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## Magic Chess Key



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## About This Game



This magical game of kings and queens will teach you how to play chess. Think fast and solve any math problem in no time!  
Tap a chess piece to make a move. Attack the opponent's pieces to capture the king. The more you play, the sooner you'll

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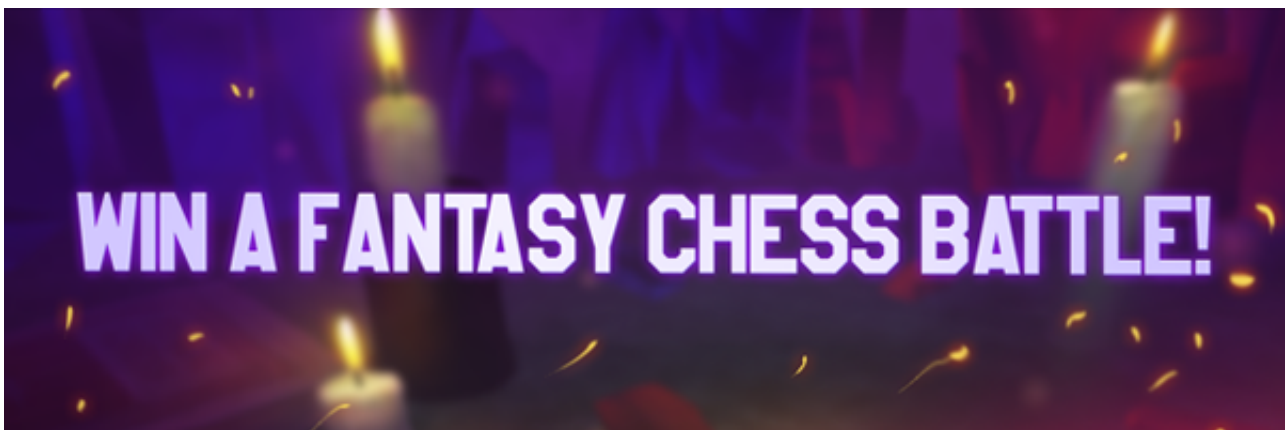
become the chess master!



### **Main features of Magic Chess:**

- favorite logic game of the Magician World;
- magic pieces: wizards and magical creatures;
- increasing level of difficulty: think through each your move;
- living figures with bright graphics and effects;
- great opportunity to train tactics and logical thinking.

Fantasy creatures become alive in this world of magic and invite you to the endless journey.  
Start the chess game today and develop your logical thinking in order to be the next chess champion!



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Title: Magic Chess  
Genre: Indie, Simulation, Sports, Strategy  
Developer:  
Playloft  
Publisher:  
Playloft  
Release Date: 20 Jun, 2018

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English,French,Italian,German,Simplified Chinese,Korean,Portuguese,Russian,Japanese









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Awesome costumes!

some of them even better than the original ones!. This game is too buggy. When my 4 year old miss clicked the sprites a few times, they stopped responding to clicks altogether.. was it worth it prob not could have been cheaper but hey im a sucker for any super sonico items. i only got iron man space and scuba with red skull in suit..this said DLC said to have 40 charecters?. This game is pretty good. Like Zombie Training Simulator, you have your little base, and you have to defend it. The similarities end there- and that's good. The zombies are lifelike, and you actually have to slap magazines into your weapon to reload it. Currently you can choose between a bow, a handgun, and a fully automatic rifle. Each weapon has its own benefits and drawbacks, however I've found shooting the rifle with quick presses of the trigger to shoot it in single-fire mode works the best. You can actually do a tactical reload in this game, saving partially empty magazines for use later in case the situation gets that desperate.

I did have a slight bit of lag while moving towards the virtual table in this game. I assume that is an optimization issue and will be easily fixed. The issue was tiny; barely noticable.

This is the zombie shooter game we have been waiting for. I can't wait to see what additional polishes the publisher adds in. I'd add more maps, more guns, etc, but that's probably in the pipeline already. For being in early access, this game is more complete and polished than many which claim to be "finished." If the devs keep plugging away to add features requested by the community, this will end up to be a hell of a game.. Simply beautiful. Short but well worth it. The music is good and the atmosphere is something unique. I particularly liked the start of it.. I'm only four hours in, but I'm really enjoying the game. At first, I was like Iceywind1980 and was about to give up on the game; it took me 30 minutes, or so, to get going and figure out how to play. Also, the default difficulty setting is "Difficult," but you can change it in game. The fusion of point-and-click and rpg is really succesful. Solving inventory puzzles, searching the enviroment, and talking to things is really just as essential to your progress as combat. The writing is very good and never fails to entertain; party dialogue also frequently gives subtle clues as to how to progress. The graphics and animations are good, for this type of game, and add to the enjoyment. The game runs pretty smoothly and load times are minimal. The rpg mechanics are pretty sophsticated for a modestly priced game like this; for instance, your characters earn combat experience based on how much damage they did in the fight. Also, turd zombies. A very enjoyable game.

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This is a pretty slick game. It is not as Epic as other space games, but it is fun. Turn based. The game is rather simple on some levels and a little complex on others.

Moving ships is easy - just select the fleet and right click to your destination.

You need to Explore a star system before you can colonize it. Enemy star systems that you conquer you can immediately colonize. To find resources you need to explore a second time, and then activate the resource with an explorer ship which uses up the ship. Once activated resources will increase that area of the star system by one resource.

Battles are hands off. The fleets will 'fight' on the strategic map and you will see the results. There are no graphics for the battles except ship losses.

Handling Colonies and Fleets is really easy because there is a spread sheet type display for both. Also, there is a message sheet every turn. All of these sheets really help the player to handle the Empire.

Diplomacy is simple yet a little involved. First, there is only War and Peace. And why not? Many games have trade and alliances but Galactic Inheritors does not. To declare war you first have to convince your population that the enemy empire is evil. You use Media propaganda to do this over time. It is also possible to stall the other empires this way. So you have to prepare for war as it takes time to move the slider from Peace to War.

Building ships is really neat and novel for this game. You order the ships from one of three military companies that will build them. You can order up to three ships from each company at a time, so a total of nine ships can be building at once. As a company builds ships over time it gains experience and skill points which can then be spent on improving that company's production. I found this aspect of the game rather neat. (Note: Colony ships and explorers are built at star systems and not by the ship companies.)

Also, there are Empire bonuses you can earn. Net commerce will add funds to the Empire bonus level each turn. Once a new level is reached you can buy an Empire bonus, such as better maneuvering ships for the entire Empire. The amount of funds needed to gain a level is based on how many star systems you have.

Ordering ships will lower your net commerce amount. It can go negative with no problems accept = no funds will go toward your Empire bonus level. As a matter of fact the Empire bonus level amount will also go negative and can be 'paid off' once you finish building ships.

Overall this is a fun game. It is not too in depth and is one of the easier Space 4X games to play. Probably good to pick up on sale. I liked it.

One negative I had was the music would stop playing after a short while. I liked the in game music. So I played a CD instead but had to lower all sound levels in the game or my own music would not repeat. No big deal really.. This game is similar to Fire Emblem, actually I have played Fire Emblem, oh Steam lets me bring back many pleasant memories which I forgot. Although this game's map is not wide, but you can feel free in this game.. Well that was interesting, the voice acting was funny but this game is too much, too much for seb to handle so I wouldn't recommend it for Seb. Seb if you read this don't play it.. Great game. Hope with future updates new elements are added. This is terrible wasted 10 bucks to wait a hour for a simple picture to be fubar dont waste your money or storage



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