

Travel Town free energy hack [#0%&I6]



travel town puts a lot of effort into increasing short term player engagement the game implements various time pressure mechanics like limited time quests and boosters that motivates players to prolong their game sessions and be more active to get the most out of those boosters we expect this new era in technology to open up new even bigger opportunities to accelerate system level change it s a big part of the reason we re optimistic about what s possible in the years ahead 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 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