

# Icelandic Developer Solid Clouds reveals Starborne: Frontiers

**Indie studio's newest game launches into a massive galaxy of intrigue and conquest, with you as the star**

**Reykjavik, Iceland** - Icelandic indie publisher Solid Clouds has just announced a brand new game in their *Starborne* universe in the shape of **Starborne: Frontiers**, a radical expansion into the world established by their first game, *Sovereign Space*.

In **Frontiers**, players will have to navigate a web of complex alliances and conflicts among the stars, giving them the opportunity to explore a dazzling, expansive universe in ways that may surprise and delight. The first sneak-peak trailer for this exciting new game will premier on June 24th at <https://starborne.com/post/solid-clouds-reveal-starborne-frontiers>.

"I am very excited about the opportunity to tell deeper stories with our games," said Stefán Gunnarsson, the 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, and now we're finally getting to share it with the world - it's incredibly rewarding."

**Frontiers** will be a departure from *Sovereign Space*'s real-time empire-building format, instead challenging players in completely different ways as they voyage across the edge of civilized space. As their renown grows they will be able to build personal bases, discover the galaxy's secrets, and even team up with their fellow commanders to take on its greatest dangers through both PvP and PvE elements. Along the way they may encounter over a dozen factions with their own unique histories and philosophies who might help or hinder players as they strive to claim their place as the strongest force in the frontier.

Further updates on the game's release and development will be available on [Starborne's website](#), where the team has already published some [enticing glimpses](#) into the history of *Frontiers*' colorful galaxy.

**For any further information please contact**

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## About Us

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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

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[Frontier Key Art2021 V018](#)

[Image 4](#)

[Image 5](#)

## Attachments

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