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Ultimate Lander Experience “***Solar Explorer: New Dawn***”, Now Available on iOS!

Premium arcade game, no ads, no in-game purchases, no notifications.
Saving the fate of humanity requires ZERO interruptions.

VIKERSUND, NORWAY -- May 28th, 2019 -- Dwarf Cavern, an independent video game developer from Norway, today announced that their award nominated debut release, ***Solar Explorer: New Dawn*** (physics-based, lander arcade game), is available now on the App Store for iPhone and iPad devices. Set in the mid 21st century, in a last-ditch-effort mission called “New Dawn”, resources starved humanity must attempt to colonize the inner Solar System in order to survive. The player takes on the role of the best and bravest pilot that Earth has to offer, and must help humans become a space-faring species by completing missions and expanding humanity’s Solar Colony.

“It was really important for this game to capture that old-school arcade style of a fun and rewarding challenge, with controls that anyone can understand in seconds, all wrapped up into a presentation that is gorgeous, immersive and memorable. It was an epic journey to make this game ‘solo’, but one definitely worth taking.”, said Vojislav Dimitrijevic, the sole creator of the game and founder of Dwarf Cavern.



SOLAR EXPLORER: NEW DAWN FEATURES:

- Unique lander type of gameplay experience reimagined for the 21st century.
- 40 missions, spanning 6 worlds with real environmental physical conditions, including gravity, wind, and temperature.
- Customizable lander craft with unlockable parts and skins.
- Real physics control of your lander craft, configuration matters!
- Gorgeous, realistic and immersive award nominated visuals and soundtrack.
- The official game soundtrack is available on any of the major music services online.
- Difficulty modes for novices and pros alike.
- 51 challenging achievements.

Through missions, players experience real-world conditions of 6 worlds of the Inner Solar System. Each new world presents a unique challenge, thanks to the physical simulation of each environment. Players unlock additional parts and skins that allow them to customize their lander craft for individual missions, according to their own unique preference and playing style. Quick and tight arcade game loop offers a satisfying, yet challenging experience, making the mantra of **Solar Explorer: New Dawn**: Easy to learn, fun to play, hard to master.

On its release week, **Solar Explorer: New Dawn** was chosen as one of the best games of the week by [PocketGamer](#), [AppAdvice](#) and was chosen as [App Of The Week](#) by [Stuff.uk](#).

"A compelling, white-knuckle thrill ride."

- **Campbell Bird, 148Apps.com 4/5**

"New Dawn is a success: a compelling, exhilarating journey through the void, ideally suited to mobile play"

- **Craig Grannell, Stuff.uk - App Of The Week 4/5**

"You will LOVE Solar Explorer: New Dawn, an homage to Lunar Lander that is just fantastic."

- **Space Game Junkie**

"Addictive gameplay loop will keep you coming back for more."

- **Casual Game Reviews**

"A 3D Lunar Lander with superb presentation, music, and gameplay. Big Surprise!"

- **Big in Japan**

It's time to strap up, sharpen your skills and show humanity what you are made out of! Get **Solar Explorer: New Dawn** on App Store now for 25% off, and enjoy the adrenaline-filled uninterrupted, add free, no additional costs, gaming experience!

[Solar Explorer: New Dawn on AppStore.](#)



ABOUT DWARF CAVERN

Dwarf Cavern is a small, independent game development studio based in Vikersund, Norway. We focus on bringing immersive, memorable gameplay experiences with the highest visual and audio quality. Vojislav Dimitrijevic is the single developer of the game and the person behind the Dwarf Cavern studio. He's worked for over 20 years as a lead animator in several Norwegian video game development studios on over 30 titles. During the recovery from an open chest surgery, Vojislav started to dig deeper into programming and development and out of that period came the idea and the drive to do solo development of own game projects. "***Solar Explorer: New Dawn***" is the debut release for the company and we are very proud to introduce it to the world.

ADDITIONAL LINKS:

