

Enshrouded Reveals 1.0 Release Window During Early Access Second Anniversary Celebration



Keen Games shares plans for the final Early Access major update ahead of the 1.0 Launch in Autumn 2026

Frankfurt am Main, January 21, 2026 - Days before the 2nd anniversary of its Early Access launch, **Enshrouded** developers Keen Games announce the 1.0 launch release window as Autumn 2026. To best prepare for the full release, a final major content update for the Early Access build will be released, featuring Adventure Sharing and a plethora of improvements (full details to be revealed later). The development team put together a new dev diary video and a roadmap to showcase these exciting updates.

Watch the 2nd Anniversary Developer Diary Video [here](#)

The Roadmap Goes Ever On and On

On their development adventure, Keen Games has learned that the road is rarely as straightforward as a map suggests. However, any map is better than none, so the team

has shared the first look at the evolving roadmap guiding them out of Enshrouded's Early Access today. It includes the major content update scheduled for Q2—the eighth overall—which will feature a wealth of gameplay improvements, including balancing, further combat improvements, polishing, and performance optimization. Enshrouded developers also confirm that the first iteration of Adventure Sharing, another highly-requested feature by the community, will be implemented in this update: allowing players to easily explore the bases of their fellow Flameborn.



Roadmap will be unlocked as main quest progression (i.e., development) continues.

5 Million Players Invited to Full Launch this Fall/Autumn

Today, Keen Games is excited (and slightly nervous) to inform everyone to expect the full launch of Enshrouded in Autumn 2026. The breakout success of the game's Early Access launch has allowed the team to execute and expand on Enshrouded's original concept, making the second half of 2026 the ideal spot to realize the team's vision. 1.0 Launch will not be the final destination, rather a new chapter for further development—improvements, additional content, and more. Without the support of over five million players, the journey would not have been possible. The team is again humbled and expresses their immense gratitude to the many Flameborn who have fanned the flames and stoked the fires through playing Enshrouded, providing feedback, and being a part of the community, also sharing some of the impressive gameplay stats they have acquired:



The real journey is the Flameborn friends we made along the way.

Before we fix our gazes too far down the road, the team shares details of a patch to be released tomorrow that includes the following improvements and fixes:

- **Combat tweaks continue**, modifying damage number visibility, blocking and parry animations/telegraphy, projectile spells/attack improvements in accuracy, and their related displays.
- **New vanity armor set**: talk to the Huntress
- **Randomly exploding barrels placed will explode less randomly** (after applying the patch, if it does explode, know that it was probably your fault).
- Fixed **a lot of bugs**, which should improve stability and performance.
- Full **patch notes** will be shared on Steam when the patch is [available](#).

Players are still invited to submit feedback via the [Feature Upvote](#) tool, Steam reviews, and social media comments/posts, as support is planned through 1.0 and beyond.

Enshrouded entered Early Access on Steam in January 2024, acquiring more than 5 million players since. Keen Games is keeping calm and carrying out their long-held and newly-gained goals, developing **Enshrouded**'s 1.0 build, confirmed for launch in Autumn 2026. Current and curious future players hailing from PC and/or console communities can follow updates during **Enshrouded**'s transitional era via the official [website](#), [X \(formerly Twitter\)](#), [Reddit](#), [TikTok](#), [Facebook](#), and [Discord channels](#).

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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.