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Game Tycoon 2 about to leave Early Access today

Cologne, April 08, 2016 – Game Tycoon 2 will leave Early Access on Steam today. The game has been in Early Access since October. Meanwhile, numerous wishes of the community have been realized. With this final version, the development is not finished, yet. Mac, Linux and mobile versions are about to be released shortly.

Even after the completion of the main version, Sunlight Games will continue to realize the ideas and wishes of the community. On top of the agenda are the designing of covers and the development of own consoles. In addition, **Game Tycoon 2** is supposed to obtain a mod-support. These and other ideas will be realized soon.

Marco Sowa from Sunlight Games: „During Early Access the content of the game has increased enormously. We received very good suggestions and ideas. Therefore we will put some of these into action in the following months and continue to expand the game. That’s why we would be really happy if gamers kept discussing the game with us on the Steam forums.“

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 was released on 8th 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>.

1.737 Characters, 303 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

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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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