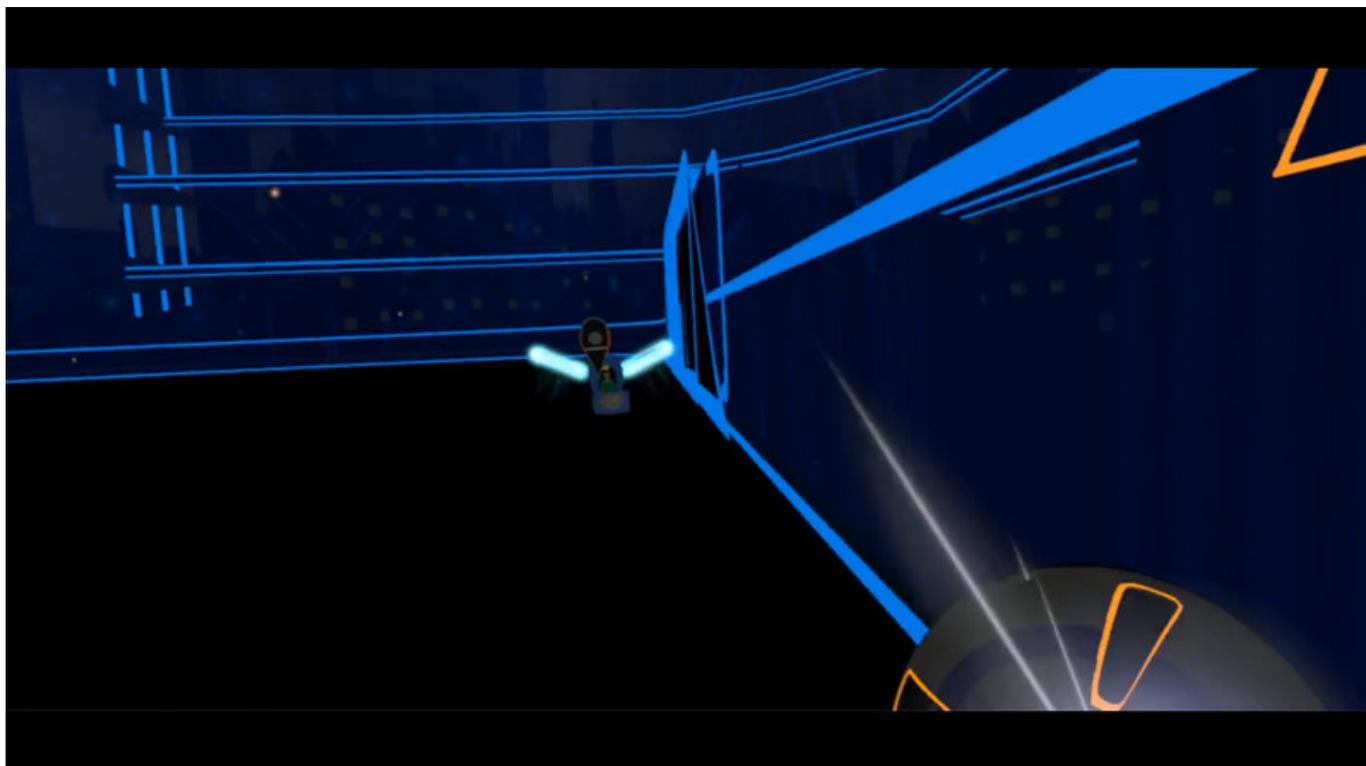


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GRANADO ESPADA Download]



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## About This Game

**Granado Espada** is about discovering new continents during Europe's Age of Exploration era between the 1500s and 1700's. The **Multi character control (MCC)** is the most unique feature of the game, allowing players to control a party of up to three characters at a time. The approach to this style of game play makes Granado Espada feel like a hybrid MMORPG and RTS.

Granada Espada's automatic hunting system called '**Keep Mode**' is a function in the game that players seem to respond to positively. Players can grow their characters and family without the "grind" most MMO's are notorious for.

