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## About This Game

**MegaGlest is a classic 3d real time strategy (RTS) game, where you control the armies of one of seven different factions: Tech, Magic, Egypt, Indians, Norsemen, Persian or Romans.**

### Gameplay:

It seems to start slow, but this impression changes very quickly when the first fights start. You have to manage all things at once!

While you fight you have to control your workers to build up your city, send scouts to new places and give orders to newly produced units. This way, game play is a mix of fight micromanagement, strategy and general unit management. In some more advanced games you typically have to control more than 100 units and in big games this can go up to more than 300 for each player. This game is meant to be played as an RTS game and has no special focus on storylines.

### Game Content:

The game itself already has a lot of content and you can play hundreds of hours.

More than 80 maps, 19 environment tilesets and 7 different factions with unique gameplay wait for you and if this is not enough you can download more for free in the included mod manager.

If this is still not enough content for you, make your own! Making new content for MegaGlest is very easy and especially creating maps is very simple with the included map editor.

### Computer players:

MegaGlest has a very strong and aggressive AI with random behaviour! Its strength can be controlled in many steps which allows you to setup every game as a challenge! So when you setup games, especially as a beginner, be careful and start small or you can quickly get overrun. With patience and training, you will gain a much better understanding of game mechanics and be

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able to stand the strongest computer players - for a while.

**Cross platform multiplayer**

From our experience the biggest fun is to play co-op multi-player games, human vs. computer controlled players. The AI can be made so strong that even very advanced players always have a fun challenge! But you can also play human vs. human or whatever you want with up to 8 players.

Warning: You need a stable internet connection to play this game online, as it does not allow you to rejoin a game at the current state of development.

Please consider to buy this game on Steam or to donate so we can continue to pay game servers and hosting!

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Title: MegaGlest  
Genre: Indie, Strategy  
Developer:  
SoftCoder  
Publisher:  
Mega Glest Team  
Release Date: 16 Jan, 2011

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel core i3 3217U, AMD Athlon X4

**Memory:** 4 GB RAM

**Graphics:** Geforce GTX 250, Intel 5200, Radeon HD 4850

**Storage:** 700 MB available space

English,French,Italian,German,Danish,Polish

The screenshot shows a music selection menu with a list of songs and their completion percentages. The selected song, "People Are Strange" by The Doors, is highlighted in blue and has a large orange percentage of 93.7%. Other songs include "L.A. Woman" (97.0%), "Light My Fire" (0%), "Riders on the Storm" (0%), "Roadhouse Blues" (0%), "I'm Shipping Up to Boston" (0%), "Hungry Like the Wolf" (0%), "Ordinary World" (0%), and "Rio" (0%).

Song Title	Artist	Completion %
L.A. Woman	The Doors	97.0%
Light My Fire	The Doors	0%
<b>People Are Strange</b>	<b>The Doors</b>	<b>93.7%</b>
Riders on the Storm	The Doors	0%
Roadhouse Blues	The Doors	0%
I'm Shipping Up to Boston	Dropkick Murphys	0%
Hungry Like the Wolf	Duran Duran	0%
Ordinary World	Duran Duran	0%
Rio	Duran Duran	0%

Additional interface elements include a vertical list of album covers on the left, a "SELECT A SONG" prompt at the bottom right, and a control bar at the bottom with buttons for TAB, Sort, CTRL, My Path, SPACE, Tools, 8, Favorite, ESC, Back, and ENTER, Select.





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Red-Mesa Should be the greenlit mod, not whatever the hell this is.

That's how bad this mod is.. Love the game. It's exactly like my walk to work everyday in NYC.. technically when this game was released it was already passed by Rainbow Six Vegas that was released only a few months later..

Graphics are decent enough and functional.

Sounds are clear and functional.

the controls are good and the pace is also ok.

So what is wrong with this game? Nothing much technically but.....

There are only a few missions that are scripted and there also is no real storyline..

No movies to explain your mission only a static menu where you can select your options.

The overall feel while playing the first time is ok but I directly found out that there is no real feelings while playing..

Nothing at all... It just feels like half finished overall...

I'd rate the about 5 out of 10 points overall...

. Year in, year out it's the same game they keep on releasing for the past 10 years, same match engine, and same annoying features Like

1. Always it's a direct hit for runouts and it hasn't been changed for the last 10 years
2. Whenever the batsman comes down then wicket it's stumped (common change it already)
3. Outfield catches are always high the air, never low.
4. Single run runouts are always the same, it goes to forward short leg and the batsman runs and he is out. lol
5. Player database is not realistic, crap players low end players are world class and good players rarely play well. The scouting system of the developers are very bad. If you need help with the player database ask the users, let them you accurate stats, the people who actually follow domestic cricket of their country.
6. Seriously stop milking money from the 10 year old match engine and just updating inaccurate player database every year and asking people to for money.. It feels good when you move. It feels good when you hit the ball. It feels great when you get a point. This game is a great feeling good time.. Treasures of Montezuma 3 was good, Montezuma 4 was great.... Montezuma 5...so disappointing. I'm glad I bought it when it was on sale. You can play through the entire set of stages in around 5-6 hours and you're done. There are some side game stages that are a challenge, but really if you haven't played the Montezuma series, just go for Montezuma 4, it's the best one.. The options menu is dreadful.

