

logistic challenge - new gameplay

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1 Prefaces - new gameplay

There is no overabundance of possibilities. There is not one most profitable connection. You have to develop what is there. Always. No matter how impractical it may seem at the time.

Instead of the knowledge that once a line is connected, it will always work, repeated rebuilding becomes an obligation. Demand no longer increases rapidly, but only slowly. The question always remains: would it be better to plan ahead or to adjust a line more often? And then there are the switches of the demanded goods. This means that once very profitable lines can become completely useless. Sections of line that were once heavily used become empty. There are also no longer simply more modern vehicles, these now have to be worked for.

In detail, this means that industries only appear when there is a need for them. You do not have to choose between many industries, but must always start the industry that is given to you. And only when this industry is heavily utilized will another one appear. This may seem trivial at the start of the game. But it has a crucial trick: you can't make high profits from extra-long routes. And as the game progresses, you are often forced to rethink and replan. Not only on a small scale. You no longer decide when to connect which industry, but only how to integrate it most effectively into your network. You no longer act, you only react. And you'll probably get to know a few quirks of TPF2 that you weren't even aware of. But you will love this challenge. I'm sure you will!

2 Towns have levels - the main goal

2.1 the levels

The primary goal of TPF2 is the growth of towns. As you know it. This is achieved through the delivery of goods and the transportation of people. Towns are now additionally classified into the following levels by the mod:

new village - village - town - small city - big city - metropolis - megacity

This is based on the basic size of a city, i.e. the number of residents without growth modifiers. This base size now grows year by year as a result of the mod. However, only if the supply is sufficient. Every town starts small, as a newly founded new village.



The first cargo lines soon turn it into a country town. With sufficient supplies from cargo lines, it continues to grow and becomes a village, town, small city, big city, metropolis and finally a megacity.

2.2 continuous growth

Towns grow slowly. And only if the level of supply is high enough. This means that the supply of industry and commerce must be high enough on average. If the supply level is high enough, a town grows by a few inhabitants every 12 minutes. Until it reaches the next stage. Then the phase of change begins.



This is a special state in which towns grow even without supplies. However, this state does not last forever. The purpose is to modify your logistics during this time. And you will need the time. In the course of the change, the needs of town will change. And if the demand has changed, you now have to fulfill it. How quickly or slowly the changeover takes place depends largely on you. Rebuild lines, open up more industries and ensure the delivery of the now more complex goods. If you wish, you can initiate the changeover to more complex goods yourself at any time. To do this, open the city window and click on "Change goods immediately" in the top right-hand corner. But be careful, you cannot undo this step. Make sure that your lines now deliver the appropriate goods to the town. The town is still in a state of euphoria and cannot shrink. However, this state only lasts for a limited time. Use this time to fully restore the city's supply.



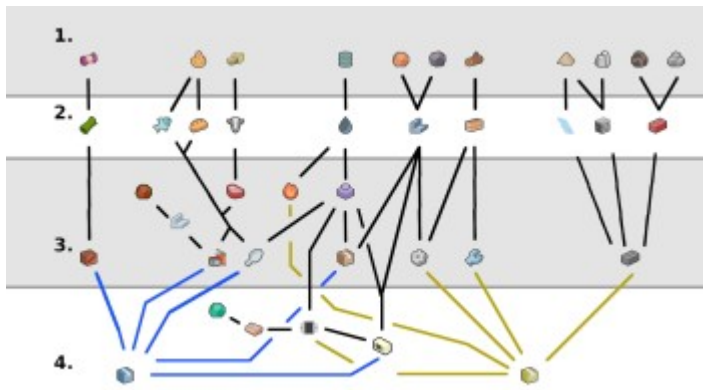
2.3 the flow of play

That's why supply lines have to be rebuilt again and again. And not only that, as towns only grow slowly, lines generally have to be adjusted from time to time. If you don't do this, the supply can become insufficient and a town can even shrink again. Fulfill the milestones: bring the specified number of towns to higher and higher levels. With as few interruptions as possible. As the goods required for towns become more and more complex, the amount of goods to be transported also becomes more and more and more and more and more ... until your towns become megacities: the largest possible base number.

3 the supply chains

There are a total of 9 production chains and 13 different raw materials.

The production chains are extended by goods from Yeol's Senseless Industries (2). Thank you Yeol!



