

**Press release 24/2015
Cologne, December 22, 2015**



**SUNLIGHT
GAMES**

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New impressions of Gold Rush! 2

Cologne, December 22, 2015 – **Sunlight Games has published two more screenshots of Gold Rush 2!, the sequel of Gold Rush! Anniversary. All screenshots are still on a “work-in-progress-status”. Sunlight Games also inform, that Gold Rush 2! will be released a bit later. The release has been shifted from March 2016 to the 2nd quarter of 2016. However, a new companion-app for Mobile will be released soon, containing information about all three Gold Rush! versions.**

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 2nd quarter of 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>.

2.035 Characters, 348 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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