
LOGistical: Chile Download 100mb Pc



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About This Game

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

LOGistical: Chile is a nice easier addition to the LOGistical series.

- * Supply and finish many large cities
- * Work your way through the long complex maze of road enhancements to finally allow all your large trucks access across the state
- * Many, many other small and large puzzles and situations to complete.

LOGistical: Chile brings you all the fun and puzzling of LOGistical with even more towns, more puzzles and much more to do.

THIS GAME DOES NOT REQUIRE THE ORIGINAL LOGISTICAL GAME TO PLAY.

Over 100 towns to Complete..
There are many new obstacles and deliveries to make.

...

LOGistical: Chile is an independent, standalone game independent from the main LOGistical game (and other add-ons).
It has its own money, trucks and of course, challenges.

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

The whole game is a huge puzzle while each town is its own little piece of puzzling. There are over 1,000 towns to complete. Plenty of towns are easy enough. Some take complex planning. Do them in your own order. Get bonuses for completing regions and contracts.

Some cargoes are easy to get. Others you have to create in industries. Use existing industries and build your own.
The further you get from the start the more strategies you have to use.

Pimp up your trucks with bonuses. Last truck delivering gets the bonus.

The towns and map are to scale. Current or historical industry placement. You could even say that playing is educational.

There is plenty more to keep you on your toes.

Towns consume the cargoes you are trying to get to completion.

Big trucks are great for moving lots of stuff, but can't travel everywhere.

There are lots of broken roads that need deliveries.

Upgrade the industries for better exponential throughput.

Cargo stores can sure come in handy.

What! I can't take my big trucks across the water on a ferry.

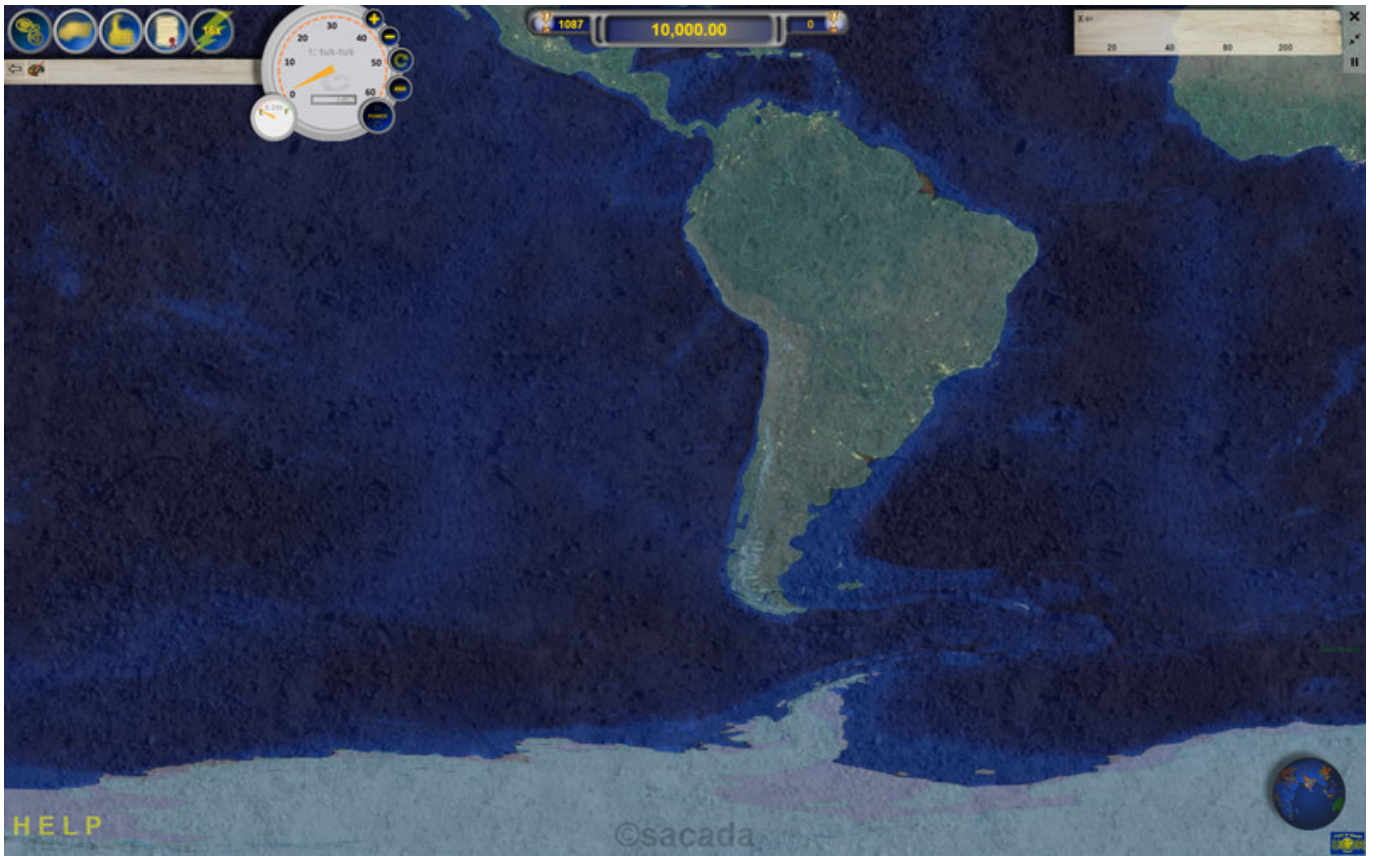
... and what is with those quarantine checkpoints?

