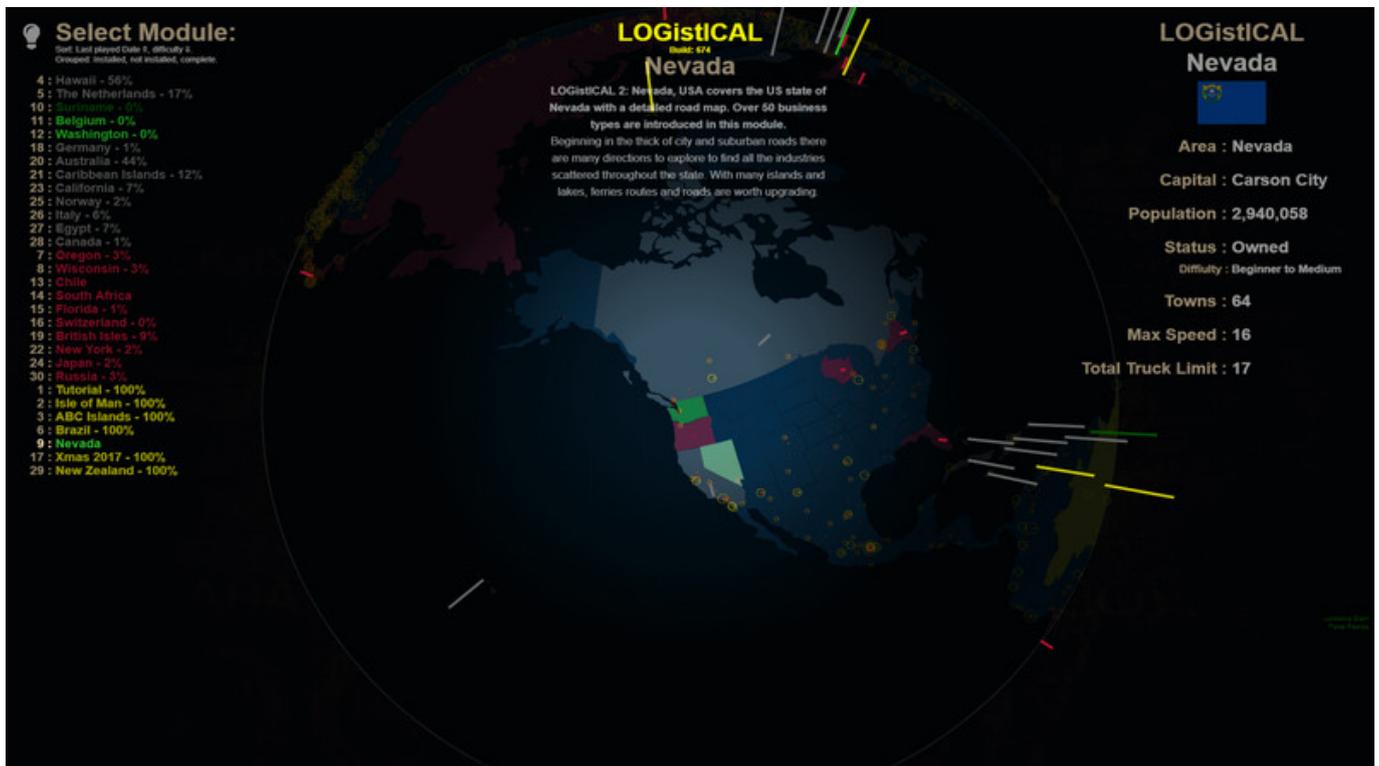
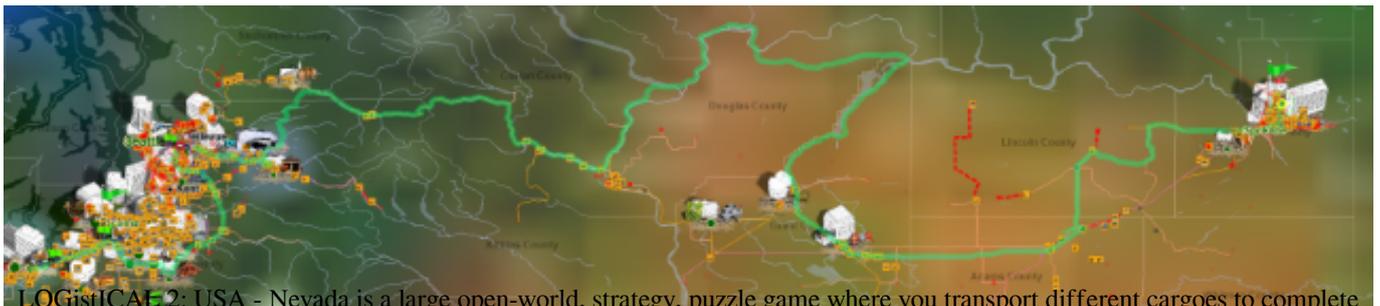


