

**travel town free energy link [##5S|D]**

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travel town is a tourism themed simulation game the player will play a tourism town builder who is responsible for developing and managing a seaside town you need to attract more tourists by developing tourism resources building basic facilities making building plans etc and constantly improving the town s popularity and reputation as time goes by the town will gradually expand and more people will come to visit as an alternative to the spreadsheet you can also reply to this post with your trade request or card offerings as a new comment do not hijack another person s comment thread unless you are responding to their request likewise do not comment here if you re not looking to trade cards this is also a good way to engage whales say the most expensive 120 pack from the store gets the player 8 000 diamonds even at a low exchange rate of 100 energy per 40 diamonds that s 20 000 energy the player should have the opportunity to spend it fast and without any extra hassle you can find the list of quests at the top of the game which tell you what items you need to craft it s a good idea to prioritize trying to merge these items right from the start so you can get what for repairing the buildings in your town and gain the experience points you need to upgrade as soon as possible