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[God of War Ragnarok Preview](#) Thanks to a graphics mode options breakdown from Press Start, it's been confirmed that [God of War Ragnarok](#) supports 120hz. In a practical sense, this means that it's designed to run with an unlocked framerate that aims to stay above 60fps.

[God of War Ragnarok Has a 120hz Performance Mode on PS5 - IGN](#)
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[God of War Ragnarok Has a 120hz Performance Mode on PS5 - IGN](#)

As a reminder, [in performance mode](#), the game runs at a near-flawless 60 fps with a resolution that ranges from 1440p to native 4K. Enabling the high frame rate mode will unlock the frame rate, allowing the PS5 to render as many frames as it possibly can.

[God of War Ragnarok's graphics modes on PS5 and PS4, explained](#)
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[God of War Ragnarok's graphics modes on PS5 and PS4, explained](#)

[UNITA waged a guerrilla war against Portuguese colonial rule from 1966 to 1974, then confronted the People's Movement for the Liberation of Angola \(MPLA\) during the Angolan Civil War. Savimbi was killed in a clash with government troops in 2002.](#)