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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.

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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Not my style of game but it's still very well-made and is definitely worth a shot.

The attention to detail is great, there are many gamemodes to choose from and the maps are pretty creative and colorful.

A good friend asked me to play it with them and I enjoyed the games, though again, this is not my style of shooters, which is why I haven't made more hours than I have.

Try it, it's definitely a great game worth checking out.. One of the best puzzle of decaying logic. It's just a pity that half of achievements can be obtained only if you solve puzzles without any help.. This little gem has beautiful graphics (really) which reminded me of the old days when playing Sierra games (remember those?). The puzzles are certainly not too easy, had to use the help button here and there because I some puzzles were somewhat annoying :)

The game offers a 'jump to location' map, which is really cool since it saves you a lot of walking. Also the game isn't too short and has a nice plot to it.. Addicting!

Catchy music.

Easy to learn, but not too easy to master.. everyone needs to buy this game, it's kick♥♥♥♥. I actually enjoyed this game somewhat. While I don't like that it's rather snobby towards those who don't want to play on hard mode, the concept is pretty interesting, and I felt awesome stealthing through the levels. Unfortunately, after 30 minutes playing the game, I don't actually want to keep playing. Not that the difficulty got too hard, I just got bored of the concept.. Bought it for 1,39€, absolute bargain! Best Diesel Locomotive in my opinion. Looks great, great sounds and overall very good DLC.

Very straightforward short arcade-style (automatic progression from scene to scene) shooter with minimal production value. Could easily be greatly improved with just a bit more flair and polish eg. enemy vocalization/footfall and some ambient sfx, more coherent transitions, etc. Not sure if it's actually possible to lose, certainly not a particularly difficult game. For the price of free I can't recommend against it, but there's also not much to recommend it versus other games.. shty game. Not working. . Anything Metro is automatic hype!. Beetle Uprising is a refreshing little take on a 'genetics game', using the world of beetles. While it doesn't have a major studio behind it, it's clear that the team has emphasized quality of simulation as well as functional yet endearing graphics that help bring your colony alive.

From humble beginnings (aka two beetles), you grow your colony over time, tackle challenges from a variety of different ideas, and attempt to control a neighborhood.

The game mixes a few elements (part SimBeetle, part Command and Conquer (Lite), part Petrie Sim), but the big draw is evolving your bugs over time to your specifications.

This is the kind of game you can pick up and play for awhile, in small doses or longer sessions.

Highly recommended!. This game is all about collecting energy while dodging meteors and occasionally other objects to unlock new layouts. It has a really neat ability system when you can stop time or place a mine to defend yourself from incoming meteors. The game's easy mode was surprisingly tough for me to clear out, and i imagine the harder modes will provide a meaty challenge. I also really like the way a destroyed meteor can sometimes drop a powerup, provides a nice bit of strategy to the game.

I enjoyed it, but i have a ton of issues with the game.

1. I'm used to useing wasd keys for movement in this style of game, this game uses to mouse to control the character. Now in the options menu there appears to keybindings, but i can't figure out how to switch the game from mouse controls to keyboard, or if that is even a possibility.

2. I personally found the mouse sensitivity too high. A menu option to adjust sensitivity would be nice, and the high sensitivity led to me making very slow and tiny movements that went way further than i wanted (especially with the speed power up), and led to what i feel are unfair deaths because the controls are as precise as i would like.

3. While the upgrades are nice and it's cool to see some overall progression built into a game like this, the yellow upgrade (which lowers your ability costs) feels incredibly unsatisfying as i never felt like any of the abilities other than timestop was any good. The other three powerups have immedite effects upon collection that feel really good to use (inbulnerability, speed up, and mines).

4. Lack of new content. The first level is as big a complexity bump as you're going to get, Once you figured out the basics, the game does very little to introduce new obtacles or powerups for the player. I'm not finished with the game yet, but being halfway through i feel like you get the same experience playing level one forty times as you would playing all forty levels one time. At the very least change the background every tenth stage or something.

All in all, cool game if a bit clunky. Play it if you want very simple dodge mechanics and some tough levels. Or don't, there are plenty of better games on the store.

Edit: OK so i realized that the backgrounds are actually different and i'm just blind. I'm leaving the origional review as is because i think the point stands that some diversity would be nice, but i am completely wrong, there are multiple backgrounds.. Just finished playing this. I really had so much fun playing the game! It had a few typos, but didn't make it any less fun to play. I would love it if the dev made another one like it!. Fastback was the only one what I used before I purchased the Nissan Skyline.

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