***The Riftbreaker™* co-op mode for up to 4 players will go live on PC on August 25th! New CGI trailer revealed!**

**Watch the action-packed CGI trailer announcing the launch date for the upcoming 2.0 Update, bringing the online co-op mode for up to four players to *The Riftbreaker*.**

**August 12th, 2025, Szczecin, Poland.**

**The long-awaited 2.0 Update will be completely free to all who already own the game and will not only bring online co-op for up to 4 players to both the Story Campaign and Survival Mode, but will also expand the Story Campaign with new, long-term progression goals and a new ending. *The Riftbreaker* 2.0 update is coming to Steam, GOG, and the Epic Store on August 25th. The update’s release dates on other platforms are yet to be confirmed.**

Watch *The Riftbreaker* CGI Trailer [HERE](https://www.youtube.com/watch?v=1PsW2wBZEpY) to get ready for all the co-op fun.

Follow the game on Steam (<https://store.steampowered.com/app/780310/The_Riftbreaker/>) to not miss August 25th, when the 2.0 Update becomes available.

***THE RIFTBREAKER* 2.0 UPDATE IN A NUTSHELL**

*The Riftbreaker* 2.0 Update has two major components. The first is the online co-op mode. Up to four players can play the entire Story Campaign and Survival Mode. All the missions and features that you know from the single-player game are here, adapted and improved with multiplayer in mind. The second part of the 2.0 Update is the Expanded Story Campaign, with new, long-term progression goals. After the player completes all the main missions from the main part of the Story Campaign, a brand-new story arc involving massive Megastructures will start. They are specialized buildings that will test the limits of your economy and logistics. Completing these Megastructures will lead you to a new conclusion to *The Riftbreaker’s* story. Apart from these two major components, the 2.0 Update brings improvements to almost all aspects of the game: new features, better balance, and massive performance optimizations.

***THE RIFTBREAKER* 2.0 UPDATE MAIN FEATURES**

**FOUR PLAYER CO-OP:** Gather your team and conquer Galatea 37 together. You can play the entirety of the Campaign and Survival Modes, as well as the Prologue mission.

**EXPANDED ENDGAME CAMPAIGN:** A brand-new story arc involving Megastructures, specialized buildings with massive resource and upkeep requirements that will test your planning skills and grant powerful passive boosts in return. The 2.0 update is fully voiced by Francesca Meaux and Ryan Laughton, reprising their roles as Ashley and Mr. Riggs. The new plot adds as much story content as each of the earlier World Expansions: 40 minutes of new dialogue, giving you new insights into the world of *The Riftbreaker.*

**NEW OMEGA-STRAIN CREATURES:** These are the new, more powerful, and tougher versions of the existing species. They are the new backbone of the enemy hordes, bringing destruction wherever they go. Defeating them will yield great rewards. Exor Studios artists had the opportunity to let their imagination go wild and have updated Omega creature models to command respect. Omegas also come in “elemental” forms, requiring you to vary your arsenal while fighting. Each Omega creature receives additional abilities from a wide range of available options.

**RANDOMIZED MISSION GENERATOR:** After completing all of the main missions in any given biome, you will now have the possibility to look for new planetary locations. You can either look for hidden treasures and Bioanomalies in exploration-style maps or you can set up new resource outposts in resource-rich areas. The Campaign is no longer limited to a predefined set of maps. The Randomized Mission Generator gives you access to countless variations of maps with unique characteristics. Utilizing this tool will grant you access to additional resources, equipment, and space to move your infrastructure if needed.

**LOOT SYSTEM REWORK**: Crafting is not the only way of getting new gear anymore. You can now find weapons, mech upgrades, and other useful items as loot from enemy creatures, Biocaches, and Bioanomalies. The items you find have the potential to be much more powerful than those you can craft yourself: always check for upgrades! You never know what cool additional characteristics an item might have. As you complete the research tree nodes, the lootable items will progress as well, increasing the pool of available ones. You might even find ones that exceed your current level of research, making each find exciting. And if you don’t find what you want, you can always disassemble the junk and enjoy the extra resources. It’s a win-win.

