

**APPLE [90]+@]
TRAVEL TOWN MERGE ADVENTURE ON THE APP STORE**

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mark dickinson has extensive international property development experience leading diverse businesses in the united kingdom australia and america including the athletes village for the 2012 olympic games he is a chartered civil engineer and was an officer in the british army strategically upgrading town facilities and planning building locations is critical for example focus on upgrading production buildings to increase resource output and generate more income residential areas should be near amenities like shops and recreational spots while factories and farms benefit from being close to each other but there s still room for growth like working on the ux to help players better understand the unusual merge chains those bring about a lot of questions in the closed fan community even among the experienced players if you find yourself running out of energy in the travel town game it can hinder your progress while waiting for the energy meter to refill is an option it can be time consuming there are alternative methods to replenish your energy and keep playing