LOGistICAL 2: USA - Nevada Crack Download Offline Activation



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About This Game



LOGistICAL 2: USA - Nevada is a large open-world, strategy, puzzle game where you transport different cargoes to complete all the towns and businesses throughout the state.

... including Casinos, Golf Courses, Ghost Towns, UFOs, Hoover Dam and a Gigafactory.

Each LOGistICAL module has many unique things to do. In LOGistICAL 2: USA - Nevada you can:

- Fix roads to towns, businesses and throughout the complex road system.
- Upgrade minor roads to enable 8 ton, 20 ton and much larger trucks to traverse.
- Roads to towns and businesses are all of the highest quality, so don't need upgrading.

- Find some of the industries throughout the map. Upgrade them so you can build your own.
- Complete enough businesses and they will build industries for you with the "Business Industry Cycle" (BIC).
- Incomplete towns will allow an industry to be built. Once the town is complete you can build more.
- Buy a gold mine and then complete casino businesses to play the **mini-games** within the casinos. Change surplus cash into truck boosts.



- Over 150 industry types.
- Over 50 business types.
- Businesses don't consume resources.
- Unlock towns by completing surrounding businesses.
- Businesses now have a static score this is not based on trucks sizes or amounts.
- Complete businesses to gain truck boosts.
- Truck boosts include a super speed multiplier.
- Module includes contracts to complete for those not knowing just where to start. Discover UFOs, Ghost towns, a Gigafactory, Hoover Dam, Burning Man, ++

LOGistical Summary

The whole game is a huge puzzle while each town is its own little piece of puzzling. There are thousands of town and businesses 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.

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

The towns, roads and map are to scale. Current or historical industry placement. It is very educational as well as entertaining.

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.

LOGistICAL 2: USA - Nevada continues version 2 of the LOGistICAL puzzle family. The map has been enhanced and the towns are everywhere plus many other new functions.

Many new LOGistICAL 2 updates will also be backward compatible for LOGistICAL 1 modules.

- New road mapping
- Thousands of mini towns to complete with many different resource requirements
- Hundreds of towns and thousands of businesses and other places to complete
- 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 or country
- Road upgrading
- Many, many other small and large puzzles and situations to complete.

LOGistICAL 2 brings you all the fun and puzzling of LOGistICAL with even more towns, more puzzles and much more to do.

This LOGistICAL 2: USA - Nevada module brings you...

Over 100 towns and 5,000 businesses to complete. There are 50 types of business to discover.

LOGistICAL 2: USA - Nevada game covers the state of Nevada, USA including cities like Las Vega, Reno, Carson City, Death Valley and many, many more.

There are many new obstacles and deliveries to make.

