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Thread: [Code Vein 2 Dev Promises Swift Improvements For The Game](#)

Stanley - February 9, 2026, 12:35 am

Code Vein 2 Dev Promises Swift Improvements For The Game

Code Vein 2 hit PlayStation 5, Xbox series X|S, and PC at the end of January, and so far, the response hasn't been everything that Bandai Namco had hoped for after a seven-year gap between games. The publisher has now acknowledged that Code Vein 2 needs a major tuneup to address its issues, and Bandai Namco wants players to know that those fixes are on the way. In a message shared on social media, Bandai Namco said the dev team is "committed to improving the game for a better experience" before promising to make "major adjustments" to Code Vein 2 in the near future. We have received your feedback, and our team is committed to improving the game for a better experience. We are planning continuous updates to enhance frame rates, address performance issues, and refine gameplay balance. Thank you for your continued support of #CODEVEIN II. pic.twitter.com/A4lyjnI9Bn — CODE VEIN II (@CodeVeinGame) February 6, 2026

Players have criticized Code Vein 2 for various performance issues, including frame rate during combat and other bugs. Bandai Namco's message put forth a late-February and March time frame to address these complaints, with an emphasis on improving the game's stability. Specifically, the publisher is aiming to reduce stuttering and lag, and get the frame rates to perform better during combat sequences. Continue Reading at GameSpot

<https://www.gamespot.com/articles/code-vein-2-dev-promises-swift-improvements-for-the-game/1100-6537994/?ftag=CAD-01-10abi2f>