(the horizontal subdivision represents the complexity level)

1. Clothing << Textiles << Wool
2. Cans << Aluminium << Bauxit
 - o << Meat << Livestock << Fodder
 - o << Food << Food crops
 - o << Fish << Food crops
3. Convenience food << Plastic << Oil << Crude Oil
 - o << Meat << Livestock << Fodder
 - o << Food << Food crops
 - o << Fish << Food crops
4. Goods << Plastic << Oil << Crude Oil
 - o << Steel << Iron Ore and Coal
5. Tools << Planks << Logs
6. Machines << Planks << Logs
 - o << Steel << Iron Ore and Coal
7. Electronics << Plastic << Oil << Crude Oil
 - o << Copper << Copper ore
8. Appliances << Electronics << 7.
 - o << Plastic << Oil << Crude Oil
 - o << Steel << Iron Ore and Coal
9. Modern construction materials << Construction Material << Stone and Clay
 - o << Glass << Sand
 - o << Concrete << Sand and Limestone

In addition, there are the large distribution centers at the last level, which then distribute all goods as "combined goods" to the very large towns.

New villages and villages require raw materials, i.e. goods at complexity level 1

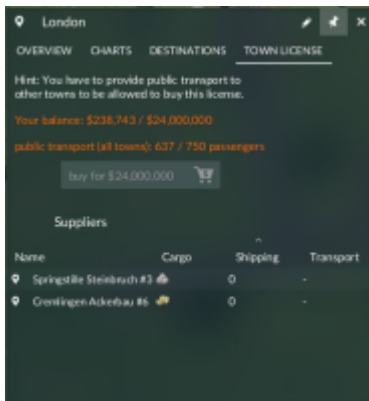
Towns require more processed raw materials, i.e. goods at complexity level 2

Small cities require highly processed goods, i.e. goods at complexity level 3

Big cities, metropolises and megacities require all goods and request them in packages, which corresponds to complexity level 4

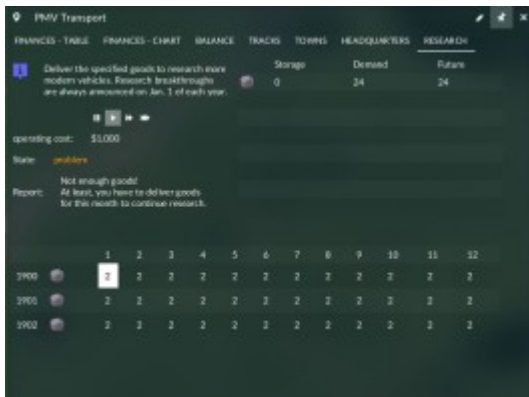
4 building permits (1st milestone)

You start with only 2 towns. The other towns are on the map, but you cannot connect them to your transportation network.



You therefore have to buy building permits one by one, for each town individually. Not only does this cost you (a lot of) money, towns don't just offer you a building permit. Only when a certain number of passengers use your public transport are towns willing to offer you a building permit. In addition, only a maximum of 2 towns will offer you a building permit. Only when you have acquired another building permit will another town offer you a building permit. With every building permit you acquire, however, the other towns' demands on you also increase. You need more and more passengers. In the beginning, your goal is to acquire all the necessary building permits.

5 research



To get more modern vehicles, you now have to deliver predefined goods to your headquarters. Not a lot, but just enough for the researchers to do their work. Once there are enough goods in the headquarters warehouse, the research can begin. However, this will of course cost you something. You should not underestimate these costs, especially at the beginning. And when you have more money in your coffers, you can also consider speeding up your research. However, when speeding up your research, be sure to pay attention to the ever-increasing requirements. By overworking the researchers, it can happen that you research even faster if you switch off the acceleration again. But feel free to try out speeding up.

6 ui additions - new information

6.1 Objectives and milestones

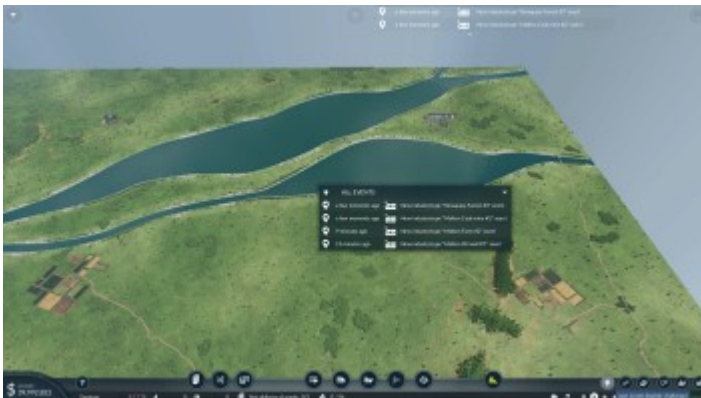
Your new central source of information. Your general progress, the status of all your towns or industries and the rating of your public transport can be viewed here. Simply click on the desired tab after opening the window and check here regularly to identify problems at an early stage.



