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**SUNLIGHT  
GAMES**

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## **The fourth update for Game Tycoon 2 will be released in a week**

**Cologne, February 16, 2016 – The “DVD-update” will be released on February 26th and will contain the missing home and shopping center areas. Moreover, all major features and the already announced help system will be included. Again, a lot of the community’s wishes have been realized, the tutorial has been expanded and a new trailer was published.**

The update will increase the game’s content to about 85%. For example, games can be sold and advertised in different ways now. The research area was updated too. It contains now more than 170 technologies which can be researched and supported. Discussions about the game and its features are still always welcome to be discussed in the Steam forums. There you can also find the latest roadmap with the final schedule and future plans of extension. The next to be published will be the “Red-update”, which completes the game.

The team would like to keep up the discussion about the game in the Steam forums. The roadmap was updated and includes the scheduled updates.

**Games Tycoon 2** is going to be more extensive and detailed than **Game Tycoon 1**. So all of the technologies and trends from the years 1980 up until 2030 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 October 30 2015. The final game will be released in March 2016 for PC, Mac, Linux, iOS and Android. It can be ordered in the online shop by Sunlight Games too at <http://shop.sunlight-games.com>.

1.704 Characters, 294 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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