



Sunlight Games GmbH  
Gottfried-Hagen-Str. 60-62  
51105 Cologne  
Germany

[www.sunlight-games.com](http://www.sunlight-games.com)

**Press release 02/2020  
Cologne, January 29, 2020**

**Update for "Gangsters 1920" on PC and SCILL-support**

Cologne, January 29, 2019 – **Today the retro-style adventure game "Gangsters 1920" gets an update for PC on Steam. In addition the game gets SCILL-Support.**

Marco Sowa-Israel from Sunlight Games: "In addition to the optimizations and bug fixes, we are pleased to inform you that Gangsters 1920 now also supports the new mobile gaming tool SCILL Play. We not only see the opportunity for the players to make the game more interesting through the challenges. The coins, won in the SCILL-Play internal shop can be redeemed for prizes. A great thing for the players."

**About SCILL**

SCILL™ Play, 4Players' latest innovation project, adds a new layer of engagement to existing and future games.

The second-screen app, developed for iOS and Android smartphones and tablets, integrates seamlessly into supported games and allows players to challenge their own performance in real time. Successful challenges are rewarded with achievements, leaderboard entries and exclusive rewards.

SCILL™ Play opens up new possibilities for players and publishers alike and deepens their gaming experience even further.

Explore the gloomy roads of the surreal 1920s underworld and find the relevant hints. Together with detective Lake, you will be able to hunt down the gangsters responsible for the national bank robbery. Better be safe than sorry – find out who your friends are before encountering your foes. The right people will do you a favor and give you the two clues, the wrong people will kill you.

The game was released for PC, Android and iOS.

More information and screenshots at: <https://www.sunlight-games.com>.

**Links to the Stores:**

Steam: <https://store.steampowered.com/app/1163490>

iOS: <https://apps.apple.com/us/app/gangsters-1920/id1469525172>

Android: <https://play.google.com/store/apps/details?id=com.sunlightgames.gangsters1920>

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**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.

**Media Contact:**

Sunlight Games GmbH  
Marco Sowa-Israel  
Gottfried-Hagen-Str. 60-62  
51105 Cologne  
Germany

Phone: +49-221-16823466

Fax: +49-221-16823469

E-Mail: [pr@sunlight-games.com](mailto:pr@sunlight-games.com)

Internet: [www.sunlight-games.com](http://www.sunlight-games.com)