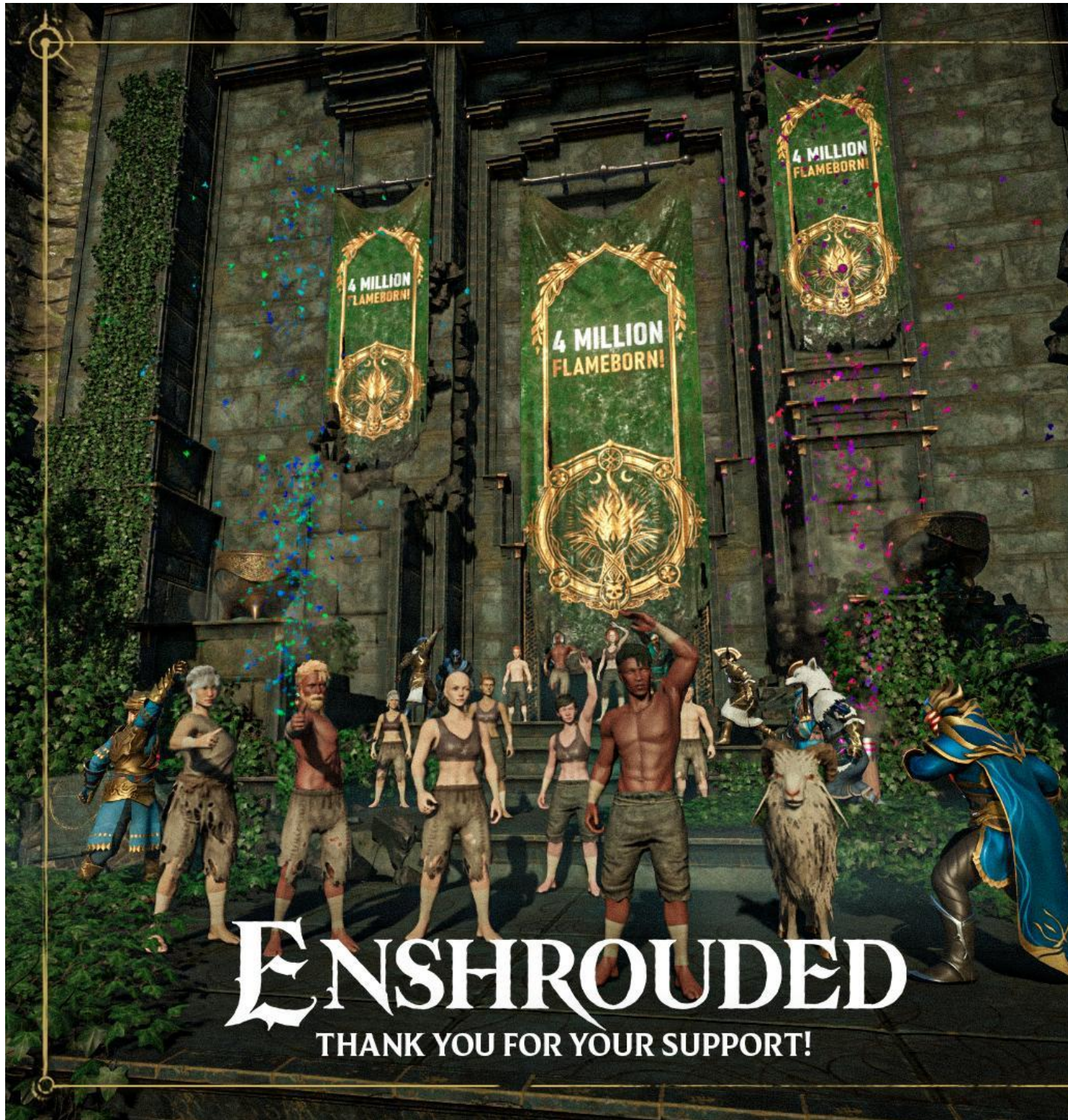


Four Million Players Helping to Shape Enshrouded's Early Access



Just as the team reveals the sixth content update, Keen Games' open-world co-op survival ARPG crosses an important milestone.

Frankfurt am Main, 10 April 2025 - The team behind *Enshrouded* enthusiastically confirms that they have crossed the four million player milestone on the proverbial eve of revealing details on their sixth content update of Early Access called **Thralls of Twilight**. During today's triple-i showcase, **Keen Games** shared an early look at the upcoming content update, revealing a handful of key features like new enemies, with additional details to come before its launch in May.



Watch the triple-i showcase reveal of Thralls of Twilight here:

https://youtu.be/NnqxKTOd9_Y

THRALLS OF TWILIGHT

Among the indie stars in the triple-i showcase held virtually today, Keen, revealed some of the major features included for the sixth content update, with more details and launch to come in May:

Thralls of Twilight Features Revealed during triple-i showcase:

- **New enemies** that creep, crawl, and stalk you further.
- There are more reasons than ever to **enter the Shroud: more dangerous than ever before, find new resources, unlock the weapons customization mechanic, and more.**
- **Enhancements to the nighttime cycle** mean there are plenty of reasons to have your Flameborn stay up late with enemy groups that roam the world at night and new rewards to be found - what will you find in the dark before it finds you?
- Like a diamond in the sky, with **gems** crafting for **weapons, find a weapon customization mechanic.** Customizable, craftable, and deconstructable.

FOUR MILLION PLAYERS SHINING BRIGHT

It's been almost 15 months, 5 major content updates, 7 patches, and over 20 hotfixes since *Enshrouded* launched into Early Access — still, players have provided “almost overwhelming” suggestions or ideas for further improvements, according to Creative Director Antony Christoulakis at Keen Games. “It’s impossible to answer them all, so instead, we’ll just say ‘thank you so very much’ and organize them by how often or how passionately they are requested” to influence the game’s overall direction while under development.

Keen Games is also using this as an opportunity to thank players, media, and creators for the overwhelming support and feedback on *Enshrouded* so far, which has immensely shaped the way Early Access has developed and will continue to create and build some of the most impressive bases among voxel builders. *Enshrouded* proudly sports a Very Positive Steam rating out of +66k reviews, over 82k members of the official Reddit community, and over 143k Discord users. The developers have been surprised and amazed at what these four million players have been building by working together, such as the

recreation of [Erebor from The Lord of the Rings film franchise](#) that took 33 players 74 days, +15 million blocks over 10,000 hours.

Enshrouded has been in Early Access for over a year, with the 1.0 launch expected on PC and consoles in the Spring of 2026. Follow for more news and updates on Enshrouded's [official website](#), [X \(formerly Twitter\)](#), [Reddit](#), [TikTok](#), [Facebook](#), and [Discord channel](#).

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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. Keen Games believes that the more innovative an experience, the more compelling the adventure. Since its inception in 2005, it has been crafting its tools and technology, including its proprietary voxel engine, which allows developers to create vast and lush open worlds that can be fully terraformed and modified by the players.