There are over 100 characters to add to your party of three to control in each battle. This is where the strategy mechanic comes into play, as each battle, monster or dungeon requires a particular mix of characters to successfully defeat each challenge.

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Title: GRANADO ESPADA  
Genre: Action, Free to Play, Massively Multiplayer, RPG, Strategy  
Developer:  
HANBITSOFT, INC., IMC GAMES CO.,LTD.  
Publisher:  
REDBANA CORPORATION  
Release Date: 10 Jul, 2007

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**Minimum:**

**OS:** Windows XP SP2

**Processor:** Intel® Pentium® 4 3.0 GHz equivalent or above

**Memory:** 2 GB RAM

**Graphics:** NVIDIA® GeForce® 6600 GT or ATI/AMD Radeon™X1600 Pro 256MB equivalent or higher

**DirectX:** Version 9.0c

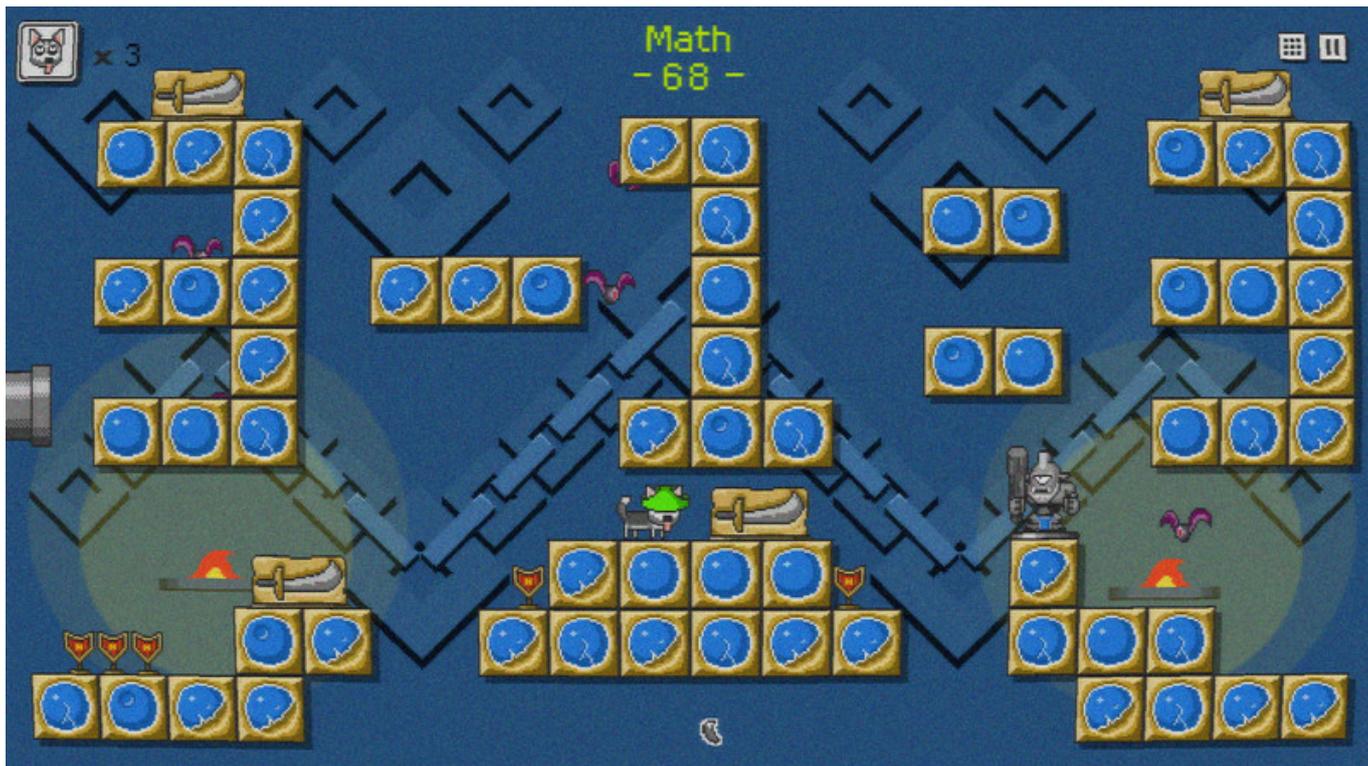
**Network:** Broadband Internet connection

**Storage:** 10 GB available space

English







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A little bit weird, but it's okay for such a small indie game.. Works how I want it to work I believe.... Poor graphics, GRID will be better. InCell is from the developer of InMind. A spatial view of a planar obstacle dodge/collect game.

