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**SUNLIGHT
GAMES**

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Gold Rush! 2 announced - more exciting than its predecessor

Cologne, September 25, 2015 – Good news for all gold searchers: the gold rush continues! The story of the sequel came from the pen of the developers of the original game. The successor of the Sierra Classic "Gold Rush!" by Sunlight Games will be released in March 2016 for PC, Mac, and Linux, and later also for mobile devices.

Jake and Jerrod Wilson found the richest vein of gold in California's Mother Lode! Now it's 1869. 20 years of hard work has made their mine very successful. Most of their mining profits were sent home to Mr. Quail, a banker and family friend, who has been investing them wisely. Mr. Quail sends news from home and it's not always good. A gang, who Jake and Jerrod personally knew leads Brooklyn and the has become very powerful.

Jake and Jerrod decide to sell their mine and travel home on the newly constructed Transcontinental Railroad. The brothers have evidence that should send William Tweed, the boss of the gang, to prison for the rest of his life, but the boss has heard that they are coming and plans to stop them from ever returning to Brooklyn. A contest of wits has begun with "Boss" Tweed.

Will the two brothers beat the challenges and save Brooklyn? The developer of the original and Marco Sowa of Sunlight Games have spun an exciting story that never loses its tension.

The adventure contains over 80 pre-rendered scenes and offers a lot of fun with many exciting puzzles. The atmospheric music, the voices, as well as the modern point & click control make the game interesting for all adventure fans.

Gold Rush! 2 will be released in March 2016 for PC, Mac and Linux on steam, as a box in the trade as well as optimized versions for iOS and Android. It can now be pre-ordered in the online shop by Sunlight Games under <http://shop.sunlight-games.com>. First images and more information under <http://www.goldrush-game.de>.

1.918 Characters, 334 Words

Reprint free of charge. Kindly send us a copy of your publication or a link with the article. Screenshots can be found at <http://www.sunlight-games.com/en/?nav=presse>

About Sunlight Games:

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

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