 2022. God of War: Ragnarok is the sequel to 2018’s God of War and it’s one of the most highly-anticipated PlayStation exclusives this year. Marking the final chapter of the series’ Norse storyline, the action of God of War: Ragnarok kicks off a few years after the events of God of War (2018). We’ll be joining Kratos and a now teenage Atreus on a “journey to each of the Nine Realms in search of answers as they prepare for the prophesied battle that will end the world”: Ragnarok. Following a period of nail-biting silence around the game, we’re now beginning to see and hear more about it from the team at Santa Monica Studio. We even have a confirmed release date for this November and a good overview of the story. We didn’t learn anything new about the game during Gamescom 2022 but with that November release date drawing closer, we’re hoping that Sony and Santa Monica Studio will start dropping more details sooner rather than later. Either way, it isn’t long now before we’ll finally play it. So, if you’re looking to see what to expect, keep reading to see everything we know about God of War: Ragnarok so far, including its release date, all of its trailers, and details about its story. God of War: Ragnarok: cut to the chase What is it? The sequel to the critically-acclaimed God of War (2018)When can I play it? November 9, 2022What can I play it on? PS5 and PS4(Image credit: Sony)God of War: Ragnarok launches on November 9, 2022 on PS5 and PS4, following a delay from its initial 2021 release window.Before this update from PlayStation Blog, Ragnarok had been the subject of much speculation (opens in new tab). PlayStation Studios head Hermen Hulst then confirmed the delay in a PlayStation Blog interview in June 2021, stating that the sequel was being pushed into 2022 to give the team at Sony Santa Monica more time following disruption caused by the pandemic.Following this, many later believed God of War: Ragnarok had been pushed back into 2023 too, but the June 2022 update thankfully revealed otherwise. Assuming there’s no last minute delays, the launch is finally in sight for this much anticipated sequel. God of War: Ragnarok trailersFather and Son Cinematic TrailerUpon revealing Ragnarok’s release date, Sony also released a short new trailer. Lasting for only 30 seconds, this gives us a quick look at Kratos and Atreus, fighting alongside each other. You can watch that below: Reveal trailer We finally got a proper trailer for God of War: Ragnarok at the PlayStation Showcase 2021 that gave us gameplay and cinematic footage of what we’ll be faced with when it releases. The combat looks just as devastatingly violent as we’d expect, and the new announcement also confirmed that we will indeed be facing Ragnarok – a series of events and catastrophes that ultimately lead to the end of the world according to Norse mythology.Teaser trailer Previously we had been shown a brief teaser for God of War: Ragnarok right at the end of Sony’s live stream event in September 2020. All it showed was a brief logo and the words “Ragnarok is coming” pic.twitter.com/vHuaaCKgGnSeptember 16, 2020See moreGod of War: Ragnarok editions and pre-order bonusesGod of War: Ragnarok pre-orders are now open and PlayStation has confirmed (opens in new tab) that there are four different editions up for grabs so let’s dig into what they are and what they offer below. Pre-order bonusFirst off, let’s cover the pre-order bonus. If you pre-order any edition of God of War: Ragnarok you’ll receive a voucher code to download two digital bonuses: the Kratos Risen Snow Armor and the Atreus Risen Snow Tunic.Standard EditionThe Standard Edition, as you’d expect, offers you the full game on PS4 or PS5 and nothing more (unless you pre-order, in which case you’re getting those pre-order bonuses). If you order the PS4 version of the game and decide you want to upgrade to PS5 later, then that’s going to cost an additional \$10. Digital Deluxe EditionAs a step up from the Standard Edition of the game, there’s the Digital Deluxe Edition which offers a little more in the way of bonuses. These are as follows:Full God of War Ragnarok game on PS4 and PS5Kratos Darkdale ArmorAtreus Darkdale Attire Darkdale Blades Handles for the Blades of ChaosDarkdale Axe Grip for the Leviathan AxeOfficial God of War Ragnarok Digital SoundtrackDark Horse Digital Mini ArtbookAvatar SetPlayStation 4 ThemeCollector’s EditionNow we’re starting to get into the truly shiny stuff. The Collector’s Edition of the game comes in a box that represents the Knowledge Keeper’s Shrine and in it you’ll find the following physical