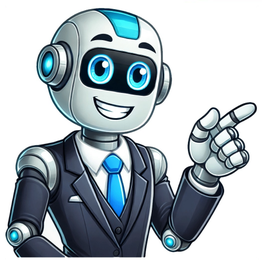
I'm not a bot



Metro Exodus is the third installment of the fan-favorite series by 4A Games, and the first such extensive game in the franchise. Our guide includes a walkthrough for every main and side mission. Our walkthrough for Metro Exodus has been divided into locations - Moscow, the Volga, the Caspian Sea, Taiga, and the Dead City. Also, our guide has descriptions for the short stages dividing the game into the seasons - winter, spring, summer, and fall. The list of all missions in Metro Exodus: Moscow - main questsMoscow is the prologue of Metro Exodus. You will meet a few familiar characters - Anna and Miller. You will also visit the Moscow metro. WinterWinter is a short chapter taking place between Moscow and the Volga. This level serves as an introduction to the new larger location - the Volga. The Volga - main missionsThe Volga is the first large location in Metro Exodus. This level introduces new gameplay mechanics, has a few collectibles (diaries and postcards), and is your first opportunity to visit interesting locations on the map. Our walkthrough will help you with every mission and objective in the Volga. In this location, you will face the cultists. SpringSpring is another introduction stage. This time, you and the Order are moving towards the Caspian Sea. The Caspian Sea - main missions Summer Taiga - main missions Fall Dead City - main missions Side missions and questsMetro Exodus features various side activities. These missions are available in more open locations (the Volga, the Caspian Sea, and Taiga). Complete them to receive ammo or crafting resources. The Volga - side missionsCaspian Sea - side missions Doom Dark Ages guide are the best tips and tricks, to combat, upgrade weapons. We describe difficulty levels, mechanics, weapons, upgrades, levels, maps, system requirements, language versions. Game GuideLast Update May 13, 2025 Doom Dark Ages Guide and Maps Oblivion Remastered guide is the best tips and tricks, for character development, stats, map. We describe level scaling, character creator, difficulty levels, lockpicking, system requirements, language versions. Game GuideLast Update April 23, 2025 Oblivion Remastered Guide Clair Obscur Expedition 33 guide is the best tips and tricks, for combat, character development. We describe all characters, upgrades, weapons, skills, all enemies and bosses, system requirements, game length, trophies. Game GuideLast Update April 11, 2025 Expedition 33 Guide Atomfall guide is the best tips and tricks, how to survive, how to get more inventory slots, which ending is the best. We describe Gun Oil, all kyes, Ferals, oberon, best ending. Game GuideLast Update April 10, 2025 Atomfall Guide Assassins Creed Shadows guide is the best tips and tricks, map, tips for combat, character development, romance, stealth, hideout. We describe all missions, important choices, weapons, all secrets, skill trees, system requirements, game length. Game GuideLast Update March 20, 2025 Assassins Creed Shadows Guide Avowed guide and maps is the best tips for begginer's, classes, combat, character development, romance. We describe the character creator, companions, important choices, secrets, missions, map, system requirements, game length, trophies. Game GuideLast Update February 13, 2025 Avowed Guide Civilization 7 guide is the best tips and tricks, describes the gameplay mechanics and contains numerous practical tips for developing a country, building, managing. Game GuideLast Update February 5, 2025 Civilization 7 Guide Kingdom Come Deliverance 2 guide is the best beginner's guide, tips for combat, character development, skills, equipment. We describe abilities, companions, important choices, all secrets, weapons, missions, skill tree, system requirements, game length. Game GuideLast Update February 4, 2025 Kingdom Come Deliverance 2 Guide Indiana Jones Great Circle guide is the best tips and tricks, for exploration, combat, stealth. We describe the most difficult puzzles, difficulty levels, fast travel, skills, saving the game, hardware requirements, game length. Game GuideLast Update December 3, 2024 Indiana Jones Great Circle Guide Path of Exile 2 guide is the best tips for getting started, advice on mechanics, combat, exploration. We describe bosses, bugs, system requirements, language versions, platforms. Game GuideLast Update November 28, 2024 PoE 2 Guide STALKER 2 guide is the best begginer's guide, interactive map, tips for combat, upgrading weapons, exploration. We describe anomalies, all missions, bosses, equipment, supplies, system requirements, game length. Game GuideLast Update November 14, 2024 STALKER 2 Guide Farming Simulator 25 guide is the best begginer's guide, for running a farm, making money. We explain how to cultivate a field, raise animals and manage a forest. We describe supply chains, system requirements, language versions. Game GuideLast Update November 8, 2024 Farming Simulator 25 Guide Dragon Age Veilguard guide is the best begginers guide, for classes, combat, character development, romances. We describe the character creator, factions, companions, important choices, all secrets, missions, skill tree, system requirements, game length. Game GuideLast Update October 31, 2024 Dragon Age Veilguard Guide Silent Hill 2 Remake guide is a detailed walkthrough, beginner's guide, solutions to all puzzles, description of the most important choices and endings, description of all bosses, system requirements, language versions, controls. Game GuideLast Update September 27, 2024 Silent Hill 2 Remake Guide