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Sunlight Games announces "Two Hundred Ways": Get the ball to 200 new goals!

Cologne, 11.01.2021 – Today, Sunlight Games announced "Two Hundred Ways", the sequel to its 2015 puzzler "One Hundred Ways". "Two Hundred Ways" provides puzzle fans with 200 new brain-warping levels that will challenge their grey matter like never before. The game will be released in the summer of 2021 for PC and consoles. Its development is supported by Germany's Federal Ministry for Transportation and Digital Infrastructure (BMVI) with an amount of 63.612,00 Euro.

"One Hundred Ways" presented 100 puzzle challenges to players: they had to steer a ball to its goal. And that was not always as easy as it might sound. "Two Hundred Ways" ups the ante and doubles the number of levels. More than 40 logic-based tools will help players to guide the ball on its correct path. Several tutorial levels help players to get a grip on how to use them and how to play the addictive puzzle game.

"Two Hundred Ways" will be released in the summer of 2021 for PC and consoles. More information at: <https://www.sunlight-games.com>.

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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.

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