

UNDER EMBARGO UNTIL
Wednesday 14th October 2026, at
16h CEST / 10 a.m. EDT / 7 a.m. PDT / 2
p.m. UTC

Enshrouded Emerges into 1.0 on PC and PlayStation 5



Bigger than ever imagined, Enshrouded welcomes both PC & PS5 players in its full 1.0 version.

Frankfurt am Main, October 14, 2026 - Tomorrow at 16h CEST / 10 a.m. EDT / 7 a.m. PDT / 2 p.m. UTC, developer **Keen Games** are releasing their successful indie co-op survival ARPG game, **Enshrouded**, in its 1.0 PC iteration and console debut on PlayStation. Today, they are excited to confirm the complete list of features, updates, and changes to anticipate with the release of Enshrouded 1.0. The launch will see major content added, including though not limited to: the fully revealed Embervale world map,

a new biome called Cinder's Cradle, more points of interest across other biomes, game-changing new features, full voice acting (English, Chinese & German), and a conclusion to the current storyline, plus significant improvement to performance, presentation, quality of life, and much more. Enshrouded will be available on Steam and PlayStation 5 for €39.99 / \$39.99 USD, with a 10% launch discount on both platforms during the first 14 days, starting October 15th at 4 p.m. CEST. The release of Enshrouded 1.0 is the most exciting update yet, extending an already expansive world of possibilities well beyond its original ideation, for both players and its developers. Keen Games have confirmed plans for Enshrouded, including the Xbox Series X | S launch in Spring 2027, and the commitment to support the game with both free & paid content for years to come.

Watch the Enshrouded 1.0 Launch Trailer [Here](#)

A playlist with previously-released 1.0 videos is [available here](#), with the 1.0 Feature Highlight video arriving at launch.

A fully-formed Enshrouded experience awaits. Enshrouded's 1.0 update gives the story of Embervale an ending – though certainly not an end. The world map reaches completeness with the addition of Cinder's Cradle, a new biome of islands in the sky where vertical exploration opens new paths to discovery through ancient ruins and veins of flowing lava. New Hollow Halls, new enemies and a higher level cap raise the stakes. The new Sparkworks creation tools put a logic system in players' hands, so they can build interactive bases, elaborate dungeons and adventures of their own that could be shared with the community as part of Adventure Sharing.

This major update increases the amount of tools to allow players complete customization of Embervale; detailed voxel building allows them to carve homes into mountainsides, restore ruined structures or raise entire settlements, shaping each creation down to individual blocks, while character progression offers an expansive skill tree permitting players' preferences for melee, ranged, and magical abilities without being locked into a single class. Whether exploring hidden dungeons, experimenting with a new build, or working together on a castle, players can adventure alone or in co-op with up to 16 players on PC and 8 players on PlayStation 5. Following a successful Early Access that saw 8 major updates, 14 patches and 42 hotfixes enjoyed by over 5.5 million players, the team is pleased to share the full list of changes to arrive with tomorrow's 1.0 update, for familiar and brand new players alike, 1.0 is Enshrouded's biggest, best looking, best running, and most exciting version of the game so far.

“Enshrouded has come an incredibly long way since its Early Access launch, and much of that progress is thanks to our amazing community. Their enthusiasm, creativity, and thoughtful feedback have been invaluable in helping us make the right decisions along the way,” said Jan Jöckel, CEO of Keen Games. “Version 1.0 brings everything together: a complete world to explore, the conclusion of our current storyline, major improvements to visuals and performance, and a more polished experience throughout. With Sparkworks and Adventure Sharing, we're also taking the first steps toward letting players create and share adventures of their own – something we're especially excited to build upon. Reaching 1.0 is a proud moment for everyone at Keen Games, but there's still so much more we want to do with Enshrouded.”