Frostpunk 2 guide is the best tips for beginners, for city development, defense. We describe all mechanics, important choices, factions, districts, endless mode, generator, scenarios, trophies, system requirements, game length, controls. Game GuideLast Update September 20, 2024 Frostpunk 2 Guide Star Wars Outlaws guide is the best begginers guide, tips for exploration, character development. We describe all mechanics, reputation system, expert skills, collectibles, maps, sytem requirements, game length, language versions, controls. Game GuideLast Update August 26, 2024 Star Wars Outlaws Guide Black Myth Wukong guide is the best tips for getting started, for combat, character development and equipment. We describe boss fights, best weapons, builds, finds, hardware requirements, language versions, controls. Game GuideLast Update August 20, 2024 Black Myth Wukong Guide Fallout London mod guide is the best tips for beginners, for exploration, combat, character development. We describe all companions, factions, fast travel, builds, bosses, collectibles, system requirements, controls, language versions. Game GuideLast Update July 25, 2024 Fallout London Guide Norland guide is the best begginers guide, tips for kingdom development, building upgrades, worker management, diplomacy and combat. We describe the production chain, raw materials, trade, politics, system requirements, language versions, controls. Game GuideLast Update July 16, 2024 Norland Guide Elden Ring Guide is a complete walkthrough, the best Begginer's Guide, tips for all bosses, combat, Spectral Steed, mixing Wondrous Elixir. We describe Ashes of War, game variants, trophies and system requirements. Game GuideLast Update June 21, 2024 Elden Ring Guide Hellblade 2 Senuas Saga guide is a detailed walkthrough of all chapters, gameplay tips, solutions to all puzzles, description of the combat, description of all bosses, system requirements, language versions, controls. Game GuideLast Update May 21, 2024 Hellblade 2 Senuas Saga Guide Songs of Conquest guide is the best Begginer's Guide, tips for combat, politics, exploration. We describe all the mechanics, spells, settlement development, army, sides, multiplayer, map generation, system requirements, keybinds. Game GuideLast Update May 20, 2024 Songs of Conquest Guide RPG Action Strategy Adventure Other Gamepressure Guides is a premier source for comprehensive video game guides, walkthroughs, and interactive maps. We offer expert tips to help you conquer quests and uncover secrets across PC, PlayStation, Xbox, and mobile devices, with a focus on RPGs and strategy games. Our guides include detailed trophy strategies for 100% completion. Dont forget to check out our YouTube channel for walkthroughs and video guides that visually demonstrate gameplay. HowLongToBeatMetro Exodus NewsLoad More It's been five years since Metro Exodus, the follow-up to 4A Games' Metro 2033 and Metro: Last Light, launched. Like its predecessors, the horror FPS game provided a wonderfully harsh journey through a post-apocalyptic world where fights against vicious monsters were as frequent as scenes of idle downtime with makeshift communities of survivors. While a VR game called Metro Awakening is currently in the works, fans of the series have been left waiting quite a while for another main entry to Metro. Now, fortunately, 4A has begun to tease the sequel to Exodus. 4A games has been promoting the Vertigo Games developed Metro Awakening recently, but it also wants to remind players that it hasn't forgotten about non-VR entries to the series. In a post celebrating the fifth anniversary of Metro Exodus' launch and the more than 10 million copies it's sold since 2019 the studio shared a cryptic reminder on X that its also working on a sequel to the FPS game. "When it's ready" isn't much to latch onto, but it's a reminder that the next Metro is cooking away at 4A Games and will hopefully be ready to unveil once Metro Awakening has launched and focus can shift back onto the mainline series. Because work on the VR spin-off isn't being handled by 4A Games itself, there's reason to believe that the cryptic timeline of a reveal "when it's ready" might be closer than we think. There's reason to be excited about the direction this new entry might take. Metro Exodus experimented with bringing the series out of cramped tunnels and into bigger outdoor environments after two instalments set mainly within the Moscow subway system. This change worked well, providing a shake-up to the design of Metro's grimy, desperate firefights while maintaining the mood and aesthetic that made the first games so popular. If you're looking for more harrowing experiences like Metro Exodus, check out some of our favorite survival games and horror games. Additionally, make sure to follow us on Google News where you'll see a variety of daily PC gaming news, guides, and reviews, or grab our PCGN deals tracker to net yourself some bargains. 