PRESS KIT: <https://www.dwarfcavern.com/presskit-solarexplorer-newdawn>

YOUTUBE: <https://www.youtube.com/c/SolarExplorerNewDawnGameOfficialChannel>

TWITTER: <https://twitter.com/SolarExplorer1>

INSTAGRAM: https://www.instagram.com/solarexplorer_newdawn/

FACEBOOK: <https://www.facebook.com/SolarExplorerNewDawn>

WEBSITE: <https://www.dwarfcavern.com/solar-explorer>

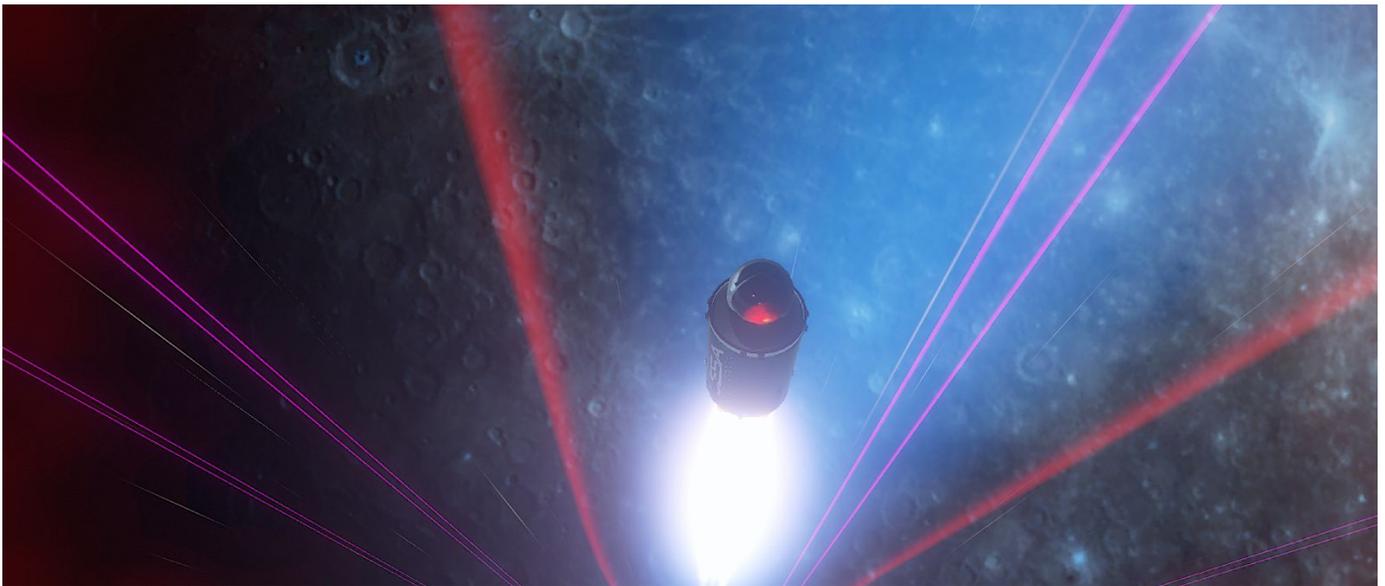
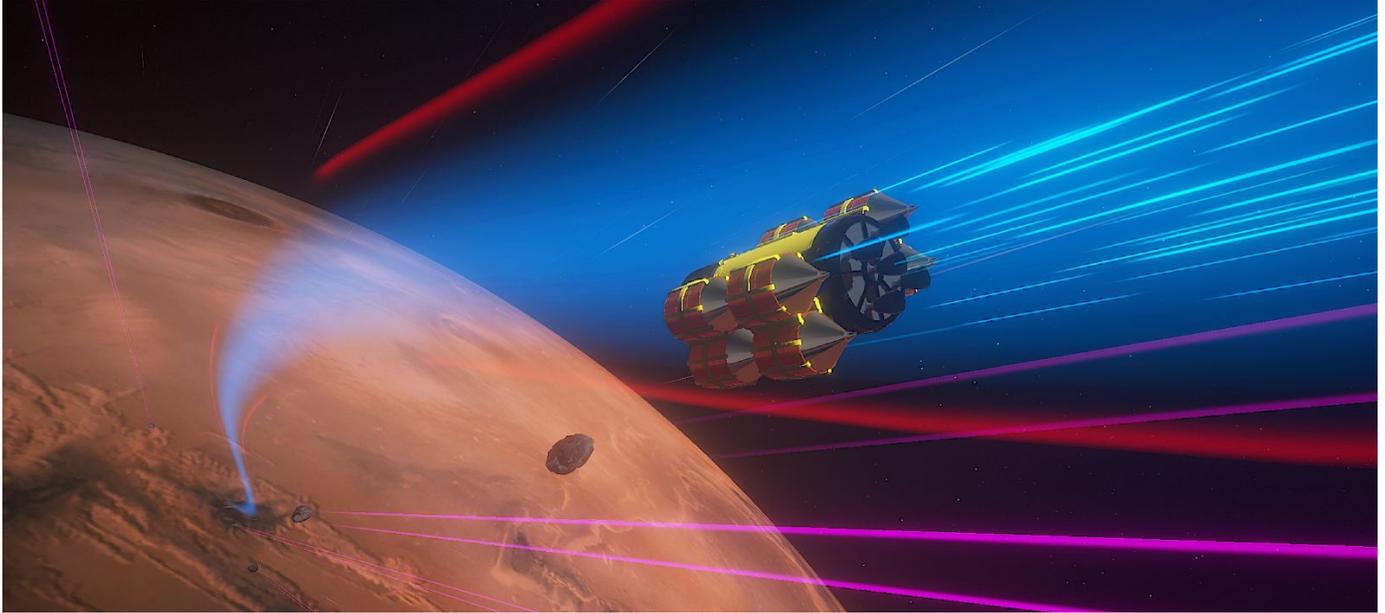
VIDEOS

