

**UNDER EMBARGO UNTIL FEBRUARY 7TH, 2024**

**at**

**7 AM Pacific / 10 AM Eastern / 4 PM CET**

## **The Quest for Success: Enshrouded Shares Tips & Tricks, Early Access Insight**



***Keen Games thank their many players with a new, helpful video, share thoughts on the Early Access launch and the future of Enshrouded.***

**Frankfurt am Main, 07 February 2024** – Now that *Enshrouded* has launched into Early Access, developers Keen Games are excited to share some tips and tricks for the many players who have embarked in Embervale or plan to soon. The team is immensely grateful for all the player feedback and plans to reveal the roadmap for the next months for Early Access soon. They also thank the community for seeing *Enshrouded* reach the top 10 of both Top Selling and Most Played Steam Charts, as well as reaching over one and a half million players in the days following Early Access Launch.

**Watch the Tips & Tricks video:** <https://youtu.be/9Jly2oj-H8c?si=WHdKVvptU663I1Yv>

With *Enshrouded* now in Early Access, the team is excited to share some of their favorite tips and tricks with players to ensure they have the most enthralling experiences possible while exploring Embervale. The video describes some of the many ways players can maximize their success. Abilities and skills can be added by spending skill points, gained by experience — whether it be through combat (by choice or by accident), mining, or expanding your map, grinding feels less monotonous. Making friends with specific NPCs will allow you to upgrade your gear depending on your playstyle. They also share environmental tips to assist in foraging ingredients, such as resin. Remember: if it's green, the resin is lean - if it's brown, many resin fall down! Finally, a few words on taking on the different kinds of Shroud and ensuring your friends don't fall to the same fate. Second-hand gear can give them a helping hand (plus, friends don't let friends adventure underdressed.)



*Leveling bases means leveling up for you.*

## **Leveling Up the Early Access Experience**

Improvement isn't just something for players, it's for development as well. Since launching into Early Access, the developers have been hard at work bringing bug fixes, features, and tweaks to the game. With already seven hotfixes and one update currently in place, a lot of the initial issues have since been resolved. The latest update, implemented on February 6, 2024, saw improvements to stability, performance, and UI, a solution for errors when joining dedicated multiplayer servers, Steam community content preference support, and the highly requested fix to unlocking the rake recipe - yes! You can make a rake now! For more details on this and past updates, please visit the [Steam News Hub for Enshrouded](#).

Keen Games is committed to actively listening to player feedback and a major part of how quickly and when updates like the above are rolled out. Thanks to comments, reviews, and chatter around the world, the team can make more informed decisions, and with some patience, we promise to continue to upgrade the Early Access version of *Enshrouded*. Aside from community channels, such as Discord, or social media sites like Reddit, X (formerly Twitter), and others, players can make their priorities known on the [Enshrouded Feature Upvote](#), where features and fixes can be suggested and voted on to give our teams a clear view of the most in-demand suggestions. While the rankings do not confirm development or priority, they certainly add gravity to decision-making. Keep an eye out for official announcements on updates over Steam and our social media during Early Access.



*Shroud of blue, good for you! Shroud of red, soon be... not among the living.*

### **Journal Entry: Putting the “ember” in a launch to remember**

Since launching two weeks ago, *Enshrouded* has seen over 1.5 million Flameborn venture into Embervale, and saw peak positions of #1 on the Top Selling and #6 on the Most Played Steam Charts, currently positioned at #2 and #13, respectively. Keen Games is solely dedicated to the game at present and has plans to elevate *Enshrouded* through the Early Access period, which will be revealed in the upcoming roadmap announcement.

*Enshrouded* is a survival, action RPG combat, building, and crafting game within a voxel-made world designed by a custom engine developed and published by Keen Games. Either solo or with up to 16-player co-op, the players, referred to as Flameborn, embody the last ember of hope for a dying race. They will venture into a vast world known as the Embervale vanquish punishing bosses, building grand halls, and forging your path in this co-op survival action RPG for up to 16 players. They can endure the corrupting fog that plagues the land to seek rare treasures and frightening creatures within, to reclaim the kingdom's lost beauty and history.

***Enshrouded*** launched into Early Access on Steam on January 24th, 2024, with full 1.0 and console releases planned for the future. For the latest on ***Enshrouded***, visit the [official website](#), [purchase the game on Steam](#), and follow the game on [Facebook](#), [X \(formerly Twitter\)](#), [Discord](#), [TikTok](#), and [YouTube](#).

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**About Keen Games**

Keen Games is one of the leading independent video game developers in Germany. The Frankfurt-based company is run by industry veterans, having successfully developed games for over 30 years – among them the cooperative 3D sandbox action “Portal Knights”, which was awarded the title of “Best German Game” and “Best Online Game” at the Deutscher Computerspielpreis (DCP) in 2017. The German developer focuses on creating creative RPGs, particularly epic adventures where players shape a world and their character to define their journey within it. Keen Games believes that the more creative an experience, the more compelling the adventure. Since their inception in 2005, they have been crafting their tools and technology, including their proprietary voxel engine that allows developers to create vast and lush open worlds that can be fully terraformed and modified by the players.