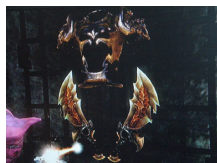


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Kratos' armor in  
Heavenly Sword  
GamerNode.com

## [God of War Tribute in Heavenly Sword](#)

### *When Kratos met Nariko*

Kratos didn't actually meet Nariko, although the two would make one fine pair of apocalyptic lovebirds. Everyone knows that [Heavenly Sword](#) can easily be compared with the titles pertaining to the God of War series, as it borrows many elements of the acclaimed titles. From combat sequences, to the control scheme and also some of Nariko's weapons, we find such elements featured both in Heavenly Sword and Kratos' adventure. The surprising thing is that [Ninja Theory](#) admits that they've borrowed these elements, crediting the title through the inclusion of some God of War-related content. What makes a better tribute than Kratos' gear included in the new PS3 title? Hmm... I wonder what Kratos is doing while his gear lays nearby. Is he naked, taking a nap, a shower or just changing his outfit? Of course, the perspective of Kratos naked around Nariko makes us instantly think about godly offsprings, but I wonder whether they'll inherit Nariko's red hair or Kratos' Hitman "hairstyle". I admire Ninja Theory for this tribute, as there aren't many companies to do such things. Will we see Heavenly Sword content in God of War III as well? I guess that if Jaffe and company decide to use some of the elements of the above-mentioned game, they'll be too proud to admit it since it was Heavenly Sword that borrowed features in the first place. Ninja Theory's title shouldn't be the only one crediting God of War for its features as most of the recent [action games](#) borrowed from Jaffe and co.'s masterpiece. The first example that comes to mind is Ghost Rider, followed by Spider-Man 3 and all the recent games that use the cineractives system. Do you remember the Hydra battle in the first God of War? Well, that battle defined the standards of modern action game combat and we should really pay tribute to GOW and Kratos for the innovations they brought to all platforms.