

Celebrating its First Early Access Anniversary, Enshrouded Illuminates Fifth Content Update, Roadmap, and 1.0 Launch Plans



Developers Keen Games invite players to the party with a social features-focused content update out today, unwrap this year's itinerary of updates and features to come, including dynamic water and new biomes, ahead of the 1.0 release.

Frankfurt am Main, 28 January 2024 – January 24, 2025, marks *Enshrouded*'s first full year of Early Access. To commemorate the occasion, developers Keen Games have created a celebratory video highlighting memorable player moments from launch until now, reminiscing on the major content updates, milestones, adventures, and *misadventures* along the way. The *Enshrouded* team welcomes players to party using new socializing options like text and voice chat, festive cosmetics, and more as part of the fifth content update, **Pact of the Flame**, out today. Keen Games promises good times to come, revealing the **EA Roadmap for 2025** of features and content, building up to the **full 1.0 release of *Enshrouded* PC and consoles in Spring 2026**. Thanks to the overwhelming response and support from players and the gaming community worldwide, Keen Games can continue realizing their vision of the full version, responsibly developing and even expanding on gameplay elements. Keen Games and the extended *Enshrouded* team are proud to have such a fantastic community to craft, collaborate, communicate, and, most of all, celebrate milestones!

Watch the Video A Year of Enshrouded Here: <https://youtu.be/P62h-4bEaWo>

More Ways to Socialize, Build, and Play Starting Today

One year and four content updates later, the fifth has launched today! **Pact of the Flame** is the latest content update and the first of 2025 includes several features that allow players to better connect with their fellow Flameborn. With integrated text and voice chat that includes an optional “by proximity” setting, emotes, and new party-planning props like food and drink placements and coasters (gotta keep those tabletops pristine), all you need next is the friends to share them with. For solo players, don’t forget that the NPCs and lovely, pettable pets count.

Highlights of Pact of the Flame Features:

- **In-game text chat in multiplayer sessions**
- **Voice chat:** when enabled, current options are **proximity voice chat or a global, server-wide**, plus a new **Social menu**
- **Emotes!** Express joy, frustration, and other feelings using the emote wheel.
- **First-person camera mode for building**
- **New props, cosmetics, and materials** with over 70 new items, two new building materials. New quests for more vanity items are available, including a special Serpent Warrior-themed set just in time for the new lunar year.
- **Twitch Drops:** another new vanity set will be available via Twitch Drops — or simply by interacting with their Flame Altars and finding the items in-world

- Several more additions, improvements and fixes you can read about on the [Steam News post here](#).

Watch the Pact of the Flame Highlights Trailer Here:

https://youtu.be/jXPG8Od_PzM

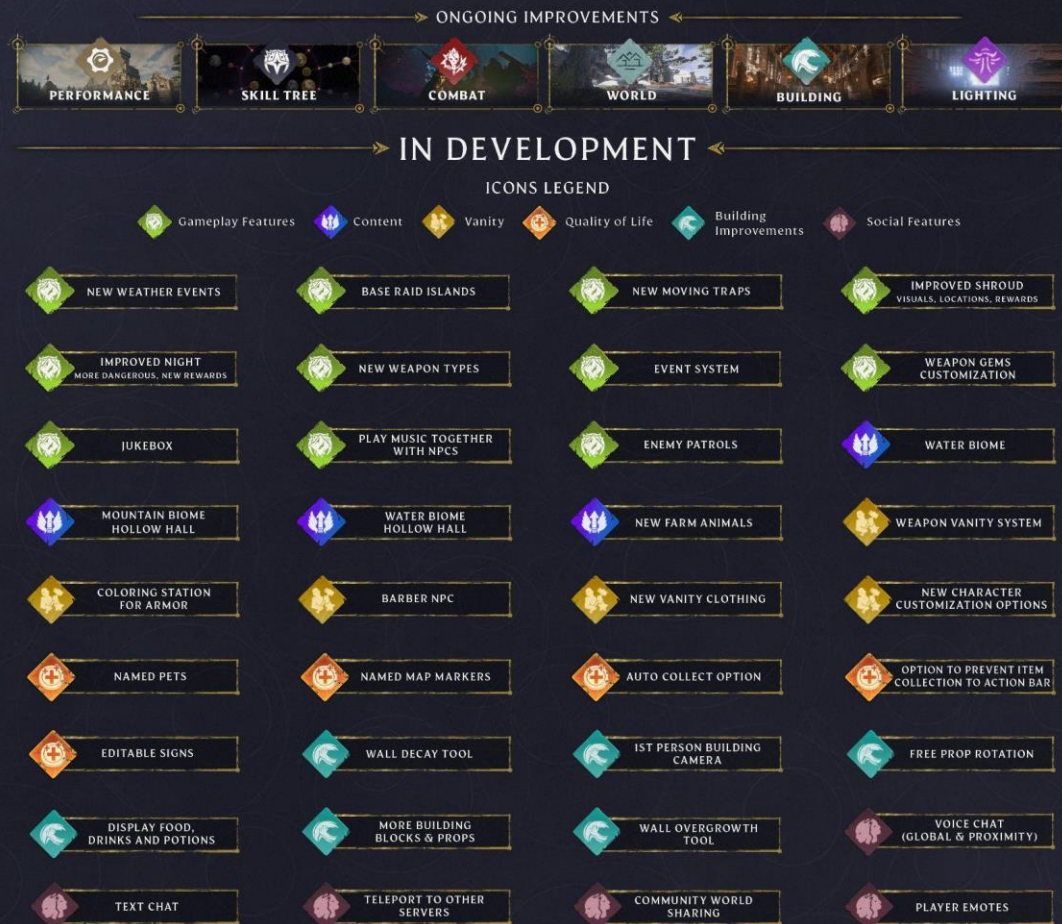
Thriving in 2025, Full Launch Affixed to 2026

Thanks to the support of over three million players, *Enshrouded* and its developers have been able to deliver on the features integral to the game's vision and those requested by players, influenced by the [Feature Upvote platform](#). The positive attention from communities consisting of players, creators, commentators, journalists, and media dedicating time and effort to the game has been overwhelming in the best way. This support allows the team to continue responsibly building not just their ideal version of the game but to incorporate even bigger features, improvements, and quality of life they know the players enjoy. Player feedback has been and continues to be integral to their process to 1.0 and beyond. Today, Keen Games is thrilled (and frankly, a little nervous) to share the full 1.0 release of *Enshrouded* is anticipated for Spring 2026.

Returning our focus to the present, Keen Games has almost fully completed its 2024 roadmap and proudly reveals the new 2025 Early Access roadmap plans to succeed in their delightfully surprising and humbling first year in EA. Players already engaged in the game or jumping on for the first time in 2025 can expect new features like an event system using portals to thematic and exciting new worlds, base raids on separate islands, added weather events, teleportation to other servers, sharing worlds/builds with the community, a new biome that centers on the implementation of dynamic water, and so much more in multiple content updates spanning the year. Players can expect other *Enshrouded* fun like community events, contests, and surprises yet to be un-shrouded as we venture towards launching 1.0

ENSHROUDED

EARLY ACCESS ROADMAP 2025



The 1.0 release is planned for Spring 2026.
This will include the console launch, along with a Creative mode and more User Generated Content Features.



A high-resolution version is available on the official website in the Press Kit and on Steam.

The Journey Continues into Our 2nd Year of Early Access

In just over a year, more than three million players have embarked on adventures across *Enshrouded*'s Embervale, enjoying five content updates, six patches, and 19 hotfixes by the indie self-publishers and developers Keen Games. *Enshrouded* has maintained a Very Positive Steam rating since launching into Early Access in January

2024, and the team continues to keenly listen to their feedback as they develop the 1.0 version for PC and consoles, anticipated to release in Spring 2026 For the latest on *Enshrouded* news, visit the [official website](#), [Steam](#), and follow official accounts on social media: [Facebook](#), [X \(formerly Twitter\)](#), [Discord](#), [TikTok](#), [Reddit](#), and [YouTube](#).

PR Contacts:

Evolve PR for Keen Games

Cortney Müller | cortney@evolve-pr.com

Chris Priestly | chris@evolve-pr.com

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 co-op survival action RPG “Enshrouded,” which was awarded the title of “Best Game Design”, “Best German Game”, “Best Technical Achievement” and “Studio of the Year” at the Deutscher Entwicklerpreis (DEP) in 2024. 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.