
LOGistICAL 2: Belgium Full Crack

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About This Game

LOGistICAL 2: Belgium is a large open-world, strategy, puzzle game where you transport different cargoes to complete all the towns throughout the country.

LOGistICAL 5d3b920ae0

Title: LOGistICAL 2: Belgium

Genre: Casual, Indie, Strategy

Developer:

Sacada

Publisher:

Sacada

Release Date: 21 Sep, 2018

English,French,Italian,German,Russian

logistical 2 belgium

I have over 800 hours in the original LOGistiCAL, and this is more of the same, but at the same time it's different too so it's keeping things fresh!. some nice improvements against the logistical 1 version games in overall i like the new stuff. Same old LOGistICAL but now with new approach. All map is available from the very beginning so you can travel through the country without any problems but most towns are locked behind broken roads. On top of broken roads that restrict access to town and its industry, towns requirements are locked by mailboxes. There are thousands of mailboxes around the map that require one or two resources in very small quantities (one 8t truck can complete 5-10 mailboxes) and each town requires a completion of a certain mailbox, but it is not known beforehand which one it is. In the latest patch a set of mailboxes that constrain the required one is displayed when you select a town so focused completion is possible. Because all map is available from the very beginning exploration puzzle part, where you have to find a way through the broken roads system, was removed. Instead of it you now have industries locked by single road so it is much easier to gain access to them. There is also optimization puzzle. Do you use starting industries to complete thousands of mailboxes or do you clear mailboxes for a certain town to unlock it and then

complete it to build your industries a little closer? Puzzle part with industry development remained - some industries are locked by town requirements so you either need to steal them using unlocked resource to upgrade it to three stars or you have to complete a town. Developer is very active after release and fixes reported bugs and problems very quickly. Critical bug that could break a game was fixed in less than 30 minutes after being reported. There is some polishing going on now and I expect few improvements being added later (actually they are already being added: showing a set of mailboxes that can contain required one for the town, for example). I recommend this game although those familiar with first LOGISTICAL game should not expect the same approach. The game plays a little differently.. I don't like it as much as the old ones :(To any long time fan of the LOGISTICAL series (I own it all) this new version brings out all the countless improvements implemented during the base LOGISTICAL's evolution (the game truly has come a long way from its 'humble' beginnings), and adds an intriguing new mechanic of mailboxes vs. towns. Mailboxes are like tiny towns that may look like filler (11,000+ just in Belgium!) but really they are not: on one hand they help propelling your industries on a good path before you tackle the towns, and on the other they hold the essential keys needed to even open those towns. Only a smaller percentage of mailboxes hold the keys, and so there is a gambling layer added into the game, in that you go from mailbox to mailbox hoping to find the key you need to open the town you want. Helpfully, when clicking a locked town a number of mailboxes 'light up,' and one of these holds the key, but you still have to try your luck with these candidates. Other small touches, such as a cleaner background and graphical settings to remove clutter (several thousand towns and mailboxes do that!), only enhance the game, as the interface is reaching the point where it does so much with so little (it does require some hands-on learning, for sure, but once you get used to it it's a charm). Finally, praise to developer Sacada for his amazing customer service, rushing in no time to support even individual issues, and producing patch after patch to constantly improve the game. I strongly recommend LOGISTICAL to any one who loves to take time with puzzles, to conquer vast maps full of detail, and develop an intricate network of production chains.. Another amazing addition to the franchise, with a new methodology, a new look, and new puzzles to figure out.. New twists and gameplay, tho still very close to the first Logistical and just as enjoyable.

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