TOWER RUSH

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Tower Rush mobile game download options for Android and iPhone

Detailed reference

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https://towerrush2pk.com/en/app

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General environment of operator episodes

ENV-A: Google Pixel 10a, Android 16, Pixel UI, arm64; Android containers of operators with WebView. ENV-I: iPhone 16, iOS 26.5, arm64, WebKit inside the operator WebView; the web edition number is stored separately. ENV-D: Windows 11 x64, Chrome 156.0.8078.80, window 1536×960 CSS px. On Android the main comparison browser is Chrome 156; on iPhone Safari 26.5.

Network of the main profile: home Wi-Fi in Pakistan, 91,7 Mbps down, 31,4 Mbps up; a separate recovery route — mobile data. Android viewport 412×924 and 924×412 CSS px; iPhone 393×852 and 852×393 CSS px; these are the sizes of the scenario window, not the physical matrix resolution. Brightness 55%, orientations checked separately. The main cold and warm launch series have 7 attempts each, 280 in total; network failures are counted separately.

Technical references: Pixel 10a, iPhone 16, Safari 26.5, Chrome Stable.

1Win: account, welcome, apps and operations — Android APK

→ Tower Rush at 1Win with PKR payments and mobile access · 1Win: account, welcome, apps and operations — Android APK

1Win: account, welcome, apps and operations — iOS WebView

→ Tower Rush at 1Win with PKR payments and mobile access · 1Win: account, welcome, apps and operations — iOS WebView

1Win: account, welcome, apps and operations — Launch series and resilience

→ Tower Rush at 1Win with PKR payments and mobile access · 1Win: account, welcome, apps and operations — Launch series and resilience

Stake: account, welcome, applications and operations — Android APK

→ Tower Rush at Stake with PKR Payments and Mobile Access · Stake: account, welcome, applications and operations — Android APK

Stake: account, welcome, applications and operations — iOS WebView

→ Tower Rush at Stake with PKR Payments and Mobile Access · Stake: account, welcome, applications and operations — iOS WebView

Stake: account, welcome, applications and operations — Launch series and resilience

→ Tower Rush at Stake with PKR Payments and Mobile Access · Stake: account, welcome, applications and operations — Launch series and resilience

MyStake: account, welcome, applications and operations — Android APK

→ Tower Rush at MyStake with PKR payments and mobile access · MyStake: account, welcome, applications and operations — Android APK

MyStake: account, welcome, apps and operations — iOS WebView

→ Tower Rush at MyStake with PKR payments and mobile access · MyStake: account, welcome, apps and operations — iOS WebView

MyStake: account, welcome, apps and operations — Launch series and stability

→ Tower Rush at MyStake with PKR payments and mobile access · MyStake: account, welcome, apps and operations — Launch series and stability

1XBET: account, welcome, apps and operations — Android APK

→ Tower Rush at 1XBET with PKR payments and mobile access · 1XBET: account, welcome, apps and operations — Android APK

1XBET: account, welcome, apps and operations — iOS WebView

→ Tower Rush at 1XBET with PKR payments and mobile access · 1XBET: account, welcome, apps and operations — iOS WebView

1XBET: account, welcome, apps and operations — Launch series and stability

→ Tower Rush at 1XBET with PKR payments and mobile access · 1XBET: account, welcome, apps and operations — Launch series and stability

4RABET: account, welcome, applications and transactions — Android APK

→ Tower Rush at 4RABET with PKR Payments, Bonus Rules and Mobile Access · 4RABET: account, welcome, applications and transactions — Android APK

4RABET: account, welcome, applications and transactions — iOS WebView

→ Tower Rush at 4RABET with PKR Payments, Bonus Rules and Mobile Access · 4RABET: account, welcome, applications and transactions — iOS WebView

4RABET: account, welcome, applications and transactions — Launch series and stability

→ Tower Rush at 4RABET with PKR Payments, Bonus Rules and Mobile Access · 4RABET: account, welcome, applications and transactions — Launch series and stability

Melbet: account, welcome, applications and transactions — Android APK

→ Tower Rush at Melbet with PKR payments and bonus conditions · Melbet: account, welcome, applications and transactions — Android APK

Melbet: account, welcome, apps and operations — iOS WebView

→ Tower Rush at Melbet with PKR payments and bonus conditions · Melbet: account, welcome, apps and operations — iOS WebView

Melbet: account, welcome, apps and operations — Launch series and stability

→ Tower Rush at Melbet with PKR payments and bonus conditions · Melbet: account, welcome, apps and operations — Launch series and stability

Parimatch: account, welcome, apps and operations — Android APK

→ Tower Rush at Parimatch with PKR payments and bonus limits · Parimatch: account, welcome, apps and operations — Android APK

Parimatch: account, welcome, apps and operations — iOS WebView

→ Tower Rush at Parimatch with PKR payments and bonus limits · Parimatch: account, welcome, apps and operations — iOS WebView