**GAME BALANCE ADJUSTMENTS:** Developers have rebalanced the entirety of *The Riftbreaker* campaign, taking all your feedback into account. The difficulty modes in version 2.0 have been redesigned to fit the majority of players better. Easy Mode has been toned down to allow for a more casual, leisurely style of play. Hard and Brutal Modes have been “intensified” to offer a greater challenge to those who want their skills evaluated. Additionally, difficulty levels are customizable, meaning that you can adjust the game parameters exactly to your liking.

**WEAPON SYSTEM REWORK:** Developers have also rebalanced the entire weapons system to improve firepower scaling across the entire campaign. Weapons that were previously too weak have received significant upgrades, making more builds workable. Exor Studios team has also introduced functional changes to some weapons, such as Root Gun and Laser. You are highly encouraged to experiment with all of them. You might discover a new favorite! They have also taken a good look at the weapon mods to make sure that everything you find and install in your guns has a meaningful impact on your firepower.

**RESEARCH REWORK:** All research items in the Story Campaign will cost not only time but also resources. Adding a research item to the queue will require you to pay a one-time resource fee. This cost will offset the extra resources that you will get during the new campaign. Survival Research tree stays unaffected.

**QUALITY-OF-LIFE IMPROVEMENTS:** Many other features were implemented, such as mass item disassembly, a research search bar, quick multiplayer teleports, and many other options to make your gameplay as smooth as possible. These tools have been added thanks to feedback from the brave Beta testers, who suggested some brilliant solutions. Thank you to everyone who took part!

**MASSIVE PERFORMANCE GAINS:** Since this update required reworking the entirety of the engine, you will now be able to enjoy *The Riftbreaker* with much smoother performance, able to handle truly massive bases and enemy numbers.

And trust us when we tell you that there’s way more, so just give it a try. It’s well worth it.

**ABOUT *THE RIFTBREAKER™***

As Captain Ashley S. Nowak, “the Riftbreaker,” you enter a one-way portal to Galatea 37, a distant planet in the far reaches of the Milky Way. Your purpose is to build and develop a base that will allow travel to and from Earth for further colonization. Ashley’s Mecha-Suit, which she calls “Mr. Riggs,” can withstand the harshest environmental conditions and has a full range of equipment for base construction, resource extraction, specimen gathering, and, of course, combat. It is also capable of traveling through rifts that connect space across vast distances.

More information about *The Riftbreaker™* can be found on [Steam](https://store.steampowered.com/app/780310/The_Riftbreaker/), [GOG](https://www.gog.com/game/the_riftbreaker), the [Epic Games Store](https://www.epicgames.com/store/en-US/p/the-riftbreaker?lang=en-US), the [Microsoft Store](https://www.microsoft.com/en-us/p/the-riftbreaker/9p94pckp864b), [PlayStation Store](https://store.playstation.com/pl-pl/product/EP4380-PPSA03754_00-3110489674172889), the official [website](http://www.riftbreaker.com/), [Facebook](http://www.facebook.com/exorstudios), and [X](http://www.twitter.com/exorstudios). You can also join the official [Discord](https://discord.gg/exorstudios) channel to chat with the developers about the game’s development progress.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About EXOR Studios**

EXOR Studios is an independent game studio located in Szczecin, Poland. A team of passionate veterans, EXOR Studios focuses on delivering high-quality titles for core gaming platforms – PC and consoles. EXOR Studios was officially founded in 2007. However, the company’s roots as a modding group can be traced back to as early as 2003. The studio’s first major project was D.I.P.R.I.P., a total conversion mod for Valve Software’s Source Engine. The experience and know-how gained from this project have allowed the team to produce the games they love and want to make. The first standalone game from EXOR was *Zombie Driver*, which has sold over 1 million copies across multiple gaming platforms. The studio’s latest game, *The Riftbreaker*, was released on PC, Xbox Series X|S, and PlayStation 5. <https://www.exorstudios.com>