

Satisfactory Update 4 Release Date Announced - Everything We Know

By Brandon Evans - 26 Feb 2021

Earlier today, Coffee Stain released [a video to their YouTube channel](#) revealing the much anticipated date for Update 4 of **Satisfactory**, their first person factory building sim. Jace, the community manager, assured everyone that the update would be available in the experimental branch of the game starting March 16th. As the update is tested by the community and confirmed to be stable, Coffee Stain will compile any fixes necessary and push those to the main branch of the game sometime during the month of April.

Update 4 is planned to [bring some changes to power](#) and how the player is able to manage power, with a few new buildings slated to release. There'll be a building for power storage, where the player will be able to store power and use it in emergencies, during moments where you're expanding your factory, or to help smooth out the rate of power from unreliable power sources, such as the geothermal generators, which will no longer produce a consistent amount of power starting in update 4. You'll also be able to take advantage of storing any extra power you might be generating that your factory might not be using. We also know there's going to be power switches which will serve as a way to turn on and off the power grids they're connected to, instead of the previously notorious way of just deleting and reconnecting cables.

We know from a [*leak* that we're getting some kind of tool](#) that will allow the player to be able to zipline across cables which looks incredibly fun.

There's going to be a [new resource node](#) which will introduce gases, specifically just nitrogen gas for now with more planned for the future, as well as give the player new additional options for harvesting water and oil, and those will work differently than regular resource or liquid nodes, because you'll have a main node, which you'll need to pressurize using a resource node pressurizer, and then you'll have to build resource node extractors on top of the satellite nodes surrounding the central node, in order to harvest whatever node you're extracting from.

The nitrogen gas, and future gases, will be [utilized to create new resources](#) specifically at a building called the blender, which will be a new building in update 4, and was shown in a ["new feature teaser"](#) on Coffee Stains YouTube channel a few weeks back.

There's new parts that are planned to be introduced into the game, and with them, we're going to have a whole new tier to work towards, Tier 8, and Coffee Stain has stated that if you're looking to update your game with your old save files, that [Update 4 could break your factories](#), because they're tweaking how some of the game mechanics in tier 7 work, this ranging from required materials for some buildings, and other things. It won't break your save, but Coffee Stain suggests that if you're playing the game right now, to hang back on tier 6 (and more

specifically don't invest in tiers involving the super computer and radio control unit) and collect resources until Update 4 goes live, to ensure that your hard work on your complex factories don't get ruined.

Beyond a [few changes to UI](#), and further stability improvements plus some other minor details, that's all the biggest changes coming with Satisfactory's Update 4. What do you think of all the new content coming? What are you most excited for? Let us know your thoughts below!