2019 video game2019 video gameMetro ExodusDeveloper(s)4A GamesPublisher(s)Deep SilverDirector(s)Andrew ProkhorovProducer(s)Mykola MuravskyiDesigner(s)Viacheslav AristovProgrammer(s)Oles ShyshkovtsovAlexander MaximchukVlad GapchychArtist(s)Sergei KarmalskyWriter(s)Andrei PaskhalovComposer(s)Alexei OmelchukSeriesMetroEngine4A EnginePlatform(s)PlayStation 4WindowsXbox OneStadiaLinuxmacOSPlayStation 5Xbox Series X/SRelease15 February 2019 PlayStation 4, Windows, Xbox One15 February 2019Stadia19 November 2019Linux, macOS14 April 2021Enhanced EditionWindows6 May 2021PlayStation 5, Xbox Series X/S18 June 2021Genre(s)First-person shooterMode(s)Single-playerMetro Exodus is a 2019 first-person shooter game developed by 4A Games and published by Deep Silver. The game is the third installment in the Metro video game series, which is based on Dmitry Glukhovsky's novels. It is a sequel to Metro: Last Light and the book Metro 2035, and follows protagonist Artyom and his crew as they flee the Moscow Metro and set off with their allies on an intercontinental journey through Russia and parts of Kazakhstan on a locomotive called Aurora. The story takes place over a year, during which Artyom visits locations such as the Volga River and the Caspian Sea. The game improves on the gameplay mechanics of Last Light; it includes several miniature open world locations and has linear levels like earlier games in the series.Starting in 2014, the game was developed by a team of around 150 based in Kyiv and Malta. The Exodus studio's main objective was to combine the core gameplay pillars of the Metro series with elements from S.T.A.L.K.E.R.: Shadow of Chernobyl (2007), which prioritizes emergent gameplay and features a large, explorable space. The team experimented with open-world gameplay and excluded mission markers so that players can explore naturally. 4A collaborated with Glukhovsky on the game's story, which focuses more on Artyom's personal story and relationships, forgoing some of the supernatural elements found in previous games for a more grounded story.Metro Exodus was released for PlayStation 4, Windows and Xbox One in February 2019. An upgraded version of the game titled Metro Exodus Enhanced Edition was released for PlayStation 5, Windows, and Xbox Series X/S in May 2021. The game received generally positive reviews from critics, who praised its visuals, level design, gameplay and story. It has sold over 10 million units as of February 2024. Two downloadable expansions titled The Two Colonels and Sam's Story, each of which features a new playable character, were released in August 2019 and February 2020, respectively. In November 2020, it was announced that a sequel is in development.Unlike previous games in the series, Metro Exodus features large, open levels that can be freely explored by players.Like earlier games in the series, Metro Exodus is a first-person shooter. The player controls player-character Artyom, who must leave the tunnels of Moscow and travel across the post-apocalyptic wasteland of the former Russian Federation and Republic of Kazakhstan while fighting against mutated creatures and hostile humans.[1] The game occurs in one in-game year; environments change along with the seasons as the story progresses.[2] Like earlier Metro games, Metro Exodus includes linear missions and introduces several large, open spaces for players to explore. Using binoculars, players can identify points of interest in the game's map.[3] Players can find collectible items such as diary entries and postcards.[4] Some areas are severely irradiated and a gas mask must be worn due to toxic air. Each gas filter lasts one minute each, and these must be replaced provided the player has more in reserve.[5] Players must wipe off dirt and blood splatter that collect on the gas mask, which may crack if it is damaged, and players must temporarily repair it using duct tape.[6] The game features a minimalist head-up display (HUD); information is usually displayed to the player through tangible objects.[5] For instance, a timer on Artyom's wristwatch shows how long until the current filter expires.[7] A compass that displays the direction of their objectives can be attached to the wristwatch.[8]Players can use firearms such as pistols, shotguns, sniper rifles, and submachine guns, as well as air-powered weapons such as the Tikhar and the Helsing crossbow, to defeat enemies.[9] Consumables such as Molotov cocktails and grenades can also be used against enemies. The player can carry three weapons at any one time. Players can swap their equipped weapons with those they find in the game world; weapons may also be dismantled for parts and resources. Weapons can be extensively customized; for instance, a laser sight may be attached to a weapon to increase its accuracy.[10]Players must scavenge for resources as they explore the game's world. In addition to ammunition, players must collect "chemicals" and "materials", both of which are necessary for crafting new consumables and ammunition. Players can craft gas filters, medkits, and ammunition for air-powered weapons by deploying Artyom's backpack. Ammunition for regular weapons must be crafted at workbenches on Aurora.[11] At workbenches, players can also permanently repair their gas masks and clean their weapons. Performance of uncleaned weapons will decrease and they may jam during combat.[7] Through exploring and completing side activities, players will find new gears and upgrades; for instance, they will acquire night-vision goggles in the Volga River map and a motion tracker in the Caspian Sea level, both of which can aid the player in combat.[8]Players can approach their missions in a variety of ways.[12] They can use stealth tactics such as turning off lights to remain hidden and throwing a can to distract enemies. Alternatively, they can use a lethal approach such as tossing a throwing knife at enemies to quietly kill them.[11] Players are encouraged to plan before approaching a mission. The behavior of enemies, which are controlled by artificial intelligence, may change depending on the time of day. For instance, enemies patrolling a camp during daytime may retreat and sleep inside the camp at night, making infiltration easier. The game has a dynamic weather system, allowing players to take advantages of storms and rain, which mask the sounds of Artyom's footsteps. The time of day can be changed at safehouses in the game's world.