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More details and first screenshots for "Two Hundred Ways" published

Cologne, 22.04.2021 – Today, Sunlight Games released further details and first screenshots (PC, WIP) for the sequel of "One Hundred Ways". In "Two Hundred Ways" there will be up to three balls that have to reach the goal on up to three layers. There will also be two level themes: a beach and a lava theme, each with an extensive soundtrack.

"Two Hundred Ways" will published in the second half of the year 2021 for PC, as well as for Xbox One Consoles, Xbox Series X|S, PlayStation 4, PlayStation 5 and for Nintendo Switch™.

"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.

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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