
LOGistICAL: British Isles Password

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About This Game

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

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Title: LOGistICAL: British Isles

Genre: Casual, Indie, Strategy

Developer:

Sacada

Publisher:

Sacada

Release Date: 8 Aug, 2017

English,French,Italian,German,Russian

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Don't buy this game if you are not achievement hunter or using Astats for tracking website because i guarantee you will get bored after a first few hours playing this game.. Try as I may, I just cannot get into this game - the awful UI and pathetic graphics hinder what otherwise might have been a good game. The concept is good, the implementation is dreadful. Even at discount, I wouldn't recommend this poor effort.. A good solid entry into the Logistical game empire. Not the hardest, for sure, but there will be some limitations and challenges to keep you busy. And you get Scotland, so there you go.. 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: 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. 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) 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. 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.. If you haven't played Logistical before, I recommend you check out the base game (just called "Logistical") and look at the reviews on that, as they cover the game in much more depth than this review, which is mainly focusing on the content addition of the British Isles. If you have played it before, you know exactly what you're getting into, and Logistical BI is more of the same. So far it's probably my favourite module in the series, playing similarly to a much larger version of the Netherlands. There's no scenario-specific ruleset (like New Zealand's unavailability of industry-building, or Germany's quarantine), but that just lets the game play to its strengths in my opinion, giving you a solid pack of uninterrupted content that you can do without needing to focus too heavily on any individual step of the process. Importantly, this standalone module syncs up with the base game + DLC perfectly, letting you play any module you own no matter whether you're running the base game or this standalone British Isles version, and saving your progress between the two. This update also came with a revamped tutorial situated on the Isle of Man, and that proved to be a much more comprehensive guide to the game in an environment that was actually fully completable, and a tutorial that I enjoyed completing despite having over 370 hours in the series by this point. All in all, if you're a fan of Logistical, you'll love this content addition. If you're new to the series, I'd recommend starting with the base Logistical game, but if you live in the British Isles (or for some other reason would prefer to start on this module), then you'll find it easy to jump into and learn the mechanics of the game. Either way, I can't recommend it enough.. Try as I may, I just cannot get into this game - the awful UI and pathetic graphics hinder what otherwise might have been a good game. The concept is good, the implementation is dreadful. Even at discount, I wouldn't recommend this poor effort.

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