
LOGistICAL: Caribbean Crack Pirates Bay



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About This Game

LOGistICAL: Caribbean is a large open-world, strategy, puzzle game where you transport different cargoes to complete all the towns throughout the Caribbean Islands covering 27 countries across many islands.

- * Over 1000 towns to complete
 - * 20t, 40t and 80t trucks can travel empty on 8t roads.
 - * Lots of air transport
 - * Over 140 different supply chains
 - * 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 countries and islands
- * Many, many other small and large puzzles and situations to complete.

LOGistICAL: Caribbean 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 1000 towns to complete in the Caribbean.
LOGistICAL: Caribbean game covers the most of the islands of Caribbean.
There are many obstacles and deliveries to make.

LOGistical: Caribbean 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.

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: Caribbean

Genre: Casual, Indie, Strategy

Developer:

Sacada

Publisher:

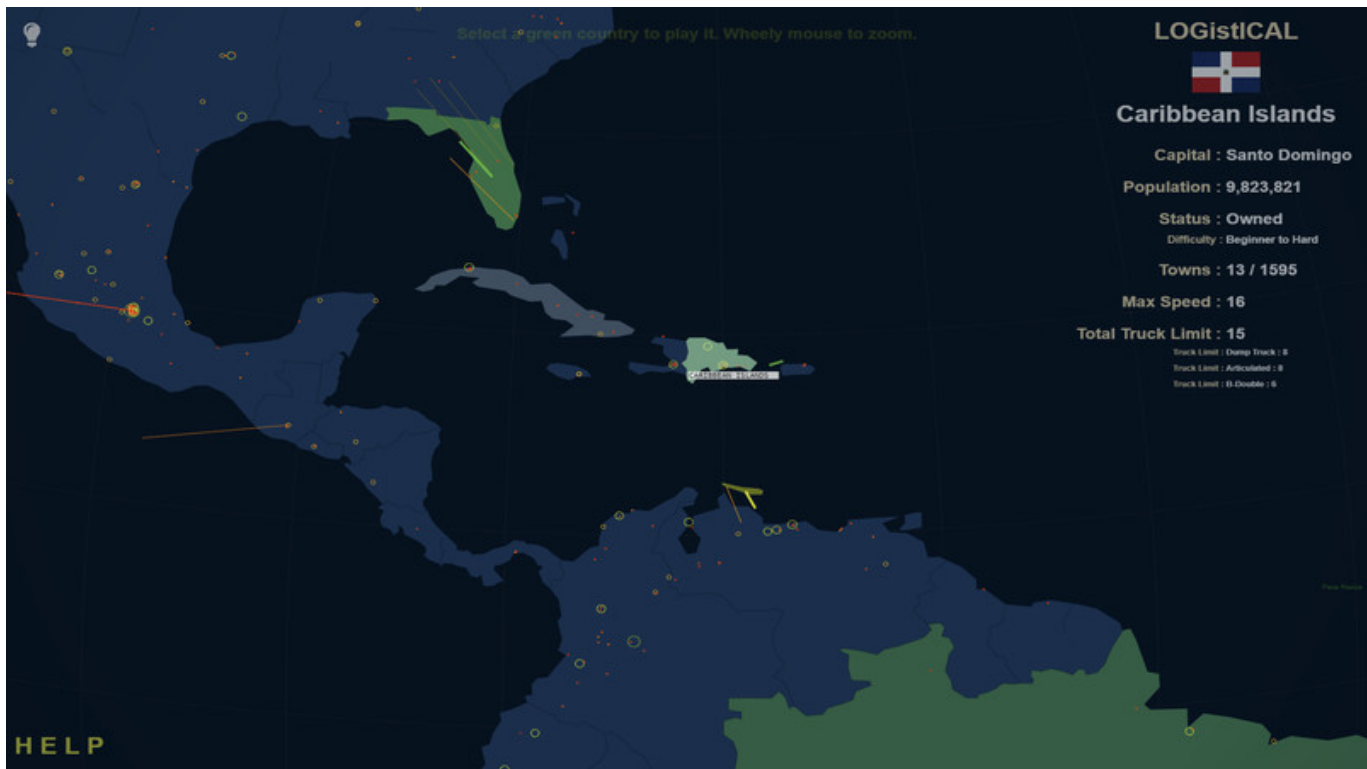
Sacada

Release Date: 18 May, 2018


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English,French,Italian,German,Russian

Select a green country to play it. Wheelily mouse to zoom.



LOGistical



Caribbean Islands

Capital : Santo Domingo

Population : 9,823,821

Status : Owned

Difficulty : Beginner to Hard

Towns : 13 / 1595

Max Speed : 16

Total Truck Limit : 15

- Truck Limit : Dump Truck : 8
- Truck Limit : Articulated : 8
- Truck Limit : D. Double : 8

HELP





This is a great entry in the Logistical game empire. It has some interesting twists and puzzles, some of which may have you scratching your head for a bit to figure them out (or looking for spoilers if you get stuck - the Logistical community is great), and it will keep you busy for a while.

10V10. Another interesting module from LOGistical series. This time action happens in three sets of caribbean islands separated by total quarantine (Jamaica, Cuba+few small islands, Dominican Republic+several medium and small islands). There are planes and trucks available. Module has some interesting puzzle elements that even surprised some of the experienced folks (myself included). It is interesting to explore islands using only planes before your fleet of trucks is able to get there.

Special features in module:

1. 20t, 40t, 80t trucks can travel on small roads if empty
2. planes are available (similar to Russia)
3. fastfood and house construction industries are available, some products require at least 20t and 40t trucks\planes to transport (similar to US: Wisconsin)
4. module is separated into three parts by total quarantine making starting each of those three areas feel like beginning but with extra powers each time. This game seems quite erratic and the "tutorial" provided doesn't help much. I can't say that I would recommend this game and if I knew then what I know now, I would not have purchased this game. The graphics and sound are simplistic at best. I doubt I would have been impressed with this game even during the early 90's I'm certainly not impressed now.

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