

News in version 2.5

- We celebrate 20 years from finishing the first Krkal.
- 8 new levels in main game.
- 12 new levels with hard puzzles.
- Levels must be played sequentially, they are unlocked by completing.
- Introduced user profiles. Under them the game remembers user's progress, unlocked levels for playing or editing.
- Changed the main menu of the game.
- Added a story with illustrations.
- Help or tutorial texts added to the levels.
- Significantly improved localization to Czech and English. The language can be switched in configuration.
- Fixed a bug that made it impossible to run the game on newer computers and / or graphics cards.
- Improved game HUD.
- Level editor provides help.
- Improved menus and dialog windows in the editor.
- Level Properties dialog in the editor.
- Unfinished levels will not open in the editor.
- Revised and updated documentation and readme.
- Dragon's 'animation' in the water.
- Game uses 32bit color depth in fullscreen.
- Bugfixing.
- Plus other minor improvements.