items:A printed voucher code for the full God of War Ragnarok game on PS4 and PS5A Steelbook Display Case, though it doesn’t have a game disc included2 “Vanir Twins Carvings – In the same style as Atreus’ wooden toy carvings of the Huldra Brothers from the God of War (2018) Collector’s Edition, therefore completing the setDwarven Dice Set16” Mjólnir ReplicaIt also has the following digital items, with some unlocked via story progression:Kratos Darkdale ArmorAtreus Darkdale Attire (cosmetic)Darkdale Blades Handles for the Blades of ChaosDarkdale Axe Grip for the Leviathan AxeOfficial God of War Ragnarok Digital SoundtrackDark Horse Digital Mini ArtbookAvatar SetPlayStation 4 ThemeJótnar EditionFinally, there’s the Jótnar Edition which includes “a premium selection of items designed with care” by the team at Santa Monica Studios. The contents of the box for this edition are as follows:Printed voucher code for the full God of War Ragnarok game PS4 and PS57-Inch Vinyl Record with music by Bear McCrearyThe Falcon, Bear, and Wolf Pin SetThe Legendary Draupnir Ring in a red cloth bagBrok’s Dice SetYggdrasil Cloth Map showing each of the Nine Realms within the branches and roots of Yggdrasil Steelbook Display Case without a game disc2 “Vanir Twins Carvings16” Mjólnir ReplicaIt also comes with the same selection of digital items as the Collector’s Edition. You can see an official unboxing of the Collector’s and Jótnar Editions below:God of War: Ragnarok story and setting(Image credit: Sony)God of War: Ragnarok is a sequel to God of War (2018) and the final entry in the series’ Norse saga. An update to the PlayStation Store in July 2022 has given us our best look yet at the game’s plot. “Fimbulwinter is well underway,” the description reads (opens in new tab). “Kratos and Atreus must journey to each of the Nine Realms in search of answers as Asgardian forces prepare for a prophesied battle that will end the world.”Along the way they will explore stunning, mythical landscapes, and face fearsome enemies in the form of Norse gods and monsters. The threat of Ragnarok grows ever closer. Kratos and Atreus must choose between their own safety and the safety of the realms.”Elsewhere, the description suggests Ragnarok will pick up the main narrative thread left handing in the first. We’ll be helping Atreus as he “seeks knowledge to help him understand the prophecy of ‘Loki’ and establish his role in Ragnarok”. Though the previous game built up trust and understanding in the relationship of Kratos and his son Atreus, Ragnarok will continue to explore the complexity of their interactions, as “Kratos must decide whether he will be chained by the fear of repeating his mistakes or break free of his past to be the father Atreus needs”.In a September 2021 PlayStation Blog post (opens in new tab), Santa Monica Studio said that in the game, “Together, Kratos and Atreus will have to make a choice about which path they will take. Whatever they choose will define the fate of all those living in the Nine Realms as Ragnarok approaches.” God of War: Ragnarok won’t just expand on Atreus and Kratos’ relationship, it’ll also expand in terms of setting. This time around, players are going to be able to visit all nine realms, including “the previously unreachable Vanahelm, Svartalfheim, and Asgard – as well as to new areas from locations featured in the last game. Exploring the realms will take you everywhere from verdant, otherworldly jungles to intricate subterranean mining networks.”Chief among these new realms is Asgard – the home of the Aesir gods and the seat of power in Norse mythology. In many ways, it’s the largest and central realm of them all, where the most well-known Aesir gods live. It’s divided into several regions of its own. Valhalla is ruled over by Odin, so we could end up entering the golden hall. Bilskirnir, meanwhile, serves as the seat of Thor, who’s already confirmed to be appearing in the game.Vanahelm is also important. It’s the homeland of the Vanir gods, a sorcerous pack of deities who were once at war with the Aesir. Freya – who’s set up to be Ragnarok’s chief antagonist – belongs to them. According to God of War’s lore, she was cursed by Odin to prevent her from leaving Midgard, but we might spend a fair bit of time in Vanahelm given its importance in the Aesir-Vanir conflict.Finally, Svartalfheim is the homeland of the dwarves. Although it received little mention in the first game, Brok and Sindri – the two dwarven blacksmiths who help you – are returning in this next installment. Maybe they’ll let us in.There are still some questions, including how much of these realms we’ll see. It’s likely we’ll get to explore a new area of Midgard, and maybe even return to Kratos’ woodland home. We’re hoping we can delve into Muspelheim and Niflheim more than the first game allowed.