6.2 events

In addition to the TPF2 warning system, event messages are now displayed in the top right-hand corner of the screen. If these messages cover your field of vision, you can press an (invisible) button below the bottom message. This will hide all messages.

You can also view your events in the event window at any time. Simply click on the new button at the bottom right:



7 time

Time is an important resource in the world of logistics. As an employee, you have to complete your tasks within a narrow time window. As a manager, you only have a limited window of time to realize projects. And even as the boss of a large company, you often have deadlines to meet. You are now that boss. You have not only agreed to connect the region, you have also promised to deliver within fixed deadlines. If you fail to do so, you will be penalized. So don't take too much time with your task, because you also have obligations now.

Each time you connect a town, part of your obligation is fulfilled and your deadlines are pushed back.

Each time you upgrade a town, part of your obligation is fulfilled and your deadlines are pushed back further.

Tip: You don't have to master TPF2 perfectly to be up to this task. By no means does this mean that you have no time at all. It's just that you don't have an infinite amount of time. Do you still have a problem with it? Just see it as "one of many" challenges that are offered to you here.

Your time budget is always displayed at the bottom right. If this is positive, it is displayed in green. If it is negative, it turns red and you have to pay a penalty every 12 minutes.

These penalties also increase the further you progress in the game. The penalties also increase with every milestone you reach. However, there is some forgiveness at the start of the game. There are no penalties until you reach the first milestone.

Hint: Do you like particularly threatening challenges? You can activate the "unlimited penalties" option in the mod settings. Then time really is your greatest enemy! Can you still manage to develop all cities into megacities?

8 Industries need workers (experimental!)

Important: Please only activate this feature if you already have a lot of experience with TPF2! And only if you see failure as an extra motivation. Because that is exactly what will most likely happen to you. I have warned you.

This game mechanic is activated in the mod settings and must be deactivated there again. It must be activated BEFORE you start the game and must NOT be deactivated again!

Industries have no production unless a passenger line transports workers to them. However, as there are hardly any workers available at the start of the game, they do not need workers. You could say that these industries are "automated". You can change this number in the mod settings.

Tip: if you play with long distances, I strongly recommend setting this to the maximum!

Industries that do not need workers will never need workers.

Industries that need workers will always need workers. As the level of the industry increases, so does the need for workers.

Closed industries are replaced by new ones after a short time, so it is not an immediate loss if an industry closes. However, it will cost you a lot of time (and possibly money).

This feature is also linked to the selected mod difficulty level. Depending on the mod difficulty level, an industry will only start producing when ...

Easy - 25% of the employees have been hired

Normal - 50% of the employees have been hired and one has arrived

Hard - 60% of the employees have been committed and 20% have arrived

Brutal - 80% of the employees have been committed and 20% have arrived

It is quite possible that you will fail at this feature right from the start of the game, so here are a few tips from my experience:

- a travel time of real 12 minutes is far too long, make sure you use faster vehicles here
- ignore the rate and pay attention to a low frequency of a few minutes
- for longer routes (long travel time) a particularly low frequency is helpful
- take the warnings about missing workers seriously and react early, as changes to the lines can even have negative effects at first
- Try to connect the closest town to the industry
- watch out for overcrowded stops and platforms and take any necessary action. Passengers disappearing here could be important workers for your industries.
- in advanced games, workers can also come from distant towns on a complex network, so make sure there is a reasonable frequency and sufficient capacity for long-distance traffic too

9 Summary of game play changes

	TPF2 Vanilla	TPF2 with logistic challenge
Number of goods demanded by towns	2 to 6 goods	2 to 10 goods (2 collective goods)
Number of goods types	16	37 (+2 collective goods)
Raw materials	6	13
Number of industries per 6 towns	68	100*
Summed demand of a developed town	around 200 goods	round 2.000 goods*
increase in demand from cities	explosively	slowly
Expected playing time needed to maximize a city	about 1 hour	about 100-200 hours
receive modern vehicles	simply over time	Goods transportation and money (research)
Logistic challenge	moderate	very high
Game mode	free sandbox	Tasks / Milestones
do functioning lines ever need to be changed?	No	Yes
Step-by-step increase in complexity	No	Yes
Clear game objective	No	Yes
Effort preparations for a game	small	more**

* Number of industries per town and demand can be changed via the "Production Challenge" mod settings

** All necessary information can be found here: [logistic challenge - first steps](#)