Beach Bucket producer Travel Town [#!5H5`]

classic right but here s when it gets interesting you need several types of resources to construct buildings some of the stages about one in three require tools in addition to the obligatory coins fuel efficient routing in google maps shows you the route that can save you the most fuel by considering factors such as road incline stops engine type and traffic predictions because contrary to popular belief the most fuel efficient route is not always the fastest or the shortest the game was fun at first but i ve had many glitches over the past few months i assume this is coming from new updates first i haven t been about to play for the past 3 5 days because as soon as i get on it says there is an internet connection issue and then loads forever and nothing happens this is 100 not an internet issue on my end and i don t think there s a way that i can fix this problem since the game will completely load in and then when i get to the board it starts having the issue second i ve had a one one my production items just copy itself for no reason it s a low level one and i have no use for it since i have completely leveled up the production item that is was supposed to be it s been sitting in my extra storage space for months now so it s literally useless and taking up space third issue is sometimes i will be playing and some of my items will turn invisible like they are still their and i can move them but i can t see them really annoying because i think i have more space on my board

and then i have to figure out switch item is glitching and it
s just this big hassle this is more of an opinion but i hate
how you guys changed the some of the skins for past
items they looked fine before and it kind of looks worse
only leaving this review to see if i can get these issues
fixed because i do enjoy playing the game other than
these issues i ve been having all current travel town
features are focused on individual player goals there are
no social or competitive mechanics at all on the one hand
they re not as common in merge games on the other
hand if you look at the top 100 casual games competitive
mechanics are the most popular they come in all shapes
and forms limited time tournaments various races 1 on 1
competitions etc my prediction is that competitive
mechanics will be the next big thing in merge games too
gossip harbor with its tournaments has already made the
first step in that direction