The graphics are cute, cartoony blobs of color, and higher levels make it harder to dodge things, adding obstacles that have to be knocked down.

A fun way to show friends some of what a vr headset can do, with great effort to prevent motion sickness.

The developers are attentive and approachable, a great indie experience!. Shopkeeping aspect is incredibly lackluster. Dungeon crawling seemed like the part they wanted to have in the first place but the merchant part seems tacked on. Or if not, they didn't do too well on it. Recettear, which is a much older game has brilliant shopkeep-customer interactions with haggling and such. And the combat is pretty much like Zelda. Which is not a problem, but when most of the aspects of the game aren't unique or outstanding, it leaves a stale taste in my mouth when the combat itself is pretty much another game that is better at doing the combat than this game.

What it needed? Throw out the shopkeeping element because it isn't done well nor is it enjoyable for it bars your dungeon effectiveness behind upgrades gained through selling items at your shop anyway. Neither the shop nor the dungeon crawling needed to coexist with one another.

Also, it seems like EVERY indie game is a rogue-lite/rogue-like of sorts nowadays. It doesn't need to be. If anything, it's getting old to click on an indie game page and immediately see it's another roguelite that doesn't even resemble Rogue. If I want that, I have games like Dungeons of Dredmor. If I STILL want a mix of genres with roguelike. Games like Rogue Legacy and Dead Cells do it so much better.

That is not to say it's bad game. But since we've got a binary rating system on here, I will have to say negatives outweigh the positives. The game is mediocre. Its negatives are so much more mild than many other games. But mediocrity itself count as a negative to me when it's a binary rating system. So if you're interested regardless, pick it up on a sale, I doubt you'll be too disappointed with it. But for me, I'd rather buy another game on sale that I will enjoy for hours on end.

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Please refund the money because it doesn't have VR mode! I complain you about not clearly to describe it. Please reply me if any result.. The controls are crazy. Was battling with this game for one hour before i give up and delete the content from my hard drive.

Game have some potential if they fix the controls, luckily i got in sale.. Super simple but quite challenging game, it's a mobile port but it's good if you are into this type of time wasters :). This is a fun multi-player online game. I remember first playing it at the Experience Music Project in WA. I wish it was more popular so it would be easier to find other people to play with online.. I love the music given here.

I am NOT a fan of the tracks with singing in them.. The stuff they're singing about is not good either from what I can understand either meow.

That said, that Punk Party song has the word Hey shouted over and over, and that's ok. Meow. I highly recommend if you're going for some modern day or more sci-fi steam punk themed areas or fights in your game. Great tracks if you're into this genre. I give it 3.5 paws out of 4. Meow.. First of all this game is gorgeous, the soundtrack is awesome and fits perfectly with the game i never thought i was going to have this much fun. Even though i keep dying i don't feel frustrated as it is an enjoyable experience. I didn't get my first hokage and and 3rd hokage skin. Hmm, what can I say other than... not great?

This game is very difficult and just didn't do so good responsively. And the fact you HAVE to aim for the head made it very frustrating. Would have been better if the option to switch to a shoot-where-arrow-is-aiming style. I just can't recommend this game.

EDIT: Nice, I can't even give a review until I've been subjected to it for five minutes now? Ugh...

EDIT 2: I DID play the game for 3 minutes. I added this to make things clear as to why I was annoyed that I had to play it another 2 minutes before my review.. Fun game ,Nice music,Well no story

For those who is dunno how to get 5000 achievement

u can go this link

<http://steamcommunity.com/sharedfiles/filedetails/?id=1138602939>

[There 4 step and 84 spamming level to get 5000 achievement](#)

[Goodluck ! :D](#)

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