

UNDER EMBARGO UNTIL July 29th, 2024

at

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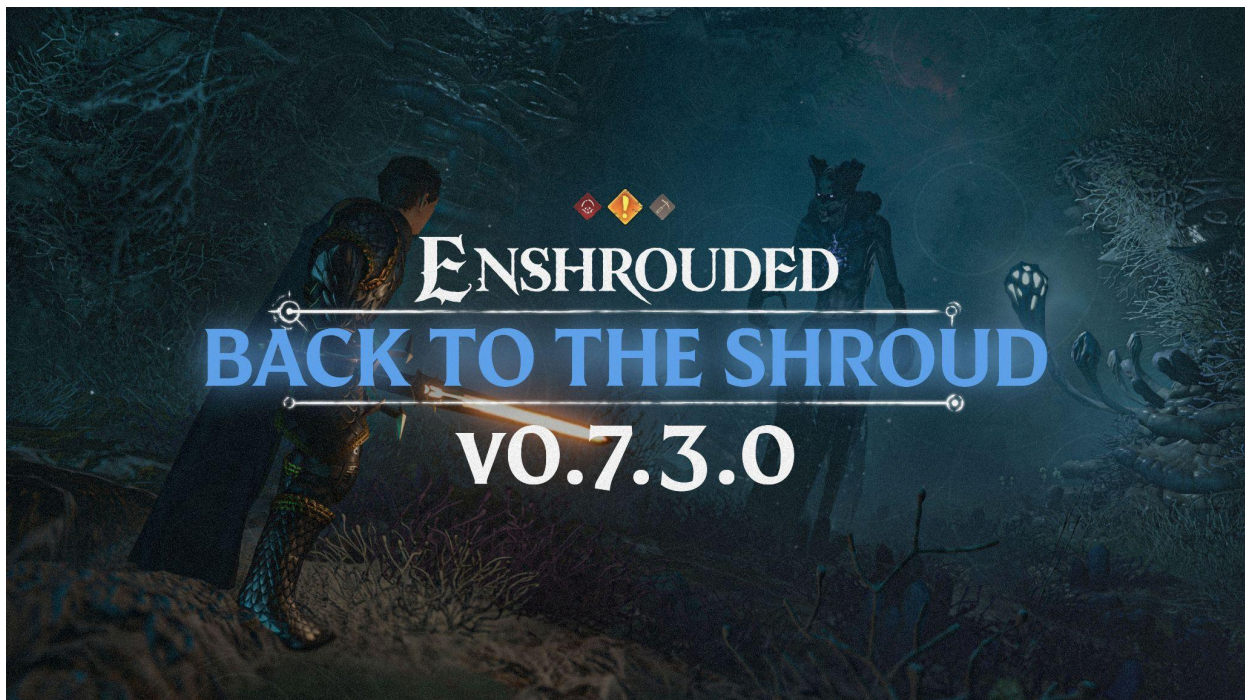
Enshrouded Adds Difficulty Modifiers, FSR 3, Further Customization in Latest Update: Back to the Shroud



Keen Games have listened to the players and are adding more gameplay customization, cosmetic options, and new collectables as they continue to check off 2024 roadmap goals.

Frankfurt, Germany, July 29th, 2024 – Following two sizable content updates, Keen Games is granting the power of game design to almost 3 million players in today's update. Three configurable difficulty modes have been added for all game modes, from a baseline "Default" up to a hardcore "Survival" mode. The developers have hidden "findables" throughout Embervale, such as fossils, that can be added to your home's interior design along with new craftable items to display weapons & armour. Additional character customization options are available, Twitch Drops are coming shortly after the release of the update, and the developers continue to address player feedback by balancing combat and classes as we fine-tune the game during its Early Access period.

Watch the Patch Notes Video for Back to the Shroud [here](#).



Fearless, Foolish, or Worry-Free Gameplay

Enshrouded has always been imagined for a diverse range of players with various needs. Sometimes, they need an escape. Sometimes, they need to be put through the test. Even more agency is coming to the game via the configurable difficulty modes. There are four standard settings to start:

- **Default:** this difficulty is still present as the baseline and would be the recommended setting for first-time players.
- **Relaxed:** reduces the amount of enemies and provides you with more resources and loot. A perfect mode if you are most interested in base-building and light-hearted adventuring.
- **Hard:** increases the amount of enemies and makes them more aggressive to give you a tougher combat experience.
- **Survival:** for those who seek some punishment with additional survival mechanics on top of more aggressive enemies.

Each of these preset modes can be attuned to the player's preferences or players can create their personal game mode from 30 different settings like enemy damage, boss health, player abilities, and even a starvation mode similar to other survival-genre games, to duration of buffs, day and night cycles length, and Shroud time duration. Some settings can be increased as high as 500%! The new difficulty settings will be available for both single and co-op gamers allowing a new level of challenge whether you play solo, with a partner, or in a group, as well as dedicated servers.



There's no wrong way to do it! Die, that is. Choosing not dying is also not wrong!

Despite Everything, It's Still You and Your Base!

Not feeling your look anymore? Have you been hoping for a more variety? Jump back in and try out a new you with additional skin tones, eye colours, and eyebrow options. Complete armor

sets can be changed with ease, allowing for maximum slaying. Players can also add more personal touches to their bases with craftable props and items to put on display. Furthermore, armor sets and weapons can be added to mannequins and shelves. Inside and out, you can be true to you.

Quality of Life and Balancing Continues

Keen Games deeply appreciate the time players take to communicate their feedback, no matter what it might be, and continues to hone in on the ideal experiences for all. As of this update, further improvements have been made to combat - parries and blocking, specifically - and balances to melee and mage classes. The team anticipates this being an on-going process subject to further conversation.

This third *Enshrouded* update will include reworks to some menus (crafting, preview images), world edges, and some points of interest. Additionally, the update will bring FSR 3 technology for visual improvements. To see what other features, improvements and additions the community is looking for or to add your own thoughts, we encourage players to visit the [Enshrouded Feature Upvote site](#), or stay engaged via social channels. Major features and additional areas are still being worked on amidst summer holidays as part of the remaining 2024 roadmap. Looking ahead, Keen Games is aspiring to deliver at least two larger updates that are already in the works for later this year.

Enshrouded launched into Early Access on Steam on January 24th, 2024, with full 1.0 and console releases planned in 2025. The game reached over 2 million players in the weeks following launch, and it currently enjoys a Very Positive Steam reception. 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](#).

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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.