The Chronicles Of King Arthur - Episode 1: Excalibur Free Download [FULL]

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About This Game

Play this thrilling match-3 game with 74 challenging levels and help the young king Arthur conquer the throne and reign over Britannia.

For years, King Uther Pendragon reigned in peace. Now he has been betrayed, his throne stolen by a usurper whose dark pact allows him to terrorize the kingdom and oppress its people. No one can stand against him. The wizard Merlin sets out from the castle, because only he knows Uther's secret: that the Pendragon line lives on through an illegitimate child somewhere in the countryside. If Merlin can find him, they might still have a chance ... and in a remote village far from the castle, a boy named Arthur has begun a rebellion against the false king.

-King Arthur's classic story with different nuances
-Enjoy 74 challenging match-3 levels
-Follow Arthur's story across 5 chapters
-20 exciting sceneries
-Original epic music

Title: The Chronicles of King Arthur - Episode 1: Excalibur
Genre: Casual
Developer:
e-FunSoft Games
Publisher:
HH-Games
Franchise:
Match3 Games, Match 3 Games
Release Date: 23 Dec, 2018

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Minimum:

OS: Windows XP, Vista, 7, 8, 10

Processor: 1.2 GHz CPU

Memory: 500 MB RAM

Graphics: 256 MB

DirectX: Version 9.0

Storage: 3 GB available space

Sound Card: Direct X compatible Soundcard

English,German,French

You don't have to worry about me, Mother. I won't take any unnecessary risks.

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Relaxing, colorful, and overall, a very pleasant match 3 type game which, in my opinion, is probably above average in this genre. One small quibble I have, is that, it shows some cut of sections of menus to the left. This is probably due to my 3440 x 1440 screen. However, all of the important menu functions are there and it does not affect the game once you are in playing. Those with 1080p resolutions won't see this anomaly.

Well worth the price.. A fun, relaxing, and beautiful Match 3 game with all of the power ups and abilities that you come to expect from Match 3 gaming! The story is okay at best, but still, the theme is fun.

New update 0.75a - new ship type:
New update was just added to the game:

- Fourth final mission of the campaign was added

- New ship type available - transport ship, which will allow you to increase squad size up to 6 people and have a system to add personality traits to the soldiers

- Small bug fixes and improvements

. **New update and more Conquest info**:
Hello guys! The game was just updated with version 0.68a.

- New weapon added - XMXG Rifle, a very decent rifle for mid-game, which is also equipped with grenade launcher ability

- New weapon added - Flamethrower, deals fire damage to the area and burns all enemies within it

- Melee enemies now cannot attack you if you are standing at elevation above them

- Small interface changes and bug fixes

Trait system. **New update 0.20 - elevated levels**:
New update was just added to the game. I've added a support of different levels of terrain in the game, with the additions to couple of new rooms for the generator. This will vary the tactics a little, your soldiers and enemies will receive a 10% accuracy bonus for each elevation level, if they are higher than their targets, and 10% penalty if they are lower. You can also use edges of elevated terrain as a cover.
Right now this is a relatively small update, but it will allow me to create more varied levels in the future updates.. **New update 0.48**:
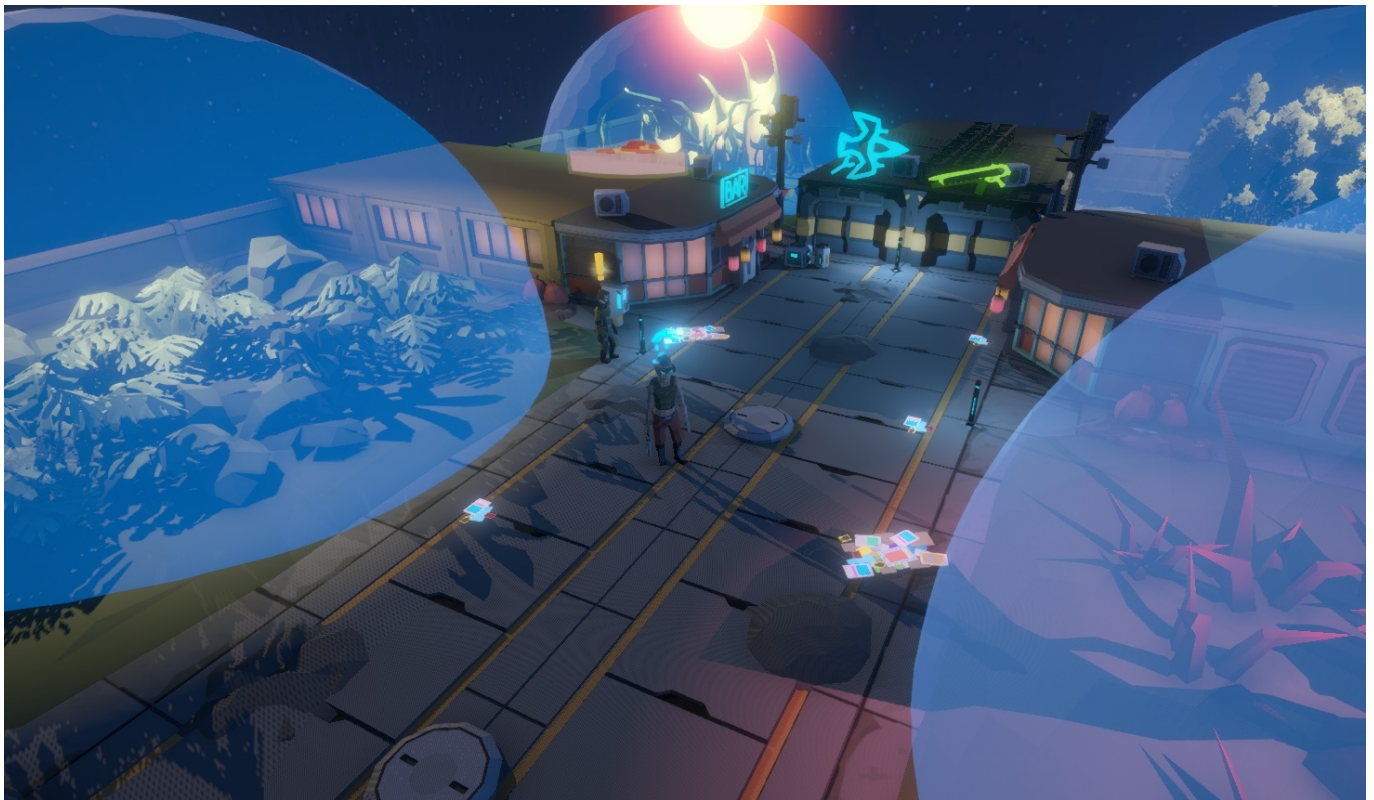New update was just added to the game:

