

Over 35,000 players have downloaded Solid Clouds' latest game, Starborne Frontiers

The soft launch of Starborne Frontiers began in February when the game was made available for smart devices via the Apple and Google app stores.

Since then, over 35,000 players have downloaded the game. During this stage of game development, Solid Clouds has targeted attracting approximately 350 new players daily, which proves sufficient for collecting the necessary user data to refine the game and its revenue model. The proportion of players who have converted into paying customers has been high and this bodes well for the future. The game and revenue systems of Starborne Frontiers will continue to undergo optimization, and more content will be added to the game. A major update will be made in the coming weeks.

"Production of Starborne Frontiers has gone well and the Solid team is proud of the game," says Stefán Gunnarsson, CEO of Solid Clouds. "Our aim is to develop a high-quality video game - something that we are managing through continuous iterations. Further development of the game will then enable us to take the marketing to the next level later in the year."

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Attachments

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