[13] Not all human survivors are hostile; some may provide valuable information and open up new points of interest, and some may join Artyom's crew.[14][15] Subtle moral choices in the game provide karma; good karma can be gained by helping non-playable characters, speaking with survivors with Artyom's gun holstered, and sparing enemies who have surrendered. Karma affects the ending the player experiences.[16]Metro Exodus is set in 2035, one year after the events of Metro: Last Light, on a post-apocalyptic Earth that has been devastated by a nuclear war. Many parts of the world are uninhabitable due to radiation, forcing humans to create communities to survive, and split into factions both peaceful and hostile, who often fight against one another and against aggressive mutant creatures that roam the surface and underground. The game continues the story from Metro: Last Light's "Redemption" ending. As in the two preceding games, the player assumes the role of Artyom, who flees the Moscow Metro and sets off on a locomotive called the Aurora with his allies on a journey to the Far East. The story takes place over one year, starting with a harsh nuclear winter in the Metro. Anna, another major character in the preceding game and the book Metro 2035, is now Artyom's wife. Miller, Anna's father and leader of the militaristic Spartan Order in previous games and novels, returns. Artyom's Spartan comrades include Alyosha, Damir, Duke, Idiot, Sam, Stepan, and Tokarev. Other characters who join the Aurora crew during their journey include an engineer named Yermak, a nurse named Katya, Katya's daughter Nastya, and a mechanic named Krest.After the attack on D6, Artyom becomes disillusioned with the constant infighting and corruption within the Metro and leaves the Spartan Order. He becomes obsessed with proving other humans outside of Moscow have survived and makes numerous dangerous expeditions to the surface. During an expedition with Anna, they witness a working train running on the surface. Before they can follow it, they and a group of people who claim to be from outside Moscow are captured by Hansa soldiers. The Hansa soldiers execute the other prisoners, and Artyom is shot and Anna is taken hostage. Artyom survived the shooting; he follows the soldiers to rescue Anna and inadvertently destroys a signal jammer that was blocking all radio communications between Moscow and the outside world. Radio transmissions from all over the world begin to be received, and Artyom and Anna realize humanity has not gone extinct. They escape by stealing one of Hansa's locomotives that they later name Aurora.As the train leaves, the Spartan Order moves in to retake it, and are shocked and confused at Artyom's and Anna's presence. Knowing Hansa will kill all of them for knowing the truth, Miller concludes the Spartans' best chance of survival is to flee Moscow. Once outside the city, Miller tells the others while many of Russia's cities were bombed, the war did not end and NATO has occupied the remains of the nation. To prevent NATO from attacking Moscow, the Russian leadership decided to secretly jam all communications to make the outside world believe nobody had survived. They receive a radio broadcast from Moscow Defense Command calling for survivors to rally at the "Ark", which is located at Mount Yamantau. Miller decides to go to the Ark, believing the Russian government has rebuilt itself there.After crossing the Volga River controlled by a technophobic cult, the Spartans reach the Yamantau base, and discover its service-and-construction crew have devolved into cannibals who lure survivors with the false promise of safety. Artyom and the Spartans fight their way out and escape. Miller is enraged that he and the rest of the Order as well as the people of the Metro have been fooled all along by the remnant of the Russian leadership the entire time since there were never any occupation forces and the war truly ended the entire time. Using a map they recovered from Yamantau, they travel to a satellite communication center near the dried-out Caspian Sea, which is now inhabited by raiders, hoping to gain access to a satellite and find habitable land to settle. As the Spartans continue their journey, Anna falls ill from previously breathing poison gas at the Volga. They scout a nearby taiga forest valley to see if it is suitable to settle but find the dam protecting the valley from radiation is about to fail, making the area uninhabitable. When Artyom returns, he learns Anna's condition has worsened.The Spartans detour to the heavily-irradiated city of Novosibirsk, the closest location where an antidote may be found. Despite the risk, Miller and Artyom head into the city alone to search for the antidote. They enter the Novosibirsk Metro and find a young boy named Kirill, the last Novosibirsk survivor, who explains his father left on a mission to obtain a map marking a clean, habitable area. Miller and Artyom split up; Miller goes to find the map and Artyom searches for the antidote. Artyom finds the antidote but a mutant gravely wounds him and he absorbs a heavy dose of radiation. Artyom, Miller, and Kirill return to the train with the map and the antidote; on the return journey, Miller uses a dose of anti-radiation serum meant for himself to save Artyom, and dies of radiation poisoning. The rest of the Spartans donate blood to give Artyom