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**SUNLIGHT  
GAMES**

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## **Release of the puzzle game One Hundred Ways soon on Xbox One!**

**Cologne, July 22, 2016 – One Hundred Ways by Sunlight Games will soon be released on the Xbox One! The puzzle game has been specially optimized for Xbox One and playing with a controller. Moreover, the console version will contain the 115 levels of the main game and 18 new additional levels – so overall 133 levels. It will be released in the Xbox Store shortly.**

100 (+15 +18 = 133!) tricky levels to solve **One Hundred Ways**. The goal - to make the ball reach its goal - sounds simple - but it is not! To solve the levels, there are some tools available. Sometimes one needs to think outside the box to overcome obstacles.

682 Characters, 126 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>

If you want to write a fair review, make a video review or a let's play, please contact us.

### **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. Marco Sowa has worked on over 80 games for PC, Mac, Nintendo Wii, Nintendo DS, Android and iOS. Among these are classics such as "Survival" (PC), "Game Tycoon" (PC), "The Ship" (PC), "Ankh" (PC, Nintendo DS), "Criminal Intent" (PC), "Bibi Blocksberg Besenrennen" (Nintendo Wii), "Das magische Labyrinth" (Nintendo DS), two "Wickie" games (Nintendo DS), "Deluxe Track&Field" (Mobile), "Gold Rush! Anniversary" (PC, Mac, Linux, Mobile), "One Hundred Ways" (PC, Mac, Linux, Mobile) and "Game Tycoon 2" (PC, Mac, Linux, Mobile).

In 2010, two games which was produced by Marco Sowa, won the GIGA-Maus, a respected German award that honors especially well-made games for children: "Bibi Blocksberg Besenrennen" and "Das magische Labyrinth".

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