(Image credit: Sony)God of War: Ragnarok gameplayAs far as gameplay is concerned, it’s pretty natural that God of War: Ragnarok’s combat will be of utmost importance to many fans of the series. According to a post on the official PlayStation Blog (opens in new tab) in September 2021, combat will be more “visceral” and “spectacular” fights, with “new attack abilities, a new Runic Summon for Atreus, and of course, the return of Kratos’ legendary weapons.” Santa Monica Studio says it’s taken learnings from 2018’s God of War to improve combat, with the aim of creating more player choice:“Whether it’s through hard-hitting combos, a mastery of elements, or clever defensive tactics – you will find plenty of opportunity to fight alongside our duo in a way that feels uniquely expressive.” In an interview with Game Informer (opens in new tab) in August 2022, lead combat designers Mihir Sheth and Denny Yeh said that the combat revolves around the idea that “Kratos plays with his food”. Sheth said that the team “tried to create systems you want to engage with that are fun, very playful, lots of different routes. And when we looked at the combat in the last game, we were like, ‘We can push this further; we can find new toys and ways of playing with enemies and strategies.’ That’s been the guiding principle more than anything else.”As part of that, the previously under-utilized triangle button has been given a new purpose. The button is getting a whole new set of attacks called “Weapon Signature Moves”. Depending on whether you’ve got the Leviathan Axe or the Blades of Chaos equipped, Kratos will “infuse the sharpened steel with ice or fire” to use extra-damage elemental moves called “Frost Awaken” and “Whiplash”.Ragnarok will also offer players a little more variety when it comes to the shields that can be used, according to director, Eric Williams, in an interview with God of War YouTuber Jon Ford (opens in new tab). When Ford pointed out that in a recent trailer there are moments where it looks like Kratos’ Guardian Shield has a different design and Kratos is using it in different ways, Williams said this was true and that while he didn’t “want to go too deep on it”, the game will have “different shields, and they have different defensive options and abilities.” The reason for this, William explained, is because he and the team at Santa Monica Studio “really want to open up expressive choice to the way that you build your Kratos, like the equipment and loadout and things like that.”This, Williams added, goes “all the way down to the defense, so you can kind of play a little differently and enemies know how to respond to that, or force you into these different situations where you need to use different things. I think it’ll be fun for players to explore that but also we want it to be more expressive, you know, your choices matter when you set him up.”Combat designers Mihir Sheth and Denny Yeh elaborated a little more on this when speaking with Game Informer, revealing two new shields called Dauntless and Stonewall. The Dauntless Shield is perfect for fast combat and when you parry at the last minute, it’ll glow red and allow you to “unleash a devastating smash that tosses and stuns enemies”. The Stonewall Shield, on the other hand, is for those that like to fight at a slower pace. Using the Stonewall will prevent Kratos from parrying but the more hits it takes, the more kinetic energy it absorbs and when it’s fully charged, “players can bang the shield into the ground emitting a screen-wide pulse”, knocking enemies off their feet.The downside to the Stonewall Shield is that as it takes damage, it becomes unstable, “opening Kratos up to otherwise ineffective block-breaking blitzes.” Santa Monica Studio has also revealed that God of War Ragnarok retains accessibility features from God of War (2018) and adds new ones, allowing for more than 60 ways for players to adjust gameplay. “Not only have we redesigned our UI to allow for more flexibility and readability, but we have also rebuilt controller remapping from the ground up and added more customization to our combat and interaction systems,” a PlayStation Blog post (opens in new tab) revealed.Some of the new accessibility features include improvements to subtitles and captions, an abundance of text and icon size options and a new high-color contrast mode.God of War: Ragnarok news and rumors(Image credit: Sony)God of War TV adaptation Following a report from Deadline that a live-action adaptation of God of War could be in the works, SIE CEO Jim Ryan confirmed in a May Business Briefing Q&A (via GamesRadar (opens in new tab)) that the show is indeed in the works with Amazon Prime Video, though he had no further information to offer on it.