Title: LOGistical 2: USA - Nevada

Genre: Casual, Indie, Strategy

Developer:

Sacada

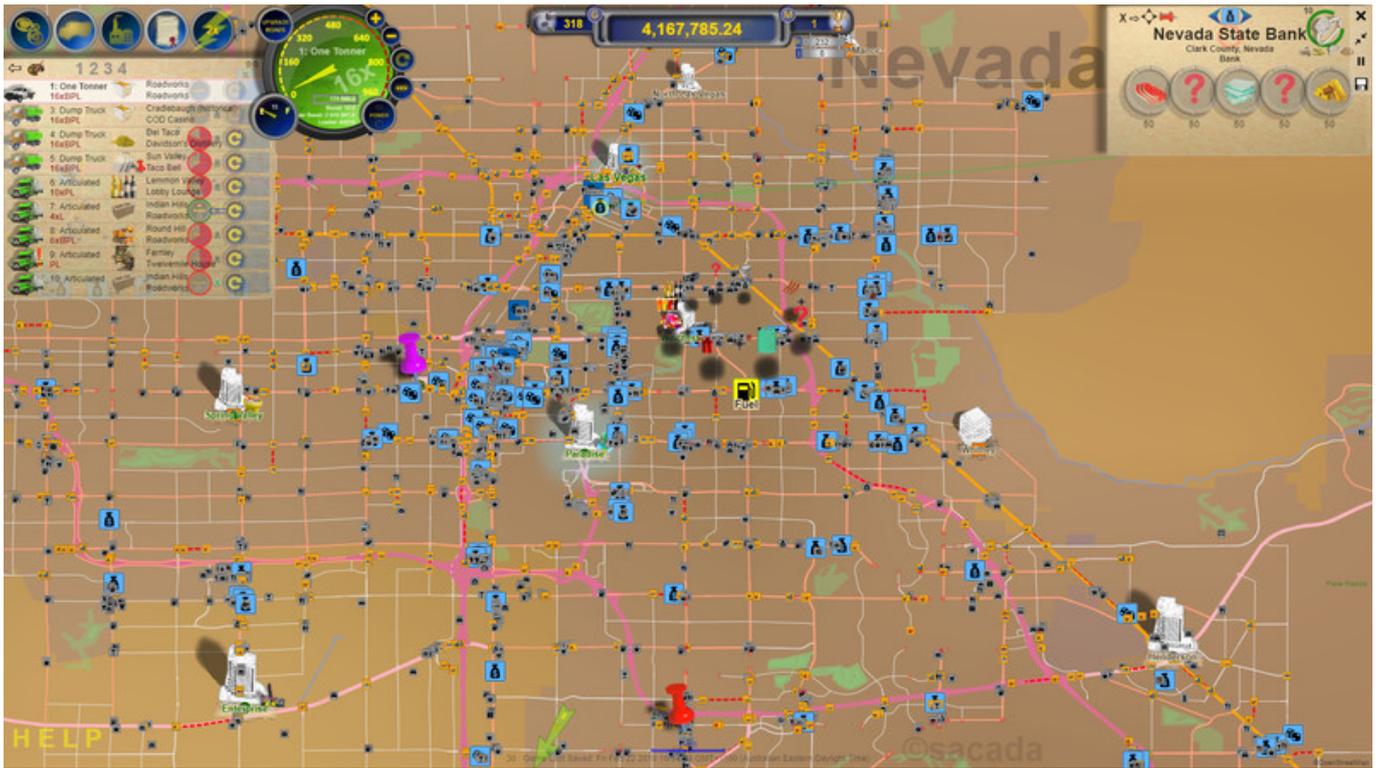
Publisher:

Sacada

Release Date: 22 Feb, 2019

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English







Update V10:

Hello Everyone

Here are the notes of this update.

Whats new:

- General bug fixing
- Language support : Arabic, Spanish

What will be in the next updates:

- Language supports for: French, Czech, Chinese, Russia, German
- Level design improvements
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Few different store and achievement localizations
- Other hidden bugs and improvements..

Do let me know if you have any suggestions.!

Thank you

Yigit. Update V4:

Hello Everyone

Appologies for late update. Christmas and new year holidays delayed the progress of the game.

Whats new:

- There was a bug with localization system.That is fixed for all languages.
- Stars that you gain in each level now improved.

