***Chernobylite 2: Exclusion Zone* is going back to the roots with the biggest update yet – Megaptach 03 changelog, 20% Discount on Steam with ‘From Poland with Love’ event.**

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We’re happy to announce that long-awaited **Megapatch 03** for *Chernobylite 2: Exclusion Zone* is now available on Steam for all the players around the world. The new update is the result of extensive and deep consultations with fans about the direction they would like to see the game take. While the core of our design philosophy has not changed and *Chernobylite 2* is still a hybrid action-RPG with survival elements, we decided to **return to our the roots** in terms of some scf-fi elements, gameplay elements, visual tones and dark, horror atmosphere.

Watch the *Chernobylite 2: Exclusion Zone* Megapatch 03 Trailer [HERE](https://www.youtube.com/watch?v=3t55r-kE2s0).

The new patch also brings many changes in technical aspects, in terms of game performance and general stability, so that all zone explorers can enjoy a smooth experience. Additionally, to celebarte, we’ve managed to combine this release with **Steam** event ‘**From Poland with Love**’ hosted by Untold Games – a big, weekly long sale of gaming hits made in our beloved Poland. Thanks to this, everyone interested in visiting the Exclusion Zone will be able to do it with -20% discount. ***(From Poland with Love takes place from August 4 to 11).***It’s worth to mention that two months have passed since our game director, Artur Fojcik, addressed these words to players:

*The abundance of critical comments has made it clear that we can no longer confidently follow the roadmap we initially laid out and simply hope that in the end, everything will magically fall into place as the game of our - and your - dreams. In trying to meet the expectations of all our fans, and after numerous studies and focus tests, we went too far and lost sight of what made you love the first Chernobylite. The prequel was a brutal and grounded survival experience that offered freedom in how players tackled challenges. That experience was lost under a pile of limiting stats, “bullet sponge” enemies, forced co-op, and unclear gamey mechanics. We want to return to that experience, but to do so, we need to take a big step back.*

Since then, we have been working hard to meet the difficult challenge of delivering a game that, on the one hand, retains the foundations on which it was built, while also incorporating the elements of the original *Chernobylite* that made it special for many of players. As the patch's name suggests, it is indeed a comeback to roots.

We sincerely hope that this Megapatch will be the first significant step in this direction.

**Important Information**

1. Due to the sheer number of changes, we strongly encourage you to start the game over. Your old saves should still work, but your current gameplay may not fit the newly designed balance. In other words, your characters will be VERY powerful, and your base may be in terrible shape.
2. Due to numerous changes, bugs, and a less-than-warm reception from players, we've disabled co-op missions for now. Decisions on what we do next with this feature will be made in the future.

**CHANGELOG****Community Changes**

In response to community feedback, we've made a key change to worn-out firearms: **weapons will retain their original damage stats (previously, they decreased in direct proportion to the gun's physical condition), but we've also add the ability for them to jam during a firefight.**

Following your suggestions, **we've changed the in-game currency from money to food**. Food becomes the most important currency in the zone, and sleep is no longer artificially limited by the narrative—it simply increases hunger, which has consequences during gameplay.

**We've redesigned ammunition**—their graphical design and naming are based on real-world ammunition. **We've also introduced new ammunition types**. Instead of speed, energy, or power ammo, each weapon now has its own ammunition type.

Another suggested change concerns Chernohosts with crystal shields. After the update, **these shields can be simply destroyed**.

**We've massively increased the range in which you can change the game's FOV.**

**New Features**

**We've introduced various types of weapon silencers**, each with different sound-dampening properties. It's worth testing which ones are best for open-air combat and which ones are best for tight corridors. It's important to remember that monsters have worse hearing than humans.

**We've completely reworked weapon stats after modifications**. Mods no longer only affect the weapon's basic parameters but can also grant special "perks" that can be used to deal extra damage to enemies.

**We've added special items to the game that allow you to access areas that were previously locked behind character stats**. This means that a lack of skill is no longer an obstacle, and locked chests or doors can be opened simply with a lockpick.

**We've eliminated grenades and shields**. Instead, we're introducing items for repairing weapons and equipment. Additionally, we've replaced three "gadget" slots with one dedicated to healing items and introduced an additional, third weapon slot in place of the shoe slot.

**We've introduced a new resistance and vulnerability system**. If an enemy has an iron plate attached to their torso, the damage from projectiles striking it will be reduced. Of course, this armor also has durability and will disintegrate after a few hits.

**We've replaced the tablet with a PDA modeled after the one from the first *Chernobylite* game**. Its basic functionality remains the same, with other features unlockable later.

**We've significantly overhauled the enemy AI**. Now, when they spot dead comrades lying on the road, they'll begin searching for the perpetrator. They'll also go to places where they've seen or heard something disturbing. They patrol the area and interact with the environment. Overall, they behave more naturally.

**A whole host of new, optional locations have appeared around the center of the map.**

**We've reworked the game's main menu.** Thanks to its new look and new background music, it's much more atmospheric and fits the overall mood of the game.

**Improvements**

**We've completely rebalanced the gameplay**. From now on, enemies will feel the brunt of any damage we deal. No more sponges! The changes also apply to the player—death will be much easier.

**Headshots no longer "incapacitate," but instead cause critical damage**. For weaker enemies, each headshot means instant death.

**We're removing character classes from the game**. The game will begin in the style of classic RPGs, with players allocating 10 points for each attribute, which will be developed over time. Weapon and equipment stats will also no longer be limited by attributes—these will become more important later in the game and during advanced weapon upgrades. **We're also simplifying the entire character progression structure** by reducing the number of parameters and stats, leaving only those that are clear and whose changes have a real impact on gameplay.

**We've once again significantly improved the first-person perspective.** Weapons now have significantly better recoil, and evasions are more immersive.

**We've reworked the visual identification of enemies**. There are fewer characters straight out of semi-sci-fi movies, more soldiers and stalkers. **Speaking of mutants, they've also undergone a noticeable visual transformation**. They now resemble a cross between radiation victims and horror movie characters.

**We've improved the way enemies move outside of combat.** Their movements are now much more natural.

**We've completely overhauled the game's economy**, resetting all crafting recipes and the costs of specific items. Enemies also drop new items.

**We've created completely new animations for stealth kills**, modeled after those from the first *Chernobylite*. This significantly enhances the survivalist nature of the game.

**The base expansion mechanics are introduced later in the game**. They've also been slightly improved to better integrate with building things outside the base.

**Lighting in many areas of the game has been reconfigured to further enhance the horror atmosphere.**

**We've completely removed essence and all "mages" present in the game** (we'll give them different roles). We felt they didn't fit the Chernobyl atmosphere and our new vision, which significantly reduces the game's sci-fi elements. The Energy Gauntlet is still craftable, but it works with ammunition powered by blasters and railguns. "Intelligence" now increases the weapon and equipment wear rate instead of increasing Essence.

**The grass reacts to the player's and enemies' footsteps.**

**Technology**

**We've added HDR support.** You can select it in the game options.

**We've significantly optimized CPU performance in many areas**: from collision detection methods and their number, to sound propagation, to character movement components and their animation system. These optimizations should be very noticeable if you're pairing an average CPU with a very good graphics card, but the overall, significant positive difference should be noticeable to everyone.

**We've reprocessed most of the foliage to technically behave more consistently in terms of LOD and wind effects.**

**In FPP mode, we've moved main character to forward rendering, which, in short, should improve GPU performance and it gave us greater flexibility in maneuvering the FOV**

**Bug Fixes**

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