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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 this is also a good way to engage whales say the most expensive 120 pack from the store gets the player 8 000 diamonds even at a low exchange rate of 100 energy per 40 diamonds that's 20 000 energy the player should have the opportunity to spend it fast and without any extra hassle neom was showcased at mipim 2024 the world's premier real estate event find out more about our immersive exhibition space and discover how we are disrupting the traditional real estate mindset by redefining livability and conservation a uk trained engineer mansoor is an expert in mobile and fiber networks having held senior roles at several multinational telecom companies in his 30 year career in the industry he was also cto at the uk telecom regulator and is dedicated to building the world's first cognitive city at the

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