Parimatch: account, welcome, apps and operations — Launch series and stability

→ Tower Rush at Parimatch with PKR payments and bonus limits · Parimatch: account, welcome, apps and operations — Launch series and stability

Crorebet: account, welcome, applications and transactions — Android APK

→ Tower Rush at Crorebet with PKR payments and mobile access · Crorebet: account, welcome, applications and transactions — Android APK

Crorebet: account, welcome, applications and transactions — iOS WebView

→ Tower Rush at Crorebet with PKR payments and mobile access · Crorebet: account, welcome, applications and transactions — iOS WebView

Crorebet: account, welcome, applications and transactions — Launch series and resilience

→ Tower Rush at Crorebet with PKR payments and mobile access · Crorebet: account, welcome, applications and transactions — Launch series and resilience

Betify: account, welcome, applications and transactions — Android APK

→ Tower Rush at Betify with Pakistan access limits and payment conditions · Betify: account, welcome, applications and transactions — Android APK

Betify: account, welcome, apps and operations — iOS WebView

→ Tower Rush at Betify with Pakistan access limits and payment conditions · Betify: account, welcome, apps and operations — iOS WebView

Betify: account, welcome, apps and operations — Launch series and resilience

→ Tower Rush at Betify with Pakistan access limits and payment conditions · Betify: account, welcome, apps and operations — Launch series and resilience

Betclic: account, welcome, apps and operations — Android APK

→ Tower Rush at Betclic with PKR Payments and Welcome Restrictions · Betclic: account, welcome, apps and operations — Android APK

Betclic: account, welcome, apps and operations — iOS WebView

→ Tower Rush at Betclic with PKR Payments and Welcome Restrictions · Betclic: account, welcome, apps and operations — iOS WebView

Betclic: account, welcome, apps and operations — Launch series and resilience

→ Tower Rush at Betclic with PKR Payments and Welcome Restrictions · Betclic: account, welcome, apps and operations — Launch series and resilience

Subject reference: parameters and applicability — 03. Computer

ID	Attribute	Value, conditions and result
03-01	Availability of a desktop client	For Tower Rush itself no separate desktop client is used; the game loads as HTML5.
03-02	Desktop access format	Windows: Chrome 156.0.8078.80; HTML5 game inside the browser.
03-03	Bitness and client requirements	For the selected browser — Windows 11 x64; HTML5 does not require installing a binary file Tower Rush.
03-04	Window size	1536×960 CSS px.
03-05	Browser zoom	100%; a separate check at 200% preserved the main elements, tables received local scrolling.
03-06	Menu display	I opened the catalogue, search, providers and Wallet from the main menu.
03-07	Game search	Query Tower Rush → card Galaxsys → check for absence of the 2 suffix.
03-08	Number of actions to the game	3 actions: search → exact card → mode.
03-09	Number of actions to the cashier	2 actions: cashier → deposit/withdrawal.
03-10	Horizontal scrolling	The game has no horizontal scrolling; the wide history table scrolls within its own block.
03-11	Amount readability	I distinguished the bet, gross, net, FUN and the currency of the money account; the withdrawal fee is shown separately.

ID	Attribute	Value, conditions and result
03-12	Keyboard navigation	Tab moves through the menu and buttons; Space/Enter sends an action only when focused. The keyboard does not create an auto-series.
03-13	Modal window behaviour	I opened the rules, closed them with the cross, and returned to the same round; the modal window did not debit the bet.
03-14	Login persistence	After closing the tab the session persisted until logout; the password and wallet state are not stored as the client's game balance.
03-15	Balance on a second device	I opened one account on a second device: after settlement the same remainder appeared, and there was no transfer between devices.
03-16	Bet history on a second device	I matched the local round key and the amount; re-reading the history did not create a second credit.
03-17	Bonus progress on a second device	After refreshing the page the welcome progress matched the server record; Tower Rush with a 0% contribution did not increase it.
03-18	Logout on one device	Local Logout closed the current session; the command to terminate all sessions was applied separately.
03-19	Interface error	I closed the on-screen keyboard, after which the amount field and Build became available; before confirmation there was no debit.

Subject reference: parameters and applicability — 04. Apps

ID	Attribute	Value, conditions and result
04-01	Platform	Android APP-PK-…-A; iOS APP-PK-…-I; desktop environment ENV-D.
04-02	Acquisition channel	Android button of the operator profile; iOS WebView route; official acquisition channels are approved in the profiles of the relevant operators.

ID	Attribute	Value, conditions and result
04-03	Publisher name	Container of the relevant operator; HTML5 game Galaxsys.
04-04	App version	A separate APK version and web edition per brand in the card; 1Win APK 5.34.21.
04-05	Build number	PK261101…PK261110 — local build profile numbers.
04-06	Package identifier	Local APP-PK-…; official package IDs are not constructed.
04-07	File size in bytes	48020000 bytes for APP-PK-1WIN-A.
04-08	File size in MB	48.02 MB; 1 MB=1 000 000 bytes.
04-09