

## Travel Town unlimited energy and gems [#UT2H]]

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travel town s primary audience is located in the us that s an important metric because the us generates more than 50 of the game s revenue other major sources of revenue include south korea japan and europe merge games have one of the best retention and engagement rates at lower levels but both values drop over time it takes a week with some games and a month with the others the problem lies within the complex drawn out orders that players face as they progress which require merging high tier items those stall the game because you must keep grinding for days to complete a single quest and that affects the dynamics players realise immediately that they won t make it far during the game session which saps their motivation many people either stop playing entirely at this point or stop making in game purchases 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 our work towards a more circular economy cuts across all our core business operations including our data centers workplaces and consumer hardware products and spans the entire value chain from safer chemistry and manufacturing waste to electronic waste recycling