What will be in the next updates:

- Language supports for: Spanish, French, Czech, Chinese, Russia, German
- Better camera movements. Most likely this system will work with different buttons instead of automatic movement.
- Level design improvements
- Tutorial on off system to shut the tutorials if you dont wanna see them
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Some improvements to existing puzzles
- Steam leaderboard system (if possible)
- All achievements implementations
- Mac build of the game
- Few different store and achievement localizations
- Xbox control system
- Other hidden bugs and improvements..

Do let me know if you have any suggestions.

Happy new year to everyone! :)

Thank you

Yigit. Update V1:

Hello everyone,

First of all a big thank you to those who bought this game and support me. I hopefully will be updating the game every Friday.

What fixed/added in this update:

- Enemy AI improved, now they cannot hear you through walls.
- All levels now have a time rewards set.
- Resolution system bug fixed.
- Map distance rearranged.
- Added few extra tip
- Few other small bug fixes.

What will be in the next updates:

- Language supportsfor: Turkish, Spanish, French, Czech, Chinese, Russia, German
- Better camera movements. Most likely this system will work with different buttons instead of automatic movement.
- Level design improvements
- Tutorial on off systemto shut the tutorials if you dont wanna see them
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Some improvements to existing puzzles
- Steam leaderboard system (if possible)
- All achievements implementations
- Mac build of the game
- Few different store and achievement localizations
- Other hidden bugs and improvements..

Do let me know if you have any suggestions.

Thank you

Yigit. Update V6:

Hello Everyone

Here is the this weeks update for you.

Whats new:

- Tip system turning on and off now implemented and works.
- The Xbox control system also now under construction. Not complete yet.

What will be in the next updates:

- Language supports for: Spanish, French, Czech, Chinese, Russia, German
- Better camera movements. Most likely this system will work with different buttons instead of automatic movement.
- Level design improvements
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Some improvements to existing puzzles
- Steam leaderboard system (if possible)
- Mac build of the game

-
- Few different store and achievement localizations
 - Other hidden bugs and improvements..

Do let me know if you have any suggestions.!

Thank you

Yigit. **Update V7:**
Hello Everyone

Here is another update. This update contains 2 weeks of work.

Whats new:

- While Xbox control system still under construction, there are big improvements. Nearly ending. By next week Friday this system should be done.
- Some bug fixing.

What will be in the next updates:

- Language supports for: Spanish, French, Czech, Chinese, Russia, German
- Better camera movements. Most likely this system will work with different buttons instead of automatic movement.
- Level design improvements
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Some improvements to existing puzzles
- Steam leaderboard system (if possible)
- Mac build of the game
- Few different store and achievement localizations
- Other hidden bugs and improvements..

Do let me know if you have any suggestions.!

Thank you

Yigit. **Release 1.0:**
Hello Everyone,

Im very happy to say that The Tension is almost complete. Most of the game now is stable and working nicely. Ive implemented most of the things like Xbox controller support, Mac and Linux builds and there are still improvements coming. Hopefully very soon i will be adding multiple languages including Arabic, Russian, Italian, German, Chinese and many others.

Please do support us by having a copy of the game.

Thank you to all of you.

Yigit. The Tension **Update V11:**
Hello Everyone

Here are the notes of this update.

Whats new:

- General bug fixing
- Some music changes in some levels.

What will be in the next updates:

-
- Language supports for: French, Czech, Chinese, Russia, German
 - Level design improvements
 - Few different store and achievement localizations
 - Other hidden bugs and improvements..

Do let me know if you have any suggestions.!

Thank you

Yigit. **Update V8:**

Hello Everyone

Here is another update.

Whats new:

- Game works with full Xbox controller support. Most of the UI arranged accordingly but there are some small things left
- Mac and Linux builds published.
- Some bug fixing.

What will be in the next updates:

- Language supports for: Spanish, French, Czech, Chinese, Russia, German
- Better camera movements. Most likely this system will work with different buttons instead of automatic movement.
- Level design improvements
- Some improvements to musics mainly to character step sounds and end of the level musics.
- Some improvements to existing puzzles
- Steam leaderboard system (if possible)
- Few different store and achievement localizations
- Other hidden bugs and improvements..

Do let me know if you have any suggestions.!

Thank you

Yigit

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