

**[#5\]%N**  
**TRAVEL TOWN FREE ENERGY GAMERS UNITE IOS**

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unlimited members have the ability to book class at a studio of a higher price point 2x every rolling 30 days to use this perk simply book your class as normal at the studio you want to visit the app will then prompt you to choose the 0 travel perk pass option select this option and enjoy your solidcore class from a different studio the quests progress simultaneously the game is balanced in a way that has the next quest 60 90 complete by the time you re done with the current one this always makes players feel like they need to do just a little bit more to complete the next quest this power boost is used extensively by coin master monopolygo and other competitors when players deactivate boost x2 they feel like they re progressing too slowly in comparison it makes them want to activate boost x2 again even though it expends more energy the game s primary audience is located in the united states which is a significant metric considering that the us generates more than 50 of the game s revenue other major sources of revenue include south korea japan and europe with japan being a notable market due to the popularity of merge games in the region1 magmatic games initially prioritized the android platform for its ease of launching marketing campaigns however as the game matured the downloads and revenue distribution evened out between ios and android