- New enemies

- Fixed bug with armor amount not applying correctly in battles

- Increased armor amount for exo-suit and mobility armor

- Balance change: medkit now heals 60% of health, and assault now starts with 50 rage

- Fixed some small bugs

. **New update 0.41**:
New update was just added to the game

- New station type added - greenhouse

- Secondary weapons are back! I decided that removing secondary weapon was a wrong decision, so now you can assign them again

- I've added visibility rays a couple of days ago, which show if you can hit an enemy from a position, and which type of cover applies there

- Added model and icon for mobility armor, which now increases movement speed and dodge chance

- movement speed now can only be a maximum of 8

- added a button to remove squad member

- game now remembers previous character types and looks, that you made in previous games

- medkit and defibrilator now activate and used more conviniently

Join the game's discord:

https://discord.gg/PmyMqVh. **New update 0.18 - ship systems reworking**:
New update was just added to the game:

Warning! It is recommened that you restart your current playthrough due to possible incompatibilities of old saves with new update

Ship systems has been remade. Now there is a pool of available ship systems in the game, and you can assign maximum of 4 to your ship. There are old ship systems, and new ones, with them you can get more money or experience, assign powerful buffs to

your crew, or spawn support robots on the battle. There is no need to upgrade ship systems anymore, once you assign them, they are fully operational, and you can spend more money on your crew.

Weapon mod station is active now, and you can modify your weapons with different mods.

Starting bonuses reworked, now you can get bonus money or bonus equipment at the start.. **Small patch 0.48k**:
New small patch added to the game:

- New rare weapon added - Lightning cannon. It functions similiar to sniper rifle, but also bounces between targets (up to 5) and has 25% chance to stun enemies

- Loot drops table imroved. Previously, rare weapons happen to have chance to drop about 0.5%, so you almost never saw them, now rare weapons appear much more often, especially at the late game

- Additionally, you generally receive better weapon from drops and vendors at the late stages of the game

- Weapon prices changed, better weapons now cost little more

- Stunned targets now cannot dodge

- Some new rooms and models added to the desert planet

- Small bug fixes

. **New update 0.56a**:

The game was just updated with small content update:

- New type of planets to fight on

- Small nerf of the battle ship- now shock strike doesn't damage enemies, and both shock strike and photon strike require a little more energy

- Fixed bug with battle events in caves

- Fixed bug with cyborg boss tentacles remaining after the fight

- Fixed a couple of other small bugs

Additionally, I've finished a couple of story missions for the a campaign, but I've decided to hold up on releasing them yet, because I want to finish few more mission and release them all in a bigger content patch, for a better story experience.

A couple of people asked for patrollling enemies. I was thinking about implementing this feature myself, but now this will be more of a priority, so expect this added soon! Another update will be additional mission objective types