***Delicious - Emily’s Cook & Go* Launching for 10th Anniversary**

***World’s most popular time-management game series introduces new casual game***

Seattle, Wash., February 25, 2016--RealNetworks’ [GameHouse](http://www.gamehouse.com/about) division, one of the world’s largest developers, publishers and distributors of casual games, is launching *Delicious – Emily’s Cook & Go,* a new time-management game in the popular casual game series, *Delicious*. This special edition game is to celebrate the series’ 10th anniversary and 20 million mobile downloads worldwide.

**How it started**

The first edition in the now top-ranked series was released in 2006. It focused on challenging time-management gameplay: serving a variety of food in numerous types of restaurants. The creators discovered, however, that fans loved the main character, Emily, so they created more possibilities for Emily to develop her own personality. The series evolved into a storyline based game that supersedes any casual game category and attracts millions of players globally.

**Anniversary edition fulfills fans desire for endless gameplay**

*“I’m working my way through Delicious games slowly,*

*so I can make it last as long as possible!” (Facebook fan, United States)*

This special edition of *Delicious* is again all about serving food. Together with Emily, players travel to Hawaii, Holland, Brazil and many other locations. It’s designed for players to master their time management skills and to enjoy endless gameplay on the go.

Michel Maas, creative director of Delicious, says, “The story saga will definitely continue in following games, but with this special edition we have the chance to surprise our fans with something unique. With *Delicious – Emily’s Cook & Go* we’re going back to basics of time-management, only with today’s quality and settings in locations throughout the world.”

**Delicious series:**

* The complete series contains 14 games.
* Players give *Delicious* on average a 4.5-star rating
* *Delicious* mobile games have been downloaded more than 20 million times
* The *Delicious* fan base grew 16% in Q4 2015 to 400,000 dedicated players and 220,000 *Delicious* fans on Facebook
* Due to the success of *Delicious*, Emily’s sister Angela has her own game as well. In 2015 the mini-game *Fabulous - Angela's Sweet Revenge* was released. It received an average rating of 4.5 stars in the app stores and was nominated for the Dutch Game Awards. Angela’s first full story game will be released in the spring of 2016.

**For more details:**

Website: [www.deliciousemily.com](http://www.deliciousemily.com)

Facebook: [www.facebook.com/DeliciousGames](http://www.facebook.com/DeliciousGames)

Instagram: @delicious\_emily

**About GameHouse**  
GameHouse develops and distributes games that people love to play and share -- all across the widest mix of channels including social, smartphone, tablets, and desktop. Today millions of players enjoy GameHouse games, a number that grows daily through a diverse business model that includes direct-to-consumer websites, social game development, and cross platform publishing, licensing, and technology.

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