***Chernobylite 2: Exclusion Zone* will be expanded with a first-person combat perspective, weapons, locations and customizations**

**The Kickstarter campaign reached more than 200% of funding goal**

**February 13th, Gliwice, Poland.**

We've been working on Chernobylite 2 for over three years, and today, it is one of the most significant milestones achieved. We've proven with you, our players and backers, that this is not only our dream project but also an essential creation for you.

Watch *Chernobylite 2: Exclusion Zone* Story Trailer [HERE](https://www.youtube.com/watch?v=lEoeb1g88e0).

And as they say in action movies, this is not the end. We have just started.

By reaching more than 200% of our campaign goal, we confirmed, justified, and solidified the sense of three years of hard work. Many of you already know that the Chornobyl Zone has been our obsession for much longer—since 2014, we've been there dozens of times, and this is our third project dedicated to this place. But this is the first time we can craft the virtual Zone to the proper size, making it an open world that you can explore seamlessly and for as long as you want.

Exceeding our campaign target with six stretch goals, we've secured many possibilities for expanding the project beyond our original plans. In addition to the key feature of switchable first-person and third-person perspectives, we know that we can add all guns from the first Chernobylite, including the lovely Blaster, make them all customizable, add extra locations for single-player and coop missions, and provide you with a customizable interface for both game perspectives.

With limited scope, we will keep our campaign live thanks to options of Late Pledges - you can still back us up and get some of the selected rewards for the next few months, but the amount of physical rewards will be strictly limited within this timeframe. Anyway, if you couldn't afford to get some of the most remarkable physical items during our campaign period, there is still some option to grab them later.

And now it's time to shift gears and press the pedal to the metal. Early Access to the game is just around the corner. On March 6th, players worldwide can play it on Steam. We'll provide about one-third of the final game's content, but in terms of content and time spent playing, it's much more than the whole first Chernobylite game. Prepare yourself for the ultimate Chornobyl ride!

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).

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 the big and realistic open world of the real Chornobyl 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 arsenal of firearms - gain complete control over your character. You can also use the stealth approach or ask others for help.

The combat system of *Chernobylite 2* is a massive expansion of its predecessor. The introduction of advanced melee weapons fight and crafting system gives more diversity to the character build, strategies, and tactics you can create independently. Don’t forget that if you like to play at the pace of the original *Chernobylite*, you still can!

**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 share 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/%40chernobylitegame).

The press kit for the game is available at the following link: [https://pr-outreach.com/en/game/chernobylite-2-exclusion-zone,103](https://pr-outreach.com/en/game/chernobylite-2-exclusion-zone%2C103).

**PREVIEW COPIES (PC) WILL SOON BE AVAILABLE.** To secure one for yourself please get in touch with Agnieszka Szóstak at 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. 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>