

**Press release 10/2016
Cologne, April 04, 2016**



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Game Tycoon 2 is about to leave the Early Access on Steam on Friday

Cologne, April 04, 2016 – On 8th of April 2016 Game Tycoon 2 will leave the Early Access on Steam. The game has been available in the Early Access since October 2015. During this time period, numerous wishes of the community have been realized. However, the development isn't finished with this final version, yet. The Mac, Linux and mobile versions will be released shortly.

Even after the completion of the main version, the realization of ideas and suggestions of the community will be worked on. Two of the main points on the agenda are the designing of customized covers and the development of own consoles. What is more, Game Tycoon 2 is supposed to receive a mod-support. This and other ideas will be realized soon.

Marco Sowa from Sunlight Games: „Even though it took a little longer than originally intended, we are happy to announce that Game Tycoon 2 will leave Early Access on Friday. We have used the extra time for the final touch. Compared to the basic concept, the game has become much more extensive. We would like to release further feature updates in the next months in order to continuously expand the game. The team would be happy to discuss these suggestions on the Steam forums, where the latest roadmap including scheduled updates can also be found.“

Games Tycoon 2 is going to be more extensive and detailed than **Game Tycoon 1**. So more than 170 technologies and trends from the years 1980 up until 2050 are offered and included. Games can be developed for PCs, handheld devices, smartphones or other platforms. Besides the endless game, there also are 20 missions to accomplish - an extensive tutorial helps you to get started.

Game Tycoon 2 was released on Steam in Early Access for PC on 30th of October 2015. The final game will be released on 08th of April 2016 for PC. The versions for Mac, Linux, iOS and Android will be released soon after the PC release. It can be ordered in the online shop by Sunlight Games at <http://shop.sunlight-games.com>.

2.040 Characters, 357 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>. The new trailer will be released soon.

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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