Redfall is playable on Steam Deck — with the right settings

Nearly four hours in, I am not at all convinced that *Redfall* is a good game — unless there's a lot of hidden depth, it feels like a rare miss from Arkane.

But unlike that other recent big release, *Star Wars Jedi: Survivor*, you can make it playable on Steam Deck with a few easy tweaks.

I'm not saying it'll look *good,* but it's a heck of a lot better than the default setting!

a:hover]:text-gray-63 [&>a:hover]:shadow-underline-black dark:[&>a:hover]:text-gray-bd dark:[&>a:hover]:shadow-underline-gray [&>a]:shadow-underline-gray-63 dark:[&>a]:text-gray-bd dark:[&>a]:shadow-underline-gray”>Screenshot by Sean Hollister / The Verge

Before you start playing, one more tweak I recommend: pull up the Deck's quick settings menu and, under Performance, set your Refresh Rate to 40Hz and Frame Limiter to 40fps. That should improve both battery life and responsiveness — you might notice my settings are consuming more energy, but I immediately saw a dip in wattage after locking the refresh rate and FPS at 40 each.

Until or unless Bethesda and AMD issue some fixes, that’s my recommendation for *Redfall* on Deck.

https://www.theverge.com/2023/5/1/23707423/redfall-steam-deck-graphics-settings-refresh-rate-configuration