

Starborne Frontiers - updated information for November

In early November, Solid Clouds released the Imperium expansion for *Starborne Frontiers*, which has proven to be a success, delivering good results. The expansion's primary achievement was enhancing and extending the game's single-player experience. Moving forward, development efforts will focus on further strengthening the multiplayer aspect.

Key performance metrics, including Average Revenue Per Daily Active User (ARPDau), Return on Ad Spend (ROAS) and player engagement, have all shown steady growth.

The strong performance of the Imperium expansion has led a **major technology platform** to offer Solid Clouds up to six feature placements per quarter in their app store—an opportunity typically reserved for the top 2% of maintained games. **These features have the potential to generate thousands, or even tens of thousands of free installs.**

The Company is currently in the process of raising funds for operations and marketing.

Attached to this announcement is a presentation on the progress of *Starborne Frontiers* in November.

For further information please contact

Investor Relations:

Stefán Þór Björnsson

stefanbjo@solidclouds.com

Attachments

[Starborne Frontiers - updated information for November](#)
[Solid Clouds Starborne Frontiers Imperium Expansion Update](#)