The game itself feels unbelievably repetitive after you walk through the fifth door or so. Not worth the Price. Don't buy this unless you don't mind losing out.

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A great up and coming game made by dedicated developers. You loved AI War 1? This is a true sequel. Even newbie friendly too!. best dlc that ever existed 0/0. loving it so far. A short but fun game with multiple endings. Well worth the price.. Mystery Loss is a "match 3" game; obviously a phone game ported to PC.

Now, main issue, for me, is the continuous requests to "buy" something. I just can't stand it anymore. basically, the player can "buy" bonuses ingame with money earned while playing.

While it's not real money, it still feels wrong to me, as far as I am concerned. This is basically a chance game where organization and skills have little impact. "Buying" stuff will lead the player to have extra bonuses ingame.

Anyway, it's still an OK game, considering the price.

I've played this for a little more than 2 hours without problem on Win 7 64 bit.. 1/8/14 -Please note: The review below was based on impressions on release and subsequent patches in the two months that followed and is not based on the current version of the game.

I intend to add updated impressions when am I able to find the time to give this game another go. I am leaving the initial impressions up because I believe it's important to note that the game was intentionally released and sold as a finished product, and not marked as Early Access, when it was in actuality in horribly unfinished and unplayable condition.

I believe this speaks to the character of both the developer and the publisher and is worth noting.

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Run. Run far away. Now.

I hesitate to even write this because it's categorized as a recommendation and this is the farthest thing from that. (\*edit: Valve changed this as of 11/25/13 recommendations are now "reviews" and you can thumbs up or down)

In all my years of gaming and all the games I've played I can say that this is the absolute worst launch of a game I've ever experienced. An abysmal festering trainwreck that grants more entertainment value from reading angry posts in the forum than it does from the actual game.

It looks like crap, plays like♥♥♥♥♥and has more bugs than a Louisiana swamp. To call it a beta would be dishonest, that it's being sold as a finished product is really fraud. I'd say pre-alpha is the most accurate way to describe the state of this game.

If all of that doesn't scare you off then please at very least go browse the community forums first before you go to buy this game and see what the general consensus is about the state of the game by owners. I won't even say players because hardly anyone can even play it for any significant length of time.

They are issuing patches literally on a daily basis currently but it still has a long way to go and I don't have the most faith in these developers to ultimately end up with a good product at some point down the road.

This game is a textbook example of why none of us should be pre-ordering or buying released games without first checking to see what the general community consensus is. It's extremely obvious that no one at Valve even booted up the game to play for 10 seconds and the developers admit it was released unfinished. Yet here it still sits in the store being sold as a finished product.

The old Roman concept of Caveat Emptor holds very true here.. Solid game that could of used some enhancements. Not smooth but passable. For best gameplay use a game pad. I used my 360 USB Controller. WIN! Overall, repetative but small details count. Probably would even better experience on an Arcade!. As much as I love this game I wouldn't suggest buying it. Every single time I've gone back into this game to continue where I left off an error stating "your previous save file was corrupt. You will need to start over" comes up. Unless they fix this error I would not suggest purchasing this game. They really need to fix this bug as it's not fair to those who buy it to have to restart the game from the start everytime it's opened.. Wow! Kunos never cease to amaze, the physics of these amazing cars is as good as it gets.

bargain of the century IMO, if you love "experiencing the car" as much as the racing its a no brainer.

just turn a few laps in either of the 250F's and you have your moneys worth.. Bought this because of my interest in historical



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planes. It is fun when it flies. Unfortunately, most of the time I take this to the air I end up crashing. Admittedly, I'm not the best pilot. But the problem I have with this plane is that it suddenly disengages with my Logitech joy-stick mid-flight. I find myself frantically trying to land using the arrows on my keyboard and I have yet to make a successful keyboard landing. So, I have resigned myself to keeping it in the hanger and taking it out every once in awhile just to look at how pretty it is. It's the only plane I have that gives me this problem.

Update: Apparently, the yoke gets locked when the trimmer button is used. And can be unlocked if the trimmer button is used again. Now that my only problem with this plane has been resolved, I will once again fly among the clouds and dream about the glory of war. I will also change my recommendation to "yes".

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