Travel Town mysterious island disappeared [#96UP~]

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with a background in project development and management giles pendleton has delivered first class solutions driven by sustainability passionate about architecture he drives neom s multidisciplinary development effort to ensure that the line becomes a global best practice example for cities in the beginning you will only have limited space to merge and some objects are covered by sand so focus on the same items that can unblock more space as you level up more rooms will be freed and you can have a wider range of objects on the merge board part of the orders help you earn coins but some come with toolboxes as a reward this adds an extra meta game mechanic and lets players develop various strategies by prioritising some orders over others 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