

Travel Town free energy hack [#]D;GG]



with more than 25 years of professional experience in real estate sales leasing and marketing paul jessup has worked across large scale development projects around the world including in qatar oman spain and the united kingdom he studied at the london school of economics and also holds an mba i do enjoy this game but i do have some comments that could make the game better i had this order where i needed the sewing kit to get the cloth to make the clothes i had a little over 100 energy and did get a single sewing kit i do understand that is not the main item and the side ones are supposed to be a little harder to get i wish they could do it so that you don t have to waste so much energy to not even get a single one i do find myself trying to complete an order the whole day and not even finishing with the odds that the items come out i wish they could have a higher chance to get those another thing is the energies i wish they were not so expensive compared to other games the amount of energy you get in a day doesn t match the orders i can t even complete daily quests because i m stuck on one order that brings me to my next point the amount of daily quests is ridiculous i have at least one day where the daily quests are 22 and the max is 63 000 coins that need to be earned i can t even get 20 000 coins in a day most times i feel there needs to be more reasonable with the amount of coins that need to be earned to complete a

quest now i do enjoy this game it is fun and i like the different items you unlock at each level and the idea of building a town 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 this sort of diversity keeps players engaged and helps balance order difficulty short chains bring the players satisfaction for reaching a milestone and long ones make the reward you get after making a complex item feel like it was worth the effort