***Chernobylite 2: Exclusion Zone* *Launches Early Access on Steam***

**Experience 30+ hours of adventures in the Zone**

**March 6th, Gliwice, Poland.**

*Chernobylite 2* is our dream project. After more than 10 years of various activities related to Chornobyl and dozens of visits to this place, we can finally share the massive part of what we consider the ultimate Chornobyl experience. What started with VR documentaries and low-scale indie projects has become a fully-fledged RPG game, playable in the open world, with hundreds of ways to craft your own character and story.

Entering the world of *Chernobylite 2*, even in Early Access, you can expect to double or triple the time spent with the first game - not just because the Zone itself is about 20 times bigger this time but also thanks to the number of quests, events, encounters, and gameplay mechanics. On top of it, you can play from two different perspectives - first person or third person- which is possible thanks to the success of our recently finished Kickstarter campaign.

Our goal was to deliver the Early Access version, which is very advanced and polished in most parts. According to many closed playtests and our demo reception, most of the gameplay mechanics and big chunks of the content are already polished. Early Access contains about 30-40% of the final scope of the world and story. Most weapons and players' equipment parts are already present in the game as lootable elements.

We believe that *Chernobylite 2*, similar to the first *Chernobylite*, will be a much better game, thanks to its development in Early Access. We saw already that constant feedback from our community allows us to adapt our vision to players' needs, and for a big RPG game, the number of adjustments we can make this way is huge. We estimate the game will stay in Early Access for 6-10 months. This is the time required to let your feedback influence a project of this scale and to validate together changes made during Early Access.

Also, remember to follow us on our social media (likes, comments, and shares for greater reach are welcome!), and we encourage you to join us on [Discord](https://discord.com/invite/mehRmzY).

Watch *Chernobylite 2: Exclusion Zone* New Story Trailer [HERE](https://youtu.be/3uVhAA2F_zw).

Add the game to your [Steam](https://store.steampowered.com/app/2075100?utm_source=press&utm_campaign=reveal) wishlist to follow the game’s development.

**ABOUT *CHERNOBYLITE 2: EXCLUSION ZONE***

*Chernobylite 2: Exclusion* Zone is a post-apo action RPG, mixing free exploration of a huge and extremely realistic open world, challenging combat, unique crafting, and team and base management with non-linear storytelling. The main character tries to escape the sinister Exclusion Zone and return home, breaking the barriers of time and space and fighting the emanations of the insidious Chernobylite.

The story told in the game will make you fight to survive in the most dangerous place on Earth. Whether you become the hunted or the hunter depends on how quickly you can evolve, your ability to adapt, and the strategy you follow when exploring the open world of the Chornobyl area. In the daytime, you can see the Zone as an intriguing, exciting, or even beautiful area, but when dusk comes, the absolute terror starts and you have to face it every night.

***CHERNOBYLITE 2: EXCLUSION ZONE* – MAIN FEATURES**

OPEN WORLD EXPLORATION

Explore and analyze a vast, vibrant open world crafted from the real-life Chornobyl Exclusion Zone locations. Switch between first-person or third-person perspective and don’t miss a single radioactive detail.

DEEP CHARACTER DEVELOPMENT

Create and develop your hero. Attributes and skills will affect the effectiveness of combat, as well as the style of conversation. An arrogant muscle man with a big sword trying to intimidate everyone? Or a smart sniper who always finds the right arguments? The choice is yours.

PLANEWALKING

Seamlessly switch between different character builds and equipment with Planewalking, letting you adapt to any situation on the fly. Develop multiple builds and skill sets to stay prepared for anything. Encounter a scenario where your heavy melee build would be more effective than your current sniper setup? Simply Planewalk and change your loadout instantly.

DIVERSE COMBAT

Fight for survival with an advanced melee combat system, or keep your enemies away with a diverse arsenal of firearms in first or third person perspective - gain complete control over your character. You can also use the stealth approach or ask others for help in online cooperative missions embedded in a single-player campaign.

TEAM AND FACTIONS

Fight for influence and negotiate with factions. Assemble an unstoppable team from a range of companions you’ll encounter out in the world. Each one brings their unique strengths and abilities, along with valuable skills and knowledge they’re willing to teach—if you earn their unwavering trust, that is.

BASE DEVELOPMENT

Build, upgrade, fortify, and customize your base. Equip your sanctuary from the harsh realities of the Exclusion Zone with the tools to craft valuable items and upgrade your weapons. Assign your companions to critical tasks, from managing your supplies to caring for your gear and crafting your arsenal.

*Chernobylite 2: Exclusion Zone* is being developed by The Farm 51 and the final version and will launch on PC, PlayStation 5, and Xbox Series X|S in 2025.

Find more information about the game on [the official website](http://www.chernobylgame.com/), [Instagram](https://www.instagram.com/Chernobylite/), [Facebook](https://www.facebook.com/ChernobyliteGame/), [X](https://twitter.com/ChernobylGame), [YouTube](http://www.youtube.com/c/Chernobylite), [Reddit](https://www.reddit.com/r/ChernobyliteGame/), and [TikTok](https://www.tiktok.com/@chernobylitegame).

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About The Farm 51**

The company was established in 2005 by three game dev veterans: Kamil Bilczyński, Robert Siejka, and Wojtek Pazdur. Since then, The Farm 51 has expanded significantly and today it hires over 100 employees. The Farm 51 have finished many projects so far, creating or co-creating more than dozen of games. They are also a licensed developer for Microsoft, Sony, and Nintendo Switch. The Farm 51’s most famous projects are: *Get Even*, *World War 3*, *Chernobyl VR Project*, *Chernobylite*, and *Chernobylite 2: Exclusion Zone*. <http://www.thefarm51.com>