***Chernobylite 2: Exclusion Zone* is in the works! Coming to PC, PlayStation 5 & Xbox Series X|S in 2025!**

**Get ready to revisit the Zone in 2025 on PC and consoles armed with a unique planewalking mechanics this time!**

**August 13th, Gliwice, Poland.**

***Chernobylite 2: Exclusion Zone* throws you to the Zone entirely taken over by the precious, high-energy material called Chernobylite. It transformed the environment entirely and forced people to defend themselves against it using prototype technologies. You’re one of those people, a planewalker traveling the worlds in search of this rare resource. Cut off from the world, trapped in the Zone, attacked by hordes of nightmare creatures, you must fight for survival and unite the handful of remaining survivors. Fight for domination and negotiate with the other factions. The Exclusion Zone is a battlefield that changes every day and reacts to your every action. Will you find a way to help the others defeat the army of vicious monsters? And when old conflicts are revived, whose side will you be on?**

Watch *Chernobylite 2: Exlcusion Zone* Announcement Trailer [HERE](https://www.youtube.com/watch?v=eMjimBnmAS8), to see what new challenges await you next year.

Add the game to your wishlist on [Steam](https://store.steampowered.com/app/2075100?utm_source=press&utm_campaign=reveal) to support developers and not to miss any news regarding the game’s development.

Heading to Gamescom in Cologne?  Don't forget to stop by at The Farm 51 booth no. C-013g that you'll find within the Poland Booth in the Business Area, Hall 4.1. You'll be able to meet developers there between August 21st and August 23rd and see the hands-off demo of the game.

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

*Chernobylite 2: Exclusion Zone* – a sequel to highly appraised *Chernobylite*, is a post-apocalyptic action-RPG game, mixing free exploration of huge and extremely realistic open world, challenging combat, unique crafting, team and base management with non-linear, immersive storytelling.

The original game has built a huge and dedicated community, becoming a second most funded Polish video game on Kickstarter (after *Superhot*), one of the most successful Early Access campaigns on Steam in 2019 and one of the best 2021 Steam post-Early-Access releases. Over the last 5 years, The Farm 51 has constantly been upgrading and expanding the *Chernobylite* world with tons of massive free updates, releasing the game on PC, Xbox One, Xbox Series X|S, PlayStation 4, PlayStation 5 and currently working on bringing the game to Switch.

Following the vast amount of feedback gathered on *Chernobylite* from players, *Chernobylite 2: Exclusion Zone* introduces the elements most anticipated when compared to the original game: a vast open world and a gameplay model in line with the most canonical action-RPGs. The plot, player character development, exploration, combat, weapons and gadgets, the number of side characters, relationships with other story characters - each of these elements is expanded many times over the predecessor, providing more opportunities to build your own version of the story of survival in the mysterious and sinister Chornobyl Exclusion Zone.

The 3D-scanned post-apocalyptic world of Chornobyl has been given incomparably more detail and has been further enhanced with countless ambient elements brought by *Chernobylite* from other dimensions thanks to Unreal Engine 5 and Nanite, as well as Reality 51’s scanning technology, which The Farm 51 has been developing for over ten years.

Now The Farm 51 team is proud to be working hard on delivering the best possible RPG experience set in the post-apocalyptic Chernobyl and soon will be ready to share more details about gameplay, story and the scope of the game.

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

**OPEN WORLD EXPLORATION**

Explore the big and realistic open world of the real Chernobyl Exclusion Zone. Chernobylite has taken over the zone, transforming many of its elements, and people are trying to defend themselves against it using prototype technologies.

**CHARACTER DEVELOPMENT**

Create and develop your hero. Attributes and skills will affect combat effectiveness, as well as the conversation style. 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.

**DIVERSE COMBAT**

Fight for survival with an advanced melee combat system or keep your enemies away with a diverse firearms arsenal. You can also use the stealth approach or ask others for help.

**PLANEWALKING**

Adapt your build and equipment to the situation with planewalking, which allows you to change things on the fly. You’re free to develop more than one character skill set. Are you encountering a situation that your previously prepared heavy melee build will solve better than your current ranged sniper? Planewalk and use another one.

**TEAM BUILDING**

Embark on the exciting team building journey. Each of your mates is a potential teacher, ready to impart their knowledge and skills. Assemble your team and discover the unique strengths and abilities they bring. The question is, will you earn their trust and unlock their full potential?

**BASE DEVELOPMENT**

Develop your base. There, you can create valuable items and upgrade your weapons every day. Assign your people to tasks, and they will take care of your equipment and supplies.

**FACTIONS**

Fight for domination and negotiate with factions. The Exclusion Zone is a battlefield that changes every day and reacts to your every action. Can you help them defeat the army of vicious monsters? And when old conflicts are revived, whose side will you be on?

**COOPERATIVE MISSIONS**

Experience online cooperative missions embedded in a single-player campaign allowing players to interact in various ways to achieve the goal.

*Chernobylite 2: Exclusion Zone* is being developed by The Farm 51 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).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/chernobylite-2-exclusion-zone,103>.

For any questions about the game, please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

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**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. Since 2012, the company has been listed on the NewConnect Stock Exchange, which allowed it to develop even further. The Farm 51 have finished many projects so far, creating or co-creating more than 10 games and VR applications. They are also a licensed developer for Microsoft, Sony, and Apple iOS. The Farm 51’s newest projects are: *Get Even*, *World War 3*, *Chernobyl VR Project*, *Chernobylite*, and *Chernobylite 2: Exclusion Zone*. <http://www.thefarm51.com>