

UNDER EMBARGO UNTIL August 8th, 2024

at

3 p.m. CEST / 9 a.m. EDT / 1 p.m. UTC

Enshrouded Hits 3 Million Players After January Early Access Launch, Continues to Rise



Developer and publisher Keen Games had previously revealed reaching one million players in the first four days, then amassing two million in less than a month following EA launch.

Frankfurt, Germany, August 8th, 2024 – Today, Keen Games, the developers of the ARPG survival co-op crafting game ***Enshrouded*** have revealed that they have surpassed the three million player milestone after launching into Early Access in January of this year. In the same near-eight months' time, the team has delivered three major content updates, four patches, and 16 hotfixes, as well as a handful of community-focused events including contests and content shares. Keen Games had previously reached milestones of one million players in a mere four days following launch, then reaching two million in less than a month from EA launch. The team continues to work on growing the game while in Early Access, with the full 1.0 launch on PC, PlayStation, and Xbox consoles is planned for 2025.

Love, Death, and Numbers

Since its launch on January 24th, 2024, *Enshrouded* has enjoyed introducing players from around the world into Embervale, and have noted some impressive statistics by the masses in that time:

- **Over 90 million hours of Enshrouded have been played** — so far
- Almost **150 million player deaths** since launch (RIP, regen, repeat)
- Nearly **700,000 players have reached the current maximum of level 25**
- Keen Games has **doubled** in size since the work on Enshrouded began.
 - The longest standing member has been with Keen Games for 19 years.
 - The newest member started at the beginning of August to bolster the QA.
- Since launching into Early Access, there have been:
 - Three major content updates:
 - Hollow Halls
 - Melodies of the Mire
 - Back to the Shroud
 - Four patches
 - 16 hotfixes
- Enough trees felled to build 1 million bridges, but, like, really long bridges*
- We just don't know how many hours players spent sunbathing. Hopefully with sun protection 50, as the sun in Embervale is hot.



Screenshot taken by community member fluffers1988

Keen Games is eager to hear from their growing community of players as they continue development during Early Access and beyond. The over 3 million Flameborn are invited to spark discussion on social media, Steam reviews, and vote on potential features using the [Feature Upvote](#) platform to help inform the development process for the eventual 1.0 full launch, as well as console editions.

Enshrouded launched into Early Access on Steam on January 24th, 2024, and looks towards a full 1.0 launch on PC, and console releases in 2025. In less than eight months, over three million players have embarked on their own adventures in the game, which maintains a Very Positive Steam rating. For the latest on *Enshrouded* news, visit the [official website](#), [purchase the game on Steam](#), and follow the game on social media: [Facebook](#), [X \(formerly Twitter\)](#), [Discord](#), [TikTok](#), and [YouTube](#).

**Disclaimer, we made this up and aren't tracking tree trimming, but with this many players it could be real.*

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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.