Experience Ragnarök on PC this fall

Ragnarök is nigh – that is, if you've got a PC capable of handling it. During its summer State of Play event, Sony announced that *God of War Ragnarök* is coming to PC on September 19th. The news was accompanied by a brand-new trailer including the info that the game is now available for preorder.

It's been just over a year since *God of War Ragnarök* released, adding another emotional beat to the story of Kratos, the god of war, and his son, Atreus. When we last left the pair in 2018's *God of War*, the two had just returned from an epic journey to disperse Atreus' mother's ashes from the highest peak in the nine realms. In *Ragnarök,* Kratos and Atreus' lives have been upended by the omens heralding the destruction of the realms, an event that is connected to Atreus' destiny. The two go on a journey – sometimes separate, sometimes together – to figure out that destiny and to put a stop to the god Odin's evil plans.

The timing of this announcement is also somewhat ironic, however, as earlier this week, PlayStation's new CEO, Hermen Hulst, commented that while multiplayer games will see day and date releases on PC, the strategy for single-player games is to entice players to experience them on the PlayStation console.

And there's an interesting if unfortunate merit to that strategy, as Sony's single-player PC ports have a reputation of being quite poor at launch. Hopefully, though, with the full might of Ragnarök behind him, the *God of War* will avoid such issues.

***Update May 30th**: Article updated with PSN requirement information.*

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