

**UNDER EMBARGO UNTIL OCTOBER 8,
2026**

**at 15:00 CEST / 9 a.m. ET / 6 a.m. PT / 2
p.m. UTC**

**Game-changing Feature Coming to
Enshrouded with 1.0 Release on
October 15th on PC and PS5**



For the first time, Keen Games shows new and returning players the next iteration of the Adventure-Sharing feature and a range of new functions.

Frankfurt am Main, October 8, 2026 - Today, Enshrouded developer Keen Games revealed Sparkworks - a new suite of creator tools expanding the game's Adventure Sharing feature at 1.0 launch. Sparkworks gives players the ability to design, build and share their own adventures with the community, with the tools evolving continuously based on player feedback. Enshrouded launches 1.0 on PC and PlayStation 5 on 15 October, 2026.

Watch the Sparkworks in Action Here:

youtube.com/watch?v=ur4YY4Bt8IU

Sparkworks: what is it and how will it work?

Sparkworks is the nifty name for the family of interactive functions players can utilize to make their worlds truly playable, not just viewable, for Flameborn passing through using Adventure Sharing. The plethora of mechanics may be familiar to those who have played other customizable world-sharing games — for example, where mining, crafting, dreaming, big and little planet exploring, and more can be built and shared globally. Essentially, Sparkworks allows players to become designers of their own mini-games, dungeons, or creative experiences within their version of Embervale, where a lever might spawn an enemy, or a pressure-sensitive bit of floor opens a secret hallway, or walking into a room labeled “DO NOT ENTER, RISK OF EXPLOSION” immediately sets off a chain reaction of explosions, to name a few potential scenarios. The Adventure Sharing with Sparkworks video explains how Sparkworks will integrate into the building experience and how it intersects with Adventure Sharing in much more detail.

Adventure Sharing is Caring

Adventure Sharing is the in-game ability to upload a player's rendition of Embervale for fellow players to discover and visit. Adventure Sharing is permitting Players to explore a variety of community-created experiences safely and efficiently. From the in-game menu, players can browse through Popular Adventures, use the tags to find an Adventure that fits their mood, use Share Codes to find specific Adventures, even subscribe to their favourite Worlds to keep up with their Adventures as they appear. When Adventure Sharing was first introduced in the *Forging the Path* update this past April, the intention was to increase interactivity through tools and mechanics that let players truly set their creativity alight, which evolved into Sparkworks.

Adventure Sharing and Sparkworks at Launch:

- **Adventure Sharing**, the in-game world-sharing function, is being updated in time for launch and will include Sparkworks.

- **Sparkworks** is a group of tools that let players further customize their bases, environments, and items, making them more interactive and if shared for players visiting their world through Adventure Sharing. Players can:
 - **Build Switchboxes**
 - Use the **Sparkworks Tool** to connect Switchboxes to trigger zones, levers, buttons, and other interactions into events or surprises
 - Use the Sparkworks Tool's operators like **clocks, blocks, and logic gates** (NOT, OR, etc.) to activate your desired outcome after a condition has been met
 - Create desired outcomes such as **environmental events** like a lightning strike or water releasing, **instances like an enemy spawning**, or a trap door opening... the possibilities are virtually endless.
 - Make the interactivity within their world as simple or as complex as they wish.

Global Launch Map

Enshrouded 1.0 will release on October 15, 2026 with a plethora of new features and new content including Sparkworks. The team at Keen can't wait to see what players will create and come up with in Enshrouded:



Enshrouded is available to purchase for \$39.99 USD / £34.99 / 39,99€ on Steam and the PlayStation Store. Enshrouded is developed and published by Keen Games. Follow along as they finish development on the 1.0 Steam and PlayStation 5 launch editions of

the game on their [official website](#), [Steam page](#), and [social media accounts](#): [X \(Twitter\)](#), [BlueSky](#), [YouTube](#), [Discord](#), [Reddit](#), [Instagram](#), and [TikTok](#).

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About Keen Games

Keen Games is one of Germany's leading independent video game developers. The Frankfurt-based company is run by industry veterans and has successfully developed games for over 30 years – among them the cooperative 3D sandbox action “Portal Knights,” which was awarded the titles 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 in which players shape a world and their character to define their journey through 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, which enables developers to create vast, lush open worlds that can be fully terraformed and modified by players.