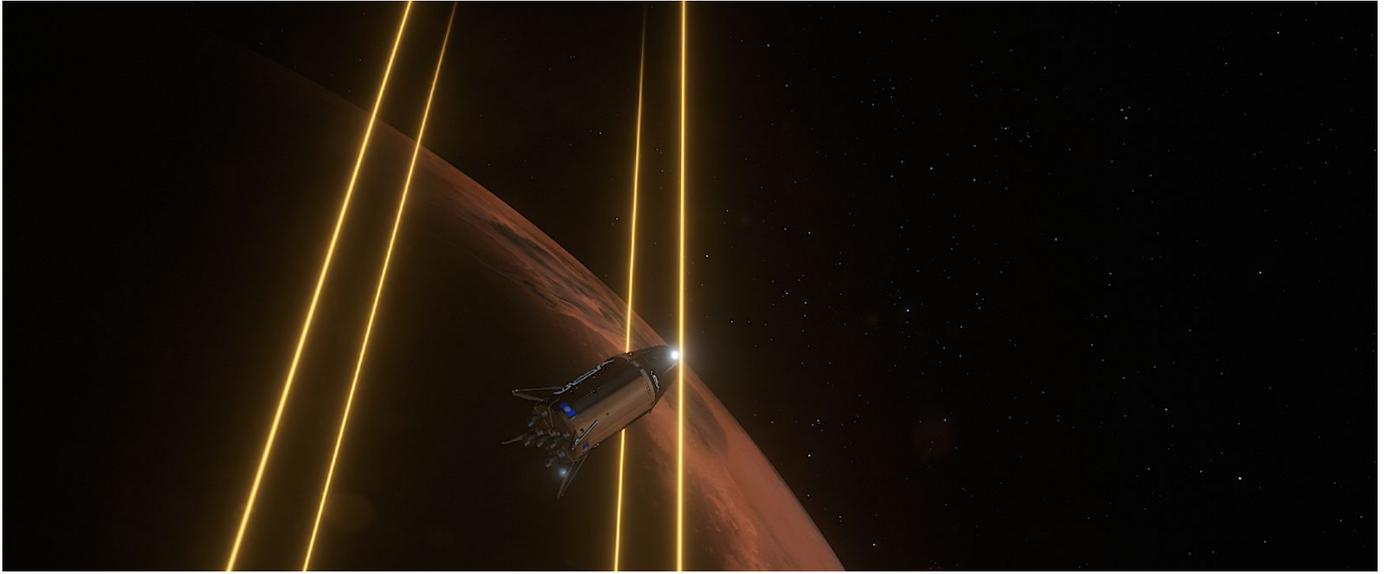
[OFFICIAL TRAILER](#)

[GAMEPLAY TRAILER](#)

[ULTIMATE CHALLENGE TRAILER](#)

SCREENSHOTS





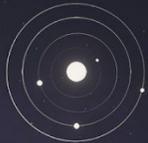


CUSTOMIZE YOUR LANDER

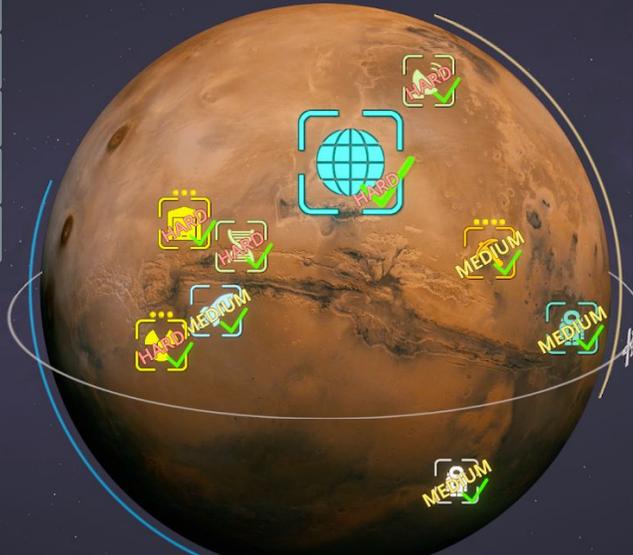
MARS



x1085



Gravity	3.711 m/s ² 0.378 g
Atmosphere	6.0 mbar Light
Wind	~ 35 kmph
Temperature	max: +35°C min: -143°C
Radius	3396 km 0.53 Earths
Mass	0.107 M _⊕



Survey Find

STATUS: Active
COLONISTS: +0
RESOURCE: None
CAPACITY: None
BONUS: None

Orbital surveyor has picked up faint signs of potential organics. We don't want to raise false hopes, but this is one of the things we've been hoping for.

You are to fly down an

START MISSION