

## DIAMONDS SMILEYS MEDIUM [#B)6\\_] MOD TRAVEL TOWN FREE 50K ENERGY COINS

[Click Here](#)

a lifestyle energy drink born in fitness and a pioneer in the rapidly growing energy category celsius energy drinks offer proprietary functional essential energy formulas clinically proven to offer significant health benefits to its users no roads cars or emissions it will run on 100 renewable energy and 95 of land will be preserved for nature people s health and wellbeing will be prioritized over transportation and infrastructure unlike traditional cities the quests progress simultaneously the game is balanced in a way that has the next quest 60 90 complete by the time you re done with the current one this always makes players feel like they need to do just a little bit more to complete the next quest i do enjoy this game but i do have some comments that could make the game better i had this order where i needed the sewing kit to get the cloth to make the clothes i had a little over 100 energy and did get a single sewing kit i do understand that is not the main item and the side ones are supposed to be a little harder to get i wish they could do it so that you don t have to waste so much energy to not even get a single one i do find myself trying to complete an order the whole day and not even finishing with the odds that the items come out i wish they could have a higher chance to get those another thing is the energies i wish they were not so expensive compared to other games the

amount of energy you get in a day doesn't match the orders i can't even complete daily quests because i'm stuck on one order that brings me to my next point the amount of daily quests is ridiculous i have at least one day where the daily quests are 22 and the max is 63 000 coins that need to be earned i can't even get 20 000 coins in a day most times i feel there needs to be more reasonable with the amount of coins that need to be earned to complete a quest now i do enjoy this game it is fun and i like the different items you unlock at each level and the idea of building a town