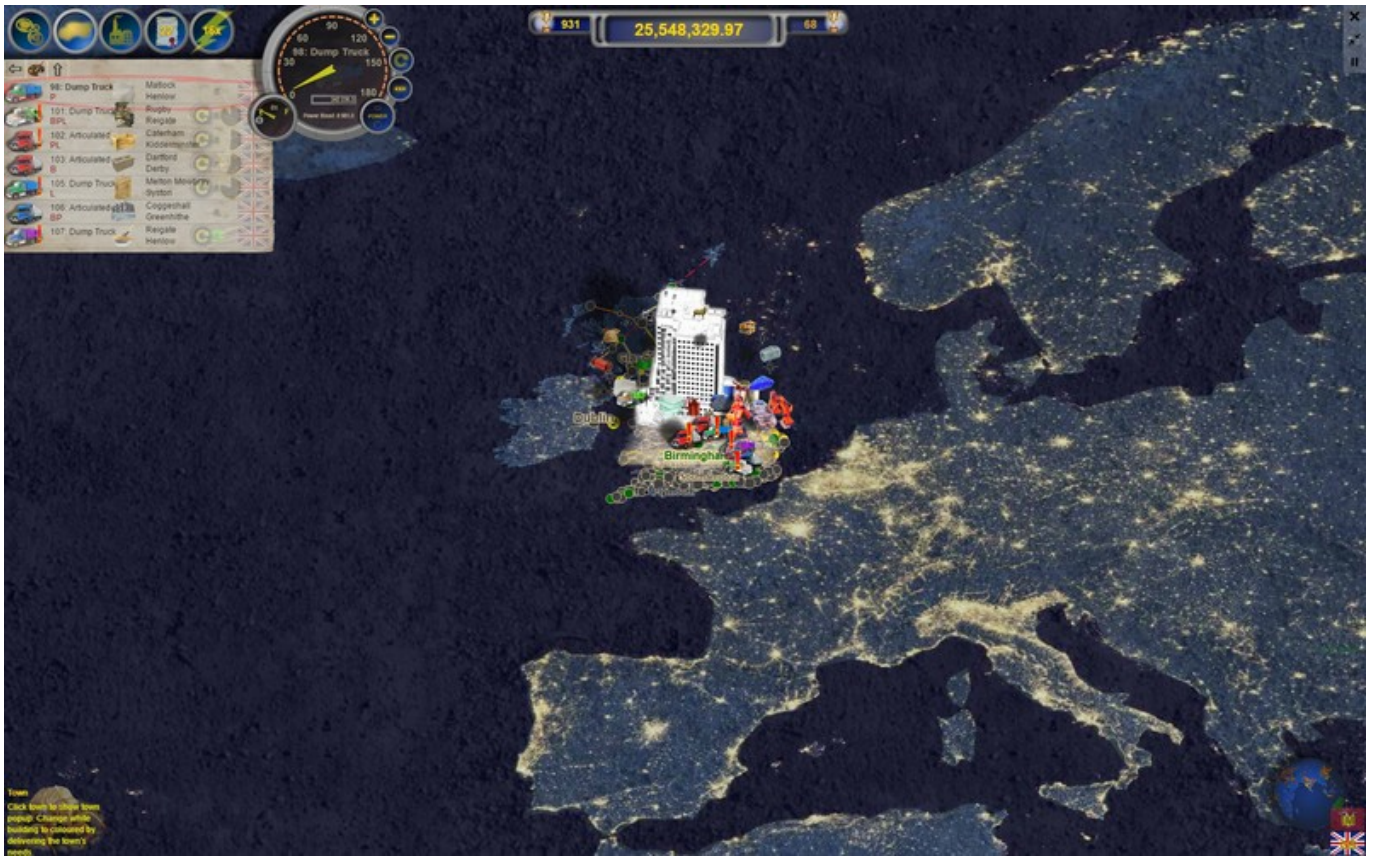
Complete towns, roads, industries, contracts, regions and states for lots of in-game and Steam achievements.

