***Chernobylite 2* hits a major milestone in Early Access with the recent massive update (Megapatch) – Roadmap Revealed & 15% Discount on Steam**

*April 2025 – Chernobylite 2: Exclusion Zone, The Farm 51, Poland*

We are thrilled to share that *Chernobylite 2*, our ambitious narrative-driven, open-world RPG with survival, crafting and exploration aspects, has officially reached its first major development milestone in Early Access with the release of the long-awaited **Megapatch** – the biggest and most comprehensive update to this day. Additionally, to celebrate this milestone, we decided to discount the game by 15% for a very short, limited time.

Since its Early Access launch on March 6, 2025, *Chernobylite 2* has continued to evolve with the help of community feedback. The newly released Megapatch introduces a wide range of improvements, including overhauled systems, new features, enhanced visuals, and gameplay changes directly requested by the players.

Watch the Watch *Chernobylite 2: Exclusion Zone* Megapatch Trailer [HERE](https://www.youtube.com/watch?v=hAB3IyCwFJw).

This update represents not only technical progress, but also our commitment to shaping the game *with* the community, not just *for* it. We’re incredibly grateful for the positive response from our players following the Megapatch, especially their support, help, and feedback, which is the cornerstone of these changes.

The new mechanics, bug fixes, and quality-of-life improvements are significantly enhancing the experience for both returning fans and new explorers alike. A brief description of the Megapatch, is this: we switched all temporary voiceovers with proper ones recorded with live actors, we implemented several community-requested features, revamped the introduction part and the first boss (and the boss fight), as well as put a lot of attention to overall performance (stabilisation and optimization) and implemented hundreds of bugfixes. The full list of changes and more descriptions can be found here: [Steam announcement](https://store.steampowered.com/news/app/2075100/view/641307778258829846).

Alongside this milestone, we are also excited to unveil our **official development roadmap** for the Early Access period. This roadmap outlines the upcoming milestones, key features, and community-driven goals planned for this year. This roadmap will evolve with our community’s help, suggestions and opinions over the following months.

With the new content, expanded mechanics, and continued support over the horizon, we’re motivated more than ever to deliver a complete and unforgettable version of *Chernobylite 2: Exclusion Zone*.

If you’d like to cover the game or speak with the team, we’re available for interviews, feature articles, or behind-the-scenes insights. High-resolution screenshots, trailers, the roadmap graphic, and additional assets are available upon request or [via the](https://drive.google.com/drive/u/3/folders/1RIwd7BpSqsU8gXn4YpdbMvgqyj0k-2ag) press kit.

Thank you for your ongoing support, and stay tuned – this is just the beginning.

***Chernobylite 2: Exclusion Zone* - the first Megapatch changelog**

Full text here: <https://store.steampowered.com/news/app/2075100/view/641307778258829846>

Community changes

* The tablet is now usable in TPP (Community Request)
* Seamless camera switching between FPP and TPP (Community Request)
* Weapon slots are now fully customizable (Community Request)
* Option to disable headbobbing (Community Request)
* Loot system overhaul (Community Request)
* Complete revamp of the first boss fight (Community Request)
* You can now skip the whole intro (Community Request)

Completely new features

* Blaster with customisation options (Kickstarter Feature)
* Stealth attacks are now possible with ranged weapons
* Two new essence-based weapons

Improvements

* First mission revamp
* Dialogue sequences enhanced
* Stealth & crouching animation completely reworked
* The enemy voices system completely reworked
* FPP Mode Overhaul (Kickstarter Feature)
* Final voiceovers replaced the placeholder ones
* Translations: Russian, Polish, Ukrainian and Spanish were mostly proofread

Technology changes / updates

* Reworked the shader compilation process - more time, but no stuttering
* We optimised many CPU processes - more FPS on older / weaker GPU
* We optimised the way the foliage works - better GPU usage
* We optimised many effects - better GPU usage
* XeSS updated to version 2
* DLSS updated to version 4.0

Community Bug Report - major bugfixes worth a special mention:

* Fixed missing texture on the Chornobyl Ferris Wheel
* Fixed numerous holes in the environment
* Fixed Olga's hair during dialogue with her inside the base
* Adjusted Hand Grenade damage with the rest of the explosives
* Removed placeholder timer from the multiplayer lobby
* Fixed issue where the player couldn't move into containers with the controller
* We have removed incorrectly placed weapons from enemies' heads
* Fixed bug where collision with the environment was not loaded properly and the player fell through the ground
* Some elemental hosts did not display textures during ranged attacks. We've fixed that.
* Adjusted position of smoke VFX
* Placeholder notes were switched to the finalised versions
* Fixed collision with the wall on Crystal Tower, where the player could go out of bounds
* Fixed the door during the "Mavka" quest, where it does not open after being scanned
* We fixed a bug that caused the game to crash when loading saved game states
* We have closed the infinite experience bug possible with the planewalker change
* Fixed holes in concrete slabs near the base
* We have fixed a hole in the environment near the bunkers

Additional important fixes

* Fixed collisions on self-made workbench weapons - those should no longer fall through the ground.
* Fixed photo mode on scenes in different open-world zones
* Fixed a permanent block when the player entered photo mode during dialogue
* Hardening Tutorial - fixed an instance where the player did not receive information on how many points he scored
* Respect your gear training - fixed T-posed Khulan inside the training
* Fixed performance during RPG-7 hits
* Fixed repair stations for weapons
* Fixed Tower Defence Portal appearing again after completing the introduction mission
* Fixed weather and post-process that changed too fast in many areas
* Adjusted and fixed collisions and the speed of platforms
* Replaced placeholder item "Weird Device" with a final one during the "Like a Mage" tutorial
* Adjusted camera position during dialogues in several places
* Adjusted Alina's position in front of the scientists' base
* Fixed blinking Skybox visible from the Huge Zone
* Fixed Glyeb's head that followed the player during the "Two Sides of the Same Coin" quest
* Fixed Dual Sword animations and cutscenes before the first boss fight
* Several tutorials were adjusted for the FPP view
* Fixed issue where changing weapons during ADS broke usage of some of them
* Fixed desynchronized lip sync during dialogues in several places
* Fixed the Magic Astral Barrage skill that had no recoil
* Fixed reloading animations that played even if interrupted by the player
* Fixed crystals interrupting camera view during skills use, like Magic Astral Barrage in FPP
* Fixed the possibility to trigger Magic Astral Barrage while standing on the ground
* Fixed repair numbers rounding incorrectly on repair workbenches
* Fixed icons for the "Self-improved Vityaz" weapon inside the Equipment view
* Improved power glove animation to match the hand's movement
* The player can no longer fall through the Planewaking World 2 & 3