Chornobyl Liquidators is coming to consoles **on March 11, 2025**

Watch the *Chornobyl Liquidators* Console Release Date Announcement Trailer [HERE](https://www.youtube.com/watch?v=5N8yzUFQt90).

Developers from **Frozen Way** and **ConsoleWay** are pleased to announce that *Chornobyl Liquidators* will launch on **March 11, 2025, at 16:00 UTC** for **Xbox Series X|S and PlayStation 5**. The game will be available at a price of **$19.99**.

The title, set in a reality inspired by the Chornobyl nuclear disaster, offers players a chance to experience the challenges faced by liquidators—individuals tasked with containing the aftermath of the catastrophe. Originally released for PC, *Chornobyl Liquidators* will now be available to a broader audience with a dedicated console version.

More information about the game can be found on:

**Xbox**: <https://www.xbox.com/en-US/games/store/chornobyl-liquidators/9n1j84mt7p7h>

**PlayStation**: <https://store.playstation.com/en-us/concept/10012328>

 **About *Chornobyl Liquidators***

*Chornobyl Liquidators* is an immersive sim game inspired by the real-life nuclear disaster that took place in Chornobyl in 1986. What sets it apart from other games inspired by this event is its commitment to historical accuracy, which translates to a high level of realism. In this production, you won’t have to face mutated creatures or anomalies caused by radiation. Instead, you will experience the actual consequences of the reactor failure at the Chornobyl nuclear power plant. The game accurately reproduces not only the events or the language but also all of the available locations, documents, tools, and items used in Soviet Ukraine during that era. These were all created based on numerous archival photos and documents, memories from individuals associated with the events, as well as exhibits from museums and private collections.

Another crucial aspect of the game is the storyline itself. Developers took great care in creating a mature and emotionally engaging narrative that incorporates moral decision-making. Players can experience the events from the perspective of the Liquidators – the personnel tasked by the government of the USSR to deal with the aftermath of the nuclear disaster. Thanks to this approach, developers succeeded in creating a world where historical realism intertwines with emotionally compelling and immersive gameplay.

### **Genre Affiliation**

*Chornobyl Liquidators* combines different gaming genres to create a unique experience. On the one hand, the emphasis on a high level of realism, portraying events by historical truth, and using authentic source materials indicate a historical game. It also includes elements of survival and simulation games, such as specific mechanics or status effects. An example of this is the in-game stress mechanic, which represents the protagonist’s mental and performance state. Exposure to stress makes it harder to complete quests and, in severe cases, can lead to a heart attack, resulting in death. However, stress can be decreased with the help of consumable items like chocolate or cigarettes. Furthermore, the developers of the game have given a lot of importance to narrative design. With an engaging story full of significant moral choices, *Chornobyl Liquidators* is a narrative game to some extent.

### **Narrative / Story**

Game developers have put a lot of effort into creating and executing a captivating storyline. They have effectively blended a fictional plot with historical accuracy, ensuring that realism is not compromised. Players will assume the roles of fictional characters yet inspired by true stories. They will visit locations that existed in 1986 and perform tasks that could have been completed by the Liquidators during that period.

In *Chornobyl Liquidators*, players have a chance to experience the story from different perspectives. In the first and last chapters, they take on the roles of anonymous Liquidators who were tasked with decontaminating the roof of the Chornobyl power plant. These individuals often paid the ultimate price for their mission. The hero of the remaining levels is **Sergeant Sergey Aleksandrovich Buryatov**, a former soldier and employee of the nuclear plant. In the course of the plot, moral choices are made in his name, and their consequences affect the game's events and the story as a whole.

Thanks to the protagonists, the players will participate directly or indirectly in episodes that happened between late April and mid-September 1986. Since this is a lengthy time frame, the developers decided to use time jumps and split the game into narrative levels. Each level has different tasks for players to accomplish – sometimes missions focused on aiding civilian populations, other times decontaminating spaces, or acquiring classified documents for the **KGB**, the Secret Service of the USSR.

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### **Chornobyl Liquidators comes with an exciting set of features:**

* **Step into the shoes of the Liquidators** – eliminate the effects of radiation and experience the chaos from the perspective of heroes who have often paid the ultimate price for their sacrifice.
* **Participate in various missions** – from purifying contaminated areas to supporting civilian populations or collaborating with the government.
* **Experience immersive gameplay mechanics** – engage in firefighting, breaking down doors, and other unique interactions.
* **Equip yourself with specialized gear inspired by real Liquidators' equipment** – make use of dosimeters, gas masks, flags to mark radioactive zones, and many more.
* **Utilize available items to manage your essential stats** – ensure your survival using Propidon medicine or everyday items like iodine, cigarettes, or chocolate.
* **Make difficult moral choices** – explore the consequences of your decisions and experience one of two possible game endings.
* **Explore faithfully recreated areas of Chornobyl and Pripyat from 1986** – embark on a realistic journey into contaminated areas, carefully reconstructed based on numerous source materials.
* **Strive to confront the high levels of radiation** and work towards saving the world from contamination.

### **About Frozen Way**

Frozen Way is a game development studio and publisher based in Cracow, Poland. You may know them from co-creating House Flipper along with its Pets DLC, Farm DLC, Dine Out DLC, and House Flipper Party Furniture Pack, as well as developing and releasing House Flipper VR. They have also co-released Builder Simulator and Chornobyl Liquidators. Currently, the team is working on Honeycomb: The World Beyond.

Frozen Way is a group of passionate and friendly developers who see game development as both a lifestyle and philosophy. There’s nothing more rewarding for them than seeing their creations bring joy to the community. After all, we're all nerds at heart, aren't we?

### **About ConsoleWay**

ConsoleWay is a game development studio specializing in bringing PC titles to next-generation consoles. With a focus on high-quality ports and optimization, the team ensures smooth gameplay experiences tailored for PlayStation and Xbox players. Their expertise allows them to adapt complex mechanics and systems while maintaining the original vision of each game.