

[#AZ~)2]
TRAVEL TOWN FREE ENERGY GAMERS UNITE IOS



the only thing players can buy in the in game store are diamonds but offers also let them buy energy diamonds can be used to purchase various items energy time boosts and more here are some lots that stand out pocketgamer biz regularly posts content from a variety of guest writers across the games industry these encompass a wide range of topics and people from different backgrounds and diversities sharing their opinion on the hottest trending topics undiscovered gems and what the future of the business holds merge games have one of the best retention and engagement rates at lower levels but both values drop over time it takes a week with some games and a month with the others the problem lies within the complex drawn out orders that players face as they progress which require merging high tier items those stall the game because you must keep grinding for days to complete a single quest and that affects the dynamics players realise immediately that they won t make it far during the game session which saps their motivation many people either stop playing entirely at this point or stop making in game purchases travel town implements various merge chains some of which are unique to the game new merge chains are added as players complete more levels and construct new buildings travel town s competitors mostly use similar merge chains