

# RTX 5090 Disappoints in Black Myth: Wukong Playtest

Nvidia's top-end graphics card disappoints by failing to hit 30 FPS at 4K resolution.

Nvidia's latest flagship RTX 5090 graphics card has caused major disappointment as it failed to achieve a stable 30 FPS in the blockbuster title Black Myth: Wukong, when played at 4K resolution and without DLSS 4 upscaling technology.



The RTX 5090 is a huge disappointment when playing Black Myth: Wukong without DLSS 4.

According to recent analysis from YouTuber Frame Chasers' video at CES 2025, the RTX 5090 graphics card only achieved around 29 FPS when running Black Myth: Wukong at 4K resolution without DLSS 4 enabled. However, when DLSS 4 was enabled, the frame rate skyrocketed to an impressive 240 FPS.

This result shows that the RTX 50 series, including the RTX 5090, relies heavily on DLSS 4 and Multi Frame Generation to achieve high performance. This raises questions about the actual performance of this new graphics card line, especially when compared to the previous generation RTX 40 series.

While rendering full ray tracing at native 4K resolution is a huge challenge for modern games, at a price of up to \$1,999, users can definitely expect superior performance from the RTX 5090.

In fact, the RTX 5090 also failed to hit 60 FPS in Alan Wake 2 at native 4K resolution. This information is causing a lot of controversy about the real-world performance and value of Nvidia's latest graphics card line.

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