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## About This Game

In 1988, Rush appeared with Gold! in one of the most comprehensive adventure games of the 1980s. Now, the fondly remembered game, Gold Rush! has been developed anew, to today's highest standards. No aspect of modern gaming has been overlooked. You can experience the famous California Gold Rush with high-resolution graphics, speech synthesis, a superb sound track and modern user interface features. Optimized game-flow will enhance your traveling and interactions with other characters of the period.

Gold Rush! takes you back to the year 1849, when gold was discovered in California. It was certainly one of the most exciting times in American history. Gold Rush! includes the three routes tens of thousands took to the gold regions. Become Jerrod Wilson and experience each trek as you travel from New York to California.

Whichever route you decide to take, you will see many historical sights. Try going overland across the Great Plains and huge mountain ranges, crossing the Isthmus of Panama, or rounding Cape Horn on the tip of South America. If you survive and arrive at Sutter's Fort, the adventure is still only half over! Many other puzzles remain to be solved before you achieve your goals in California.

## Features:

- Over 130 pre-rendered images and animated scenes in full HD
- Three different routes west (3 adventures in one game)
- High quality voices and new recorded music

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- Subtitles in English or German (Point & Click!)
  - Optimized game-flow (minimizing dead-ends and random perils)
  - Two possibilities for controlling (original parser as well as a new intelligent Point&Click control)

**Bonus item: (Normal Edition)**

- Historical map of the three routes

**Bonus item: (Special Edition)**

- Historical map of the three routes
- Over 90 unpublished original concept drawings of the developer from the 80s, as png
- Booklet with unpublished original concept drawings of the developer from the 80s, as pdf
- Making-of booklet, as pdf
- Gold Rush! Classic version (only PC!)

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Title: Gold Rush! Anniversary  
Genre: Adventure, Indie, Strategy  
Developer:  
Sunlight Games  
Publisher:  
Sunlight Games  
Release Date: 7 Nov, 2014

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English,German









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It's the worst game i played in my life :) Even worse than Atlantis for PS1.. a old classic that is worth a try ,it comes from days gone by so don't expect any of today's fancy add-ons, most will buy it for the nostalgia or to experience what games in the old days were like.

This game will offer a couple of hours of fun with a nice trip down memory lane for others.

Wait til it goes on sale and give it a go.. like to play this game. The Best Game I have ever played! 11/10. What an incredible update (graphically) to a great old game. It's not the most complicated of games, but it sure does take a bit to work out what to do if you're not following a walkthrough.

Overall, I'd have to say that this is a great game and a welcome revival for a genre that is sadly lacking in our current gaming market.. <https://www.youtube.com/watch?v=9LnfpmRCBDk>

The Enhanced Remake of one of the last few Sierra Titles that uses the AGI Engine released in 1988, it's also one of the most hardest games that Sierra made thanks to Sunlight Games. Travel from New York to California as Jerrod Wilson during the Great Gold Rush of 1849 & strike it rich in HD with Voice Acting while visiting 3 different locations along the way but with no random deaths.. fun update of a classic game.. I was excited when I first heard about this. I was a huge fan of the original Sierra AGI GoldRush from the 80's.

When I saw screenshots, I was surprised they looked unfinished and ordinary, but thought, well I'll give it a chance.

Well they weren't unfinished. They were the final images. This game is terrible. There is virtually no improvement from the original. The graphics are truly abysmal.

Remember the game Little Big Adventure(Twinsen's Adventure)? It was released in 1994, 6 years after Gold Rush. The games are nothing alike, however LBA had fantastic graphics for the time. Although, the backdrops had no lighting and were rather static, the characters were rendered in real time, as opposed to pre-rendered sprites.

This game, had it come out in 1994, 21 years ago, would have been lauded as equally good as LBA. This game has pre-rendered backgrounds, but I'm not sure what graphics package was used to make them. They have zero lighting, and the texture-mapping on objects appears to be flat and unrealistic. The characters and other animated parts are ALL pre-rendered sprites. It is almost impossible to believe that this game came out in 2015.

The trees look like they're straight from the default settings on a tree generator program, or some stock 3d library tree that's been duplicated throughout. There are so many 'curved' objects in which you can see the facets on the object. These are pre-rendered facets. Why? Haven't they heard of bump mapping, or normal mapping? Or, since it's pre-rendered why not just turn the detail up and leave the renderer on overnight?

There has been little artistic license taken to improve on the original screens. I am sure the artist(s) have put in at least a little effort into the graphics for this game, but surely at one point someone stepped back and realised how terrible it looks. I really can't understand how, looking at the credits, a team of over 20 people never once thought "is this really an improvement over the original game?"

The game itself is rather buggy, and counter-intuitive. The voice acting is robotic and stale. I don't have anything nice to say about this game.

If you're after some nostalgic Sierra adventures, take a look at some of the games made with AGS, such as Heroine's Quest or

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the AGDI Kings Quest remakes.. A good remake from the old original game. I think the graphics are ok. Not the best, but ok. Animations the same. Gameplay is much more better that with the original. Like both the original and this new version.. Punk♥♥♥♥♥point and click game



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It has too many glitches and I couldn't even get out of New York!!! Ahh childhood gaming....gotta love it. G59 till the grave. i dont know what to do :/. I have so far gotten 5 tickets from stepping on the grass.

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