Title: LOGistICAL: Chile
Genre: Casual, Indie, Strategy
Developer:
Sacada
Publisher:
Sacada
Release Date: 29 Sep, 2017

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English,French,Italian,German,Russian





LOGistical



Chile

Capital : Santiago

Population : 16,746,491

Status : Coming Soon

Due Date : Q4 2017

Towns : 129



HELP

In *Logistical: Chile* you control a small fleet of trucks and send them between cities to deliver goods from city to city. It's a sort of puzzle game in that you don't know until you discover other cities where to get the goods you need or where to deliver the goods you have available. You have to gradually unlock pathways to new cities by delivering increasingly large quantities of road and bridge construction materials like rock, asphalt, steel, and so on to reach all of cities, towns, and villages in Chile. You also need to build up the cities themselves by supplying them with various quantities of goods that they require that are usually consumer type goods or food supplies and to manufacture those goods you also need to upgrade industries by providing them materials. It's your job to procure and deliver materials for all of Chile to build all of its towns and infrastructure up.

In some sense playing this game is just like doing a jigsaw puzzle. You aren't going to fail. You will eventually succeed in building up all of Chile if you play long enough and keep looking for the resources you need and delivering them where they need to go. It is a time wasting activity that is guaranteed to take you a significant amount of time and engage your eyes and your brain to some extent and keep you busy, but it's the sort of game you can still play while watching TV or in the background while playing other games as it features a lot of waiting at least in the early stages of the game. I haven't progressed to the late stages yet, but I know that there are speed upgrades that you can earn by completing particular goals. Once you have them it's possible that it becomes more action packed if you crank up the speed to full.

While I do like jigsaw puzzles, I found this game's user interface to be unpolished so it wasn't as fun as it should be. There's no way to exit back to the main menu to start a new game. There's no way to see a list of your trucks that tells what their maximum capacity is or how much they are currently carrying. You have to click on each truck individually to figure it out. There doesn't seem to be a hotkey to switch to the next idle truck. Your trucks always want to load up to full so if the source only has 3.2 tons of materials and your truck is an 8 ton truck it will require you to manually trigger the truck to leave every time. Even if the destination can't possibly accept more than 6 tons of materials your truck will wait until it can load up 8 tons to leave then it will stop at the destination and idle because it can't deliver the other two tons. There's no way to automate your trucks to just take or drop off what is available or any specific amount other than a full load then move on. Managing partial loads of materials is something that you could do in other games that featured some of the same sort of logistical movement of resources like the *Railroad Tycoon* series or the *Patrician* series, but you have no way to do it in this game and it makes the game very micromanagement intensive.