a critical transfusion. Anna is cured with the antidote and with the map, the Spartans settle on the shores of Lake Baikal, which is free from radiation.Artyom's fate depends on the choices the player made during the journey; In the bad ending, Artyom dies from the radiation poisoning, the Spartans and a grieving Anna hold a funeral for him and Artyom and Miller's spirits awaken on a dilapidated version of the Aurora, remaining for eternity in ghostly purgatory. In the good ending, Artyom survives, Miller is buried, and Artyom is selected to replace him as leader of the Spartan Order. Now with a radiation-free home, Artyom decides to return to Moscow and reveal the truth of the world to the survivors of the Metro.While Artyom goes to find the cure for Anna's illness in Novosibirsk, Miller begins retracing the steps of Kirill's father Colonel Vyacheslav "Slava" Khlebnikov to find the satellite map. One year prior, Slava worked as a soldier protecting the Novosibirsk Metro while raising Kirill. At the same time, the Novosibirsk Metro government (OSKOM) was planning to evacuate the Metro but there was insufficient anti-radiation serum to protect the entire population. OSKOM began confiscating serum from the populace, causing civil unrest. Civil war broke out in the Metro, forcing Slava to defend OSKOM headquarters from the rebels. General Anatoliy "Tolya" Vinogradov deployed poison gas during the battle, killing almost everybody in the station. When Slava confronted him, Tolya revealed OSKOM leadership had already taken the remaining serum and fled, and had decided to flood the Metro with poison gas to kill the rest of the population. Tolya, who was bitter at being left behind, ordered his men to destroy the OSKOM evacuation train before committing suicide. With no other choice, Slava descended into a mutant-infested bunker to retrieve the map leading to Lake Baikal. He found the map but succumbed to radiation poisoning after losing his dose of serum. In the present, Miller enters the bunker, and finds Slava's body and the map. He tells Slava he did not die in vain and promises to evacuate Kirill from Novosibirsk before leaving.After the Spartan Order settles in Lake Baikal, one of the Spartans, former Marine Security Guard Samuel "Sam" Taylor, decides to return to his home in San Diego to see if his father survived the nuclear war. Sam travels to the port city of Vladivostok where he meets Captain Eduard "Ed" Baranov. Baranov directs Sam to an intact nuclear submarine named Mayflower, which can take Sam back to the United States. Sam and Ed are separated by a mutant attack and Sam is apprehended by men working for Tom, a fellow American. Tom says he was an arms dealer who was stranded in Russia after the nuclear attacks, and asks Sam to find Ed, who is the only person who knows how to refuel the Mayflower. Ed does not trust Tom's intentions with Mayflower, especially because it is still armed with nuclear missiles and his crew is missing, but Sam persuades Ed to negotiate a deal with Tom. Sam and Ed travel to a nearby abandoned naval base to recover the fuel rods needed to power Mayflower. Ed, who is still mistrustful of Tom, asks Sam to sabotage Mayflower, even if it means sacrificing his chance to return home. Tom's lieutenant Klim betrays him and attacks Mayflower, forcing Sam, Ed, and Tom to work together. Sam kills Klim and Mayflower sets sail from the port. Sam can choose whether to sabotage Mayflower or leave it intact.If Sam does not sabotage Mayflower, Tom takes him to San Diego as promised with the firepower of Mayflower at his command. If Sam sabotages Mayflower, the submarine explodes and sinks, killing both Ed and Tom. Sam remains in Vladivostok but is happy knowing nobody can use the nuclear weapons Mayflower was carrying and resolves to find another way to return home.The developers partnered with franchise creator Dmitry Glukhovsky to create the game's narrative.Metro Exodus was developed by a 150-strong team of developers at 4A Games, which was based in Kyiv, Ukraine, and Malta.[17] Development of the game began in 2014.[18] Andrew Prokhorov served as the game's director. 4A worked with Dmitry Glukhovsky, the franchise's creator, to write the game's story.[19]Following the release of the linear, story-driven games Metro 2033 and Metro: Last Light, the developers received feedback from players who wanted larger levels and more exploration.[20] The team remembered their experience of working at GSC Game World on S.T.A.L.K.E.R.: Shadow of Chernobyl (2007), which has emergent gameplay and large, explorable spaces. The developers wanted to introduce the freeform gameplay of S.T.A.L.K.E.R. into Exodus, effectively blending the two games. Prokhorov and his team underestimated the difficulty of the task and they spent between two and three years trying to balance open-ended gameplay with storytelling.[20][21] Prokhorov compared the structure of the game to that of an accordion because the design of the game's levels alternates between open and linear.[19] According to 4A, Exodus is bigger than 2033 and Last Light combined.[22] The developers described these large areas as "survival sandbox" levels, which adopt more survival elements than its more-linear counterparts.[23] The development team was excited by the change in the game's direction, which allowed them to create more-diverse maps and locations than those of its predecessors, which are set nearly entirely in subway tunnels.