

How to get the mysterious fossil in travel town [#96&&K]



join and complete activities the tourist town often holds special events and limited time challenges successfully completing these tasks will give you the opportunity to receive generous energy rewards 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 gossip harbor has a similar problem as does love pies to a lesser extent at higher levels players get just one or two quests which can be difficult travel town and merge mansion both try to solve this issue by balancing orders travel town focuses on increasing player activity to monetise the game to achieve that the developers use various game mechanics and other methods to motivate and put pressure on players they can be divided into those that affect player activity short mid and long term