



LONGDUSK

A peaceful factory on the moon • Press fact sheet

Longdusk is a peaceful factory-building game for iPad. Crash on a dead moon, automate your way up a tech tree, keep the lights on through the long dusk, and build the ship home. There is no combat: the danger is the dark.

DEVELOPER

Wilderness Software, independent

PLATFORM

iPad, iPadOS 17 or later; also Apple silicon
Macs

MODEL

No ads, no subscriptions, no data collected

RELEASE

Worldwide, 31 October 2026

PRICE

Free to try; Unlock Full Expedition \$9.99

PLAY

Single player, fully offline, English

**FEATURES**

- A complete factory-builder made for iPad and touch, with no combat.
- Day and night on two grids: solar power that fails every dusk, and oxygen that has to last the night.
- Belts that lay themselves between two machines you name; construction robots and haul drones.
- 29 structures, 20 materials and a 19-technology research tree toward a ship you fit and

launch.

- Three moon sizes and three difficulties; 24 Game Center achievements.

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