



MegaGlest 3.4.0 for Mandriva Linux 2010.2

MegaGlest is an open source 3D-real-time strategy game, where you control the armies of one of seven different factions: [Tech](#) , [Magic](#) , [Egyptians](#) , [Indians](#) , [Norsemen](#) , [Persian](#) or [Romans \(Beta\)](#)

The game is setup in one of 14 naturally looking settings, which -like the unit models- are crafted with great appreciation for detail.

A game of MegaGlest takes place on a map of varying size, such as large plains and fields, with terrain features like rivers, mountains, seas, or cliffs. Players must establish settlements to gain resources, defend against other players, and train units to explore the map and attack enemies. Different resources have to be gathered by every faction. This can be energy, food, gold, housing, stone and wood. Choose a faction and create its different units and buildings while developing your factions' unique abilities over the course of the game. But beware: strategy matters, so chose wisely when deciding which units to use when and where if you want a chance to beat the enemy.

MegaGlest is heavily based on the widely known [Glest](#) , which it forked from in early 2010.

Homepage:

<http://megaglest.org/screenshots.html>

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[MIB-Rpms request](#) by *ZombieRyushu*

Porting: *Dago68*

Build: *Dago68*