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**SUNLIGHT
GAMES**

Sunlight Games GmbH
Im Klapperhof 7-23
50670 Cologne
Germany

www.sunlight-games.com

Gold Rush! Anniversary release is delayed for one week!

Cologne, October 29, 2014 – Today Sunlight Games announced that the release of its digital version of **Gold Rush! Anniversary** is delayed for one week to November 7th, 2014.

Sunlight Games wants to use the time to make the game perfect. "We want to offer our players an even greater gaming experience and this can only be done by improving some minor but important details" Marco Sowa, CEO of Sunlight Games, explains.

The DRM-free retail box of Gold Rush! Anniversary is still going to be published mid-November.

Gold Rush Anniversary! edition will appear at the 07th of November 2014 as digital download on Steam and further platforms as regular version for 29,99€. Also on Steam there will be a digital Special Edition for 34,99€ (includes a making-of and a drawing-booklet and the classic edition of the game). The release of the DRM-free retail box is planned for the middle of November.

Adventure fans can preorder all versions plus the limited special edition in the shop of Sunlight Games under <http://shop.sunlight-games.com>. This strictly limited Special Edition will be delivered in an attractive retro box and includes besides the game a high quality poster, a printed making-of booklet, a printed booklet with concept drawings, a golden-colored coin in the design of Gold Rush! and more gimmicks.

Also, if you want to conduct an interview with Marco Sowa of Sunlight Games, the executive Producer of Gold Rush! Anniversary, please contact us. Marco is available for interviews via email or Skype.

For more information see www.sunlight-games.com and www.goldrush-game.com.

1.622 Characters, 259 Words

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About Sunlight Games:

Cologne-based Sunlight Games was founded in 2008 and transformed into a GmbH in May

Sunlight Games GmbH

Im Klapperhof 7-23 • 50670 Cologne • Germany • P.: +49 221-16823466 • F.: +49 221-16823469

- Page 2 -

2013. A team of experienced game designers led by development veteran Marco Sowa creates games of all genres for PC, Mac, mobile and online platforms. Sunlight Games also works for other studios as well as in game porting and localization.

Media Contact:
Sunlight Games GmbH
Marco Sowa
Im Klapperhof 7-23
50670 Cologne
Germany

Phone: +49-221-16823466
Fax: +49-221-16823469

E-Mail: pr@sunlight-games.com
Internet: www.sunlight-games.com