

Solid Clouds becomes Iceland's first public game dev, announces new game, trailer

Monday morning, Solid Clouds officially became Iceland's first public game developer. The developer of Starborne: Sovereign Space had its IPO at the end of June, resulting in a staggering four-time oversubscription for stock. The developer capped the accomplishment by announcing a completely new game with a teaser trailer.

<https://www.youtube.com/watch?v=dKTw2tMfICA>

In **Starborne: Frontiers**, a persistent MMORPG, you navigate a web of complex alliances and conflicts among the stars. The game gives you the opportunity to explore the dazzling, expansive universe while continuously surprising and delighting its voyagers. **Frontiers** takes place in the same universe as **Sovereign Space**, but offers radically different gameplay with expanded lore and story.

"I am very excited about the opportunity to tell deeper stories with our games" says Stefán Gunnarsson, CEO of Solid Clouds. "We've come together and built the technical base that will allow us to truly dive into this massive universe and give our players more elaborate stories and role-playing elements. We've put enough work into Starborne's factions and characters to fill a book or two! Finally, we're getting a chance to share it with the world and it feels great."

Frontiers will depart from **Sovereign Space's** real-time empire-building format, rather challenging players in completely new ways as they cross the galaxy on desktop or mobile. As their renown grows they will build personalized bases, discover the secrets of the galaxy, team up with fellow commanders, and take on dangerous challenges through both PvP and PvE combats. On their travels, they may encounter over a dozen deep, unique factions with their own histories and philosophies - that will either help or hinder their progress as they strive to claim their dominance on the frontier.

Further updates on the game's release and development will become available on Starborne's website. The team has already published enticing glimpses into the history of Starborne: Frontier's galaxy and will continue to release Lore pieces to add to its depth for fans and newbies alike.

For any further information please contact

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About Us

Founded in Reykjavik, Iceland in 2013 by Stefán Gunnarsson, Stefán Björnsson and Sigurður Arnljótsson, the original CEO and co-founder of developer CCP Games, Solid Clouds was formed with one goal in mind: take the best elements of 4X Grand Strategy and combine them with the scale of an MMO to create something brand-new and unique – Starborne: Sovereign Space. Over the years, Solid Clouds has created a vast universe of lore and intrigue, as well as a robust technical base for future games. Starborne: Frontiers will be the second game from the studio. The growing team at Solid Clouds is passionate about games and excited for the future of the Starborne universe.

For more on Solid Clouds, visit <https://www.solidclouds.com>

Image Attachments

[Frontier Key Art2021](#)

Attachments

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