I'd give this game about a 5 out of 10 due to the primitive nature of the user interface. If that were improved it could reach 7 out of 10. I'm still going to go ahead and recommend it since the cost is very low. I think even if it isn't any revolutionary game and doesn't have the greatest user interface I'm sure some people could get a significant amount of play time out of it. Most other titles in the *Logistical* series cost more than *Logistical: Chile*, so I probably would not recommend them until the user interface is improved or unless you have played *Logistical: Chile* and find it to be something you particularly enjoy.. Whilst I enjoy *LOGistICAL* as a whole, I do not feel I can recommend this version of it.

LOGistICAL: Chile is, according to the store page, "a nice easier addition to the *LOGistICAL* series." I would disagree with that statement. The Chile map is large and long, and even at maximum speed, feels slow. This is especially the case when attempting to complete the islands to the west of the map, which are not so much challenging as they are frustrating.

Were you interested in *LOGistICAL*, I would recommend instead the base game, which includes a good tutorial island; or the Italian map. The nature of *LOGistICAL: Chile* means it does not show the game at its strength, but instead highlights many of its weaker aspects. After roughly 20 hours with it (most of which was spent whilst listening to the radio or idly browsing the internet), all I could see was the weaknesses and poor points of the game; which felt like a huge shame. Whilst I recommend the base *LOGistICAL* game, I cannot recommend *LOGistICAL: Chile*.. I'm going to leave the basic *Logistical* reviews for the base game. *Logistical: Chile* IS however stand-alone, and does not require the base game. This also works great as a stand-alone. Just read the reviews on *Logistical*. It works the same, but as is true with all *Logistical* games, the strategies employed will need to vary.

All *Logistical* games are puzzle games at their core - with a neat map! Chile was a lot of fun. It was hard - but not as hard as I initially thought it would be getting into it. You'll have to do some planning as far as when to buy trucks because there are certain towns/cities that can only be done with certain sizes. There are also some islands that will be serviced via ferry quite a way out and you'll need to time the arrival of the trucks.

Chile was possibly not my most favorite Logistical game, but it was fun. The sense of accomplishment at the end was great :)

- + It's Logistical. There's not much not to like
- + All achievements work
- + It's bug free
- + The game has excellent support! The developer constantly answers questions and helps people out on the forum.
- + Learn Geography while having fun!

- The map is a bit old looking and could be better.
- Some of the interface around towns/trucks is a bit clunky, but it's workable.. This is a pretty chill game of building supply lines and improving industries. You basically start with a dump truck and build up from there. The difficulty comes from the puzzle aspect of making sure different cities get everything they need. Sometimes it's easy, other times it's hard. You win if you complete every city and upgrade every industry to max.

Pros:

It's fun if you like economic type games like I do.

Cons:

The interface isn't intuitive. You probably won't do well if you skip the tutorial and manual. That being said, once you get used to it, it's not so bad. Not a lot of replay value. Once you fully complete a country I doubt you'll want to do it again.

Summary:

I think it's fun. May not be for everyone. Only \$2 though so hard to go wrong.. **This is a copy of my review for the [original game](#). Most of my time is going into that one. For now.**

[There are few things new buyers should be aware of:](#)

- [1. This game is not in any shape or form similar to Transport Tycoon. You won't be optimizing routes, building long-lasting production chains, planning complex routes for dozens upon dozens vehicles, etc. etc. Instead you will be managing up to 15 not-so-smart trucks making sure they can fulfill demands of each and every town you find. Which can get a bit hectic.](#)*
- [2. This game is for patient people. You probably won't experience the real difficulty it can throw at you for a while \(and by that I mean many hours of preparation and unlocking every tool the game can offer you\)](#)*
- [3. Many reviews mention "having to overcome UI", well, it got much better. And it keeps improving. In all honesty, being late to the party, I haven't had much trouble with figuring it out.](#)*
- [4. This is not an achievement spam game. Each and any of the achievements require work. Sure, some are extremely easy, but some others are very hard. As for the game itself, it's the most addicting purchase I made in years. After playing for few hours I just bought everything that was available at the moment, because I knew I'll play it eventually. It might not be for everyone, probably far from it, but it's a great game if you can see its charm.. A smaller module, it still has limitations, challenges, and quirks to keep you engaged. You might even rage quit one or two times. A solid entry. 9.75/10](#)*

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