

Travel Town mysterious fossil half [#J76_]

[Click Here](#)

as an alternative to the spreadsheet you can also reply to this post with your trade request or card offerings as a new comment do not hijack another person's comment thread unless you are responding to their request likewise do not comment here if you're not looking to trade cards 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 out of energy offers are displayed every time players with low energy tap out of the pop up message offering them to buy more energy with diamonds you can purchase diamonds energy and item packs that way 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