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The new Stellaris DLC has bad Steam reviews, even though lots of players love it

Although players like the new Biogenesis DLC, problems with the Stellaris 4.0 update are dragging down the expansion's Steam rating.



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Stellaris

Stellaris remains the ruler of space-based 4X games – one of Paradox's best works, it still has rave reviews and tens of thousands of daily players. The new DLC has earned plaudits, too. Bringing new ships, new origins, and an overhauled version of the Genetic ascension, Biogenesis could be one of the strongest expansions in the space 4X game's history. And yet, just one day after it was released, the Steam rating for Biogenesis is an inauspicious 'mostly negative.' From the same label that made Crusader Kings, Europa Universalis 4, and Hearts of Iron, what could be going wrong? It's not

Biogenesis itself. The source of the criticism is the accompanying Stellaris 4.0 update.

It's been a bumper week for Stellaris. As well as the new DLC, the space 4X game has been overhauled by a giant update that's free for all players – Stellaris 4.0 transforms the way that populations, or 'pops,' behave, removes trade routes, and gives you the option to add specializations to each of your districts. It arrived on Monday May 5, the same day as Biogenesis, their simultaneous launch marking the next chapter in Stellaris' ambitious ninth season. But while players share praise for the additions heralded by Biogenesis, the DLC is seemingly undermined by issues with 4.0.



Of the 225 Steam user reviews posted for Biogenesis so far, only 37% are positive. On the surface, that makes it look like the DLC itself is less than players wanted or expected, but actually, the opposite is true. "Probably the best DLC so far with sweeping additions to the game, both flavor and mechanics-wise," one reviewer writes. "However, the 4.0 update is currently not enjoyable, as many bugs ruin entire aspects of the game, rendering some empires unplayable."

"The DLC? Great! Amazing! One of the best they made yet for any of their games," another reviewer says. "The update? A lag fest with constant crashes." Other players are more favorable, explaining that, as well as enjoying the Biogenesis DLC, the 4.0 update hasn't presented any technical problems. "DLC amazing," one player says. "The 4.0 patch also amazing, in my experience. Haven't crashed. Haven't had issues."

The next new Stellaris expansion, Shadows of the Shroud, is scheduled to be released in the third quarter of 2025. It will overhaul the Psionic ascension path and revamp the End of the Cycle. The Infernals species pack, also part of Stellaris season nine, will be released between October and December of this year. Hopefully any technical troubles with 4.0 will be dealt with soon, and the rating for Biogenesis will recover. We'll keep watching the skies.

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