ICYMI, See How Adventure Sharing and Sparkworks Increases Interactive Potential [Here](#)

See, Hear, and Feel the Differences for Yourself on PC & PS5

The gameplay will be significantly enhanced by visual, auditory, and tactile improvements to optimize both platforms capabilities. Visual upgrades to vistas within Embervale have been implemented thanks to the novel “brick renderer” technology, allowing higher levels of detail on terrains and voxel buildings from afar. Lighting and atmosphere have been rejuvenated with unique environmental changes like sky and air moisture for each biome and its individual feel. Shadows and light rays, from small details to large-scale effects, have been reworked for a richer, deeper image. Memory usage has also been optimized, so these improvements benefit players across a wide range of hardware. For those that can employ it, HDR support will also be available.

Fully voiced dialogue for survivors and lore notes in English, Chinese, and German will be implemented at launch. As a friendly reminder, the game interface is fully supported in fifteen languages, including French, Italian, Japanese, Spanish, Portuguese (PT and BR), and Polish.

Whether on PlayStation 5 or PS5 Pro, Embervale will operate at an awe-inspiring level. PS5 owners will be able to enjoy their adventures at 60 fps in the Performance Mode, or at 30 fps in the Quality Mode, while the players on PS5 Pro will be able to enjoy 60 fps in a Dedicated Mode that combines performance & quality thanks to the use of PSSR 2.0. As well, PS5 players can look forward to full haptic feedback support and use of adaptive triggers. Swinging a Greatsword through Fell enemies, aiming a bow, chipping away at ore deposits deep in the Shroud, or feeling a storm roll in over the Nomad

Highlands, each of these moments carries its own distinct vibration, turning Enshrouded's voxel-built world into something you can feel as much as see.

Enshrouded Features for 1.0:

- **Embervale In Its Entirety**: the world map is completely revealed and a new biome of floating islands, Cinder's Cradle, arrives with the endgame. Plus, several POIs added to previous areas.
- **An end, but not *the* end of the story**: the conclusion to the current storyline of Enshrouded. Final pieces to the puzzle of how Embervale fell, and how it will rise again.
- **Listen to the lore**: lore notes are voiced in English, German and Mandarin Chinese, with more languages planned. In German, the lore notes are narrated by Dietmar Wunder, the German voice of James Bond.
- **Expanded enemies**: significant increase in enemy types everywhere, especially the new biome.
- **Combat deepens**, with 9 new Mage spells and overhaul, improved ranged combat customization, refined animations and camera.
- **Raising the stakes and level cap and comfort items**: The maximum character level is now 50. The maximum gear level increased from 50 to 55, also new comfort items to furnish bases with.
- **Enhanced visual appeal**: a new "brick renderer" adds detail to distant terrain and buildings. Lighting, shadows and atmosphere are reworked for each biome, HDR is supported, and memory use is lower across a wide range of hardware.
- **A smoother start**: the early game has new pacing, rewards and recipe unlocks, for easier initiation into Enshrouded.
- **PlayStation platform support**: haptic feedback, adaptive triggers, and graphic performance mode options allow PS5 and PS5 Pro players alike to maximize their console experience of Enshrouded.
- **Years of Early Access Feedback**, thanks to the community, bring quality-of-life improvements suggested by players on Discord, Reddit, the Steam forums and [Feature Upvote](#) like:
 - **Airborne Architect**, which lets you fly around your base to build.
 - **Auto-loot setting** that means you can now hold the collect key and collect all the loose loot in the vicinity.
 - You no longer need to replace chests to upgrade them, and you can name your chests as you want
 - Plus many more.
- Full list of changes to anticipate on Steam [here](#).



Enshrouded was first launched into Early Access on January 24, 2024, after being first revealed in May 2023. The Early Access period was a surprising success, allowing Keen Games to expand on the original scale for the game, extending EA into another year or so. The 1.0 update marks an enthralling milestone, for which the developers have their community, family, friends, and colleagues to thank for their support. Join Keen Games as they step out of the Early Access development fog, into the clear and definitive 1.0 PC and PlayStation 5 launch editions of the game that are available at \$39.99 with a 10% launch discount by visiting [Steam](#), or the PSN. To stay informed follow their [website](#), or [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.