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TRAVEL TOWN CODES MAY 2024 APPGAMER COM

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the album mechanic here is the same as in many other games there are 12 albums with nine cards in each one you get cards from card packs that drop either during gameplay or with any purchase worth more than 5 so it encourages the player to spend more the rarest packs make for a good incentive to spend money on expensive bundles and event paywalls to generate additional activity spikes travel town often launches events that have more card packs among the rewards or just some of the rare ones with the right balance and if you control picture drop rates right these packs can be a great reward from the in game economy standpoint on the one hand the player gets their satisfaction but on the other they don t actually receive any game breaking currencies no roads cars or emissions it will run on 100 renewable energy and 95 of land will be preserved for nature people s health and wellbeing will be prioritized over transportation and infrastructure unlike traditional cities what s noteworthy is the price setting out of energy offers usually don t make the player step out of their comfort zone and are set at their average purchase value liveops offers on the other hand are meant to stimulate players and the price is always above apv so even with just those two types of offers the developers let players choose between small impulse buys and more expensive purchases that include