‘No idea’ about PC port, says Cory Barlog We’ve seen an increasing number of PlayStation exclusives ported to PC in recent years, including, very recently and very successfully, 2018’s God of War. However, in an interview with Game Informer (opens in new tab), Sony Santa Monica creative director Cory Barlog was unwilling to commit to the upcoming sequel, God of War: Ragnarok, getting the same treatment in a shorter timeframe than four years. “I have no idea,” Barlog said. “Right now, we’re taking it one game at a time, kind of looking at each one and determining, ‘Okay, is this the best thing?’ And we’ll gauge how it does. Do people enjoy it? Did we do it right? Is there anything we did wrong? What can we do better in the future if we do this again? But at the end of the day, ultimately, it’s Sony’s decision.”Concluding the Norse saga Santa Monica Studios creative director, Cory Barlog, has confirmed in an interview (opens in new tab) that Ragnarok will conclude the Norse storyline that started with 2018’s God of War on PS4. Barlog explained that the main reason to conclude the Norse saga in God of War: Ragnarok was because of the long development time involved in making a modern God of War game. Between the five years taken to develop 2018’s God of War and the four that will be spent on Ragnarok, the studio would rather the Norse storyline didn’t run over nearly 15 years through a third game, as it’ll be “too stretched out.”PS4 to PS5 upgrade fee - confirmed After the player outrage surrounding the confusing upgrade process for Horizon Forbidden West, Sony issued a statement detailing how it will allow players to upgrade from the PS4 version to the PS5 version of future titles.It specifically named-checked God of War and said that you’ll need to pay a \$10 digital fee to get the enhanced PS5 version of the game if you already own the PS4 version. Now that the game’s editions have been confirmed, we know that the upgrade fee does indeed apply to God of War: Ragnarok. God of War PS4 theme Back in April 2019, a new dynamic theme appeared on PS4 to celebrate the anniversary of the God of War reboot. The theme showed Kratos and Atreus rowing, however the theme contained a secret message (discovered by eagle-eyed God of War fans on Reddit (opens in new tab)). The boat the pair are rowing in has runes etched on its side which translate (in English) to “Ragnarok is coming” – which we now know to be a pretty official slogan for the game.No God of War DLC God of War director Corey Barlog had said there were originally plans for DLC for the 2018 reboot, but said they were halted for being “too ambitious”. That means the studio can invest resources into an entirely new game as opposed to post-launch content.God of War (2018) PS5 update To make the wait for God of War: Ragnarok a little easier, Sony Santa Monica has released a God of War PS5 update that boosts the game’s resolution to a checkerboard 4K resolution while maintaining a 60fps target. Hopefully, this means that Ragnarok will continue the pleasing trend of more PS5 games hitting 60fps, even if it means compromising or dropping the resolution slightly to achieve it.God of War: Ragnarok: what we want to see(Image credit: Sony)Warning: spoilers for the ending of God of War ahead.[Exploring that ending further At the end of God of War, we found out that Kratos’ wife (and Atreus’ mother) Faye was actually a Giant called Laufey. That means Atreus is half God and half Giant and, what’s more, he has a different name altogether: Loki. You know Loki, the trickster of Norse mythology. Hopefully God of War: Ragnarok will explore this further and we’ll find out more about Faye’s secret past, as well as why she kept it all a secret in the first place. We’re also hoping Atreus will embrace the shape-shifting abilities that Loki is notorious for instead of simply standing on the sidelines firing arrows at enemies. Atreus isn’t a boy anymore The God of War sequel may continue on directly from the events of the previous game, however we think it would be more interesting to see how a teenage Atreus and grumpy dad Kratos fair on an adventure. All the new PS5 games we have our eye on

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