Plans for the Future

Khan Wars 5 has been officially announced. Coming with a renewed vision, the fifth installment of the famous award winning game by XS Software will introduce new mechanics and polish already implemented gameplay features in an effort to win the hearts and minds of veteran and newbie players alike.

The game will offer a new visually stunning design without changing the position of features and navigational buttons from the game's current interface. Veteran players will find it easy to use and nearly the same as the current design while the new players will have no problems getting used to the game and learning the basics because of the improved advisor and quester features.

Knights will be tuned up to serve a more important role in battles and the development of the city. Their battle skills will have an impact on the battlefield and the items they find will improve significantly the chance of victory. The ability to send them in camps will add to their usefulness and make them an invaluable part of players' war efforts.

For some time now players have been unhappy with the ghost castles end round mechanics. Recently it was announced that Khan Wars 5 will feature a brand new end round mechanic that relies on PvP, clan play and coordinated teamwork. Stay tuned for more info as the game gets closer to release.

A new nation skill will be added too. It is reported to increase the recruitment speed of battle units significantly and help players train army faster after battles. The conqueror skill, which provided a bonus to marches, will be removed for a lack of usefulness.

There are also plans for an auction house that will enable players to trade knight items. The auction house will be entirely player controlled, emphasizing on user generated auctions. When a player auctions an item other players can bid with coins for the item.