[24]Despite the game's increased scope, the developers avoided deploying a full open world in Exodus because they deemed it would negatively affect the game's storytelling. The developers avoided introducing common open-world game elements such as side missions and fetch quests. Instead of relying on quest markers and waypoints, the developers hoped to pique player's curiosity and incentivize them to explore by creating visually interesting landmarks that can be seen from afar.[25][26] Global brand manager Huw Beynon described the game as a "thinking person's shooter". The developers hoped to evoke feelings of being lost and alone with Exodus, and to reward players for "thinking before shooting" and "exploring off the beaten path".[27] To make the gaming experience immersive, information typically told through a head up display (HUD) was physicalized through Artyom's gears and equipment.[25] For instance, instead of placing a minimap on-screen, Artyom pulls from his backpack a physical map of the location attached to a leather binder for players to view.[6] To accommodate the more-open levels, the developers overhauled the game's artificial intelligence system. For instance, human enemies are better coordinated, sharing with each other information about the player's location. Mutants and monsters also interact with each other.[28]Exodus is a sequel to the book Metro 2035, which is a sequel to Last Light.[29] Glukhovsky was a consultant for 4A, working closely with the studio to ensure that the game's tone matched with that of the books.[30] Glukhovsky gave 4A freedom to create the game's narrative but he occasionally clashed with them when they rejected his suggestions due to resources or technical limitations.[31] According to the developers, the game's script was twice as long as those of 2033 and Last Light combined, and much of it was described as "ancillary". The developers wanted to write dialogue for the game's non-playable characters, including enemy conversations, that players can overhear from afar. While these dialogues are inconsequential to the game's overarching story, the developers believed they made the characters more alive, enhancing player immersion.[28] According to Glukhovsky, Exodus's story is more personal than those of earlier games in the series, focusing on Artyom and his relationship with his wife Anna and his father-in-law Colonel Miller.[31]4A Games and publisher Deep Silver announced Metro Exodus on 11 June 2017 at Microsoft's press conference during E3. The game was Initially due to be released in late 2018[32] but it was delayed to avoid competition with other prominent titles.[33] Development of the game was completed on 2 December 2018, when 4A games announced it had been declared gold, indicating it was being prepared for duplication and release.[34] The game was released for PlayStation 4, Microsoft Windows, and Xbox One on 15 February 2019,[35] which was followed by a Google Stadia version on 19 November 2019 as part of that system's launch.[36] Linux and macOS versions were released on 14 April 2021. In addition to the game's standard edition, players can purchase the "Aurora Limited Edition", which includes a steelbook case, an artbook, and an expansion pass.[37] Deep Silver also released a "Spartan Collectors Edition", which includes a statuette of Artyom and other items.[38]On 28 January 2019, it was announced the Windows release would be exclusive to the Epic Games Store for one year; the publisher cited the platform's more-favorable revenue split. The game's pre-sales were discontinued on Steam following the announcement and existing Steam digital purchases were still fulfilled.[39] The decision caused controversy and resulted in a large number of players calling for a boycott of the game, and review bombing the franchise's previous games on Steam.[40] Valve wrote on the game's Steam page the game's removal from the storefront was "unfair", especially after a long pre-sales period.[41] One of the game's developers was criticised in the gaming press for stating on a forum if Metro Exodus did not sell well on the Epic Games Store, its sequels may become console exclusives. In a statement, 4A Games said these views did not represent those of the company.[42] Metro Exodus was released on Steam on 15 February 2020.[43]In March 2019, 4A Games released a patch named "Ranger Update" that introduced a New Game Plus mode in which players can modify individual gameplay elements such as persistent radiation and the number of weapons Artyom can carry. It also features developer commentary in the form of a collectible named Green Tape Players.[44] Two expansions for the game were released; the first expansion, The Two Colonels, which was released in August 2019, features claustrophobic environments that are similar to those of the first two games in the series. It serves as a prequel to the game and follows Colonel Khlebnikov as he attempts to reunite with his son Kirill in Novosibirsk on New Year's Eve.[45] The second expansion, Sam's Story, which features larger, more-open levels like Exodus, was released on 11 February 2020. The expansion follows an American marine named Sam, who must attempt to reach the harbor of Vladivostok and return to the US.[46]An upgraded version of the game titled Metro Exodus Enhanced Edition, which supports ray tracing and global illumination, was released for Microsoft Windows on 6 May 2021, and for PlayStation 5 and Xbox Series X/S on 18 June 2021.[47] It was released as a free upgrade for all owners of the original version.[48]In January 2023, 4A Games released the game's software development kit for owners of Metro Exodus.[49]ReceptionAggregate scoreAggregatorScoreMetacriticPC: 82/100[50]PS4: 80/100[51]XONE: 82/100[52]PC (Complete Edition): 85/100[53]PS5: 83/100[54]XSX: 81/100[55]Review scoresPublicationScoreGame Informer8.75/10[57]GameSpot8/10[58]GamesRadar+4.5/5[56]IGN8.5/10[59]PC Gamer (US)78/100[60]Metro Exodus was released to "generally favourable" reviews, according to the review aggregator Metacritic.[50][51][52] The game was nominated for "Best Action Game" at The Game Awards 2019.[61] It was also nominated for "Outstanding Technical Achievement" at the 23rd Annual D.I.C.E. Awards,[62] and "Technical Achievement" at the 16th British Academy Games Awards.[63]Critics generally liked the game's more-open structure. Writing for Game Informer, Matt Bertz praised the diverse biomes in the game, which kept the experience fresh as it introduced new characters, enemies, and factions as players progressed. He described the game's pacing as its "greatest triumph" because none of the large region overstays its welcome.[57] Austin Wood from GamesRadar called the locations in the game "gorgeous" and said he liked the way the linear-story setpieces and open levels complement each other. He chose the two larger levels Caspian Sea and the Volga River as one of the game's strongest points.[56] Michael Higham from GameSpot, however, was disappointed players were not rewarded for exploring the game's world, and that engaging in combat with mutants is a waste of time because they do not drop resources like their human counterparts. Both Bertz and Higham noted Artyom's movement is slow, a problem that is further aggravated by the larger levels.[58] Andy Kelly from PC Gamer praised 4A's approach to open-world design for prioritizing attention to details over size.[60]Gameplay received a generally positive reception.[57] Wood described the gameplay as "a varied mix of rock-solid gunplay and tense stealth missions".[56] Higham praised the game's level design for allowing players to choose how they want to approach an objective.[58] The weapon-customization system was also praised for allowing players to experiment, making combat flexible.[57][58] Tristian Oglivie from IGN called the gameplay "refreshing" for encouraging and rewarding players to take their time and plan before attack.[59] Kelly criticized the gameplay for being simplistic, summarizing the game as "a pretty rote FPS attached to a setting that deserves much better".[60] The game was praised for its immersive gameplay.[59] Oglivie praised its avoidance of menus and on-screen markers for grounding players in the game's world. In addition, he added by withholding information about locations of interest, players are more likely to explore locations out of curiosity.[59] Brendan Lowry from Windows Central praised 4A's decision to turn gameplay systems into physical interactions within the game's world, which contributes to an "incredibly immersive" experience.[64]The game's story generally received positive reviews. Bertz compared the game's campaign to the Wolfenstein games developed by MachineGames, though he said subpar performances from the cast hinder the emotional impact of certain scenes.[57] Higham said the story is more grounded than that of its predecessor, and that Metro Exodus forgoes the supernatural elements for a more personal story. He also praised the game's characters and wrote the "best parts of the story" can be found in the locomotive, interacting with Artyom's crew, which adds moments of levity to the game.[58] Astrid Johnson from Polygon wrote unlike the series' earlier games, Exodus injects the story with hope, and interacting with other characters on the train is "captivating" because it juxtaposes with the game's bleak setting.[65] Oglivie liked the game's story but said it does not have a central threat and that the ending "grinds to a halt".[59] Critics criticized Artyom's status as a silent protagonist.[59][58][56][66] Kelly praised the game's use of environment to tell side stories, describing them as "vivid". While he praised the game's environments and atmosphere for evoking a pervading sense of "hopelessness and melancholy", he said the game loses its identity when it is no longer set underground.[60]In the United Kingdom, Metro Exodus debuted at number two in the weekly sales charts, where it sold 50% more units than its predecessor Metro: Last Light.[67] In Japan, the PS4 version sold approximately 17,513 physical units during its launch week, making it the seventh best-selling retail game of any format.[68] The game debuted at number one in the weekly Switzerland retail charts.[69] Exodus was the ninth best-selling video game in the United States in February 2019; its sales in its launch month set a new record for the series.[70]Up to the end of its release quarter on 31 March 2019, Metro Exodus generated 58 million for publisher Deep Silver.[71] THQ Nordic, Deep Silver's parent company, said while physical sales performed in line with management's expectations, the game's digital sales exceeded it. According to CEO Lars Wingefors, the "absolute majority" of the game's sales came from console players.[72] After its release on Steam on 15 February 2020, the game sold more than 200,000 units within two days.[73] By February 2022, the game had sold six million units.[74] By March 2023, it had sold over 8.5 million units.[75] As of February 2024, it has sold over 10 million units.[76]In November 2020, 4A Games announced it was working on a sequel to Metro Exodus.[77] Glukhovsky will be involved in the game's development.[78]^ "Metro Exodus takes the series open world". MCVUK. 12 June 2017. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Yin-Poole, Wesley (8 December 2017). "Metro Exodus out autumn 2018". Eurogamer. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Farrelly, Stephen (3 August 2019). "Metro Exodus survival guide - 6 ways to conquer post-apocalypse Russia". Red Bull. Archived from the original on 20 October 2020. Retrieved 22 June 2023.^ Hall, Nicole (11 January 2021). "Metro Exodus Postcard locations explained". Eurogamer. Archived from the original on 27 November 2022. Retrieved 22 June 2023.^ a b Rigg, Jamie (12 June 2018). "'Metro: Exodus' treads a fine line between strategy and busy work". Engadget. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ a b McKeand, Kirk (16 January 2019). "Metro Exodus preview - a perfect blend of curated and emergent play held back by its controls". VG 247. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ a b "15 Tips For Surviving Metro Exodus' Unforgiving Wastelands". Game Informer. 15 February 2019. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ a b Hurley, Leon (14 July 2021). "Where to find the best Metro Exodus upgrades and gear to survive the apocalypse". GamesRadar. Archived from the original on 15 January 2023. Retrieved 22 June 2023.^ Whalen, Andrew (15 February 2019). "'Metro Exodus' Weapons List and Customization Guide: Using Workbenches, Crafting Ammo and Picking the Right Attachments". Newsweek. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Horti, Samuel (14 February 2019). "Metro Exodus weapons guide". PC Gamer. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ a b Horti, Samuel (14 February 2019). "Metro Exodus crafting guide". PC Gamer. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Power, Tom (15 October 2023). "Metro Exodus wants you to feel liberated from all those trips through the tunnels". Rock, Paper, Shotgun. Archived from the original on 28 March 2023. Retrieved 22 June 2023.^ Livingston, Christopher (15 June 2018). "Metro Exodus' day-night cycle changes NPC behavior, dynamic weather can mask footsteps". PC Gamer. Archived from the original on 24 December 2022. Retrieved 22 June 2023.^ Higham, Michael (27 February 2019). "Metro Exodus Guide: Useful Tips To Help You Survive". GameSpot. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Maxwell, Ben (2 June 2018). "The Metro Exodus train will have horrifying consequences". PCGamesN. Archived from the original on 12 August 2022. Retrieved 23 June 2023.^ Kelly, Andy (15 February 2019). "Don't be an asshole in Metro Exodusyou'll regret it". PC Gamer. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Barton, Seth (29 November 2018). "Metro Exodus: 'It's huge in scope and scale but it's not an open world game'". MCVUK. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ "Metro Exodus takes the series open world". MCVUK. 12 June 2017. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ a b Kollar, Phillip (30 June 2017). "Metro Exodus and the developer that won't stop fighting". Polygon. Archived from the original on 1 July 2017. Retrieved 22 June 2023.^ a b Mozuch, Mo (26 June 2018). "Why 'Metro: Exodus' Ditched the Fetch Quest". Newsweek. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Yin-Poole, Wesley (20 June 2017). "Metro Exodus looks like the STALKER 2 fans have waited years for". Eurogamer. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Chalk, Andy (13 February 2018). "Metro Exodus is bigger than 2033 and Last Light combined". PC Gamer. Archived from the original on 25 December 2022. Retrieved 22 June 2023.^ Bertz, Matt (25 January 2019). "Leaving the Rails: Departing Underground Moscow for the Irradiated Russian Countryside, Metro Exodus Returns to 4A Games' Sandbox Roots". Game Informer. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ Maxwell, Ben (27 June 2017). "Coming up for air: how tunnel fatigue forced Metro Exodus to the surface". PCGamesN. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ a b Weber, Rachel (13 June 2018). "Metro Exodus brings the underground series into the light, and adds new open-world sections". GamesRadar. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ Main, Aaron (28 July 2018). "Metro: Exodus Interview- Level Design, Weapon Customization, Horror Elements And More". Gaming Bolt. Archived from the original on 22 June 2023. Retrieved 22 June 2023.^ Higham, Michael (6 September 2018). "How Metro Exodus Expands Horizons Without Going Open World". GameSpot. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ a b Hall, Charlie (19 June 2018). "Metro Exodus is the most complex game that 4A has ever attempted". Polygon. Archived from the original on 5 December 2022. Retrieved 23 June 2023.^ McKeand, Kirk (21 December 2018). "Best of 2018: "I've always used the opportunity to make political statements in Metro games" - Dmitry Glukhovsky". VG 247. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ Batchelor, James (14 February 2019). "From pages to polygons: The storytelling of Metro Exodus". Gameindustry.biz. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ a b LeBoeuf, Sarah (16 January 2019). "'Metro Exodus' Author on Film, Possible TV Series, Expansive New Game". Variety. Archived from the original on 22 June 2023. Retrieved 23 June 2023.^ Crecente, Brian (16 May 2018). "'Metro Exodus' Delayed to Early 2019". Variety. Archived from the original on 4 October 2022. Retrieved 23 June 2023.^ Batchelor, James (22

Is metro exodus better than last light. Is metro exodus a sequel. Is metro last light a sequel. Metro exodus last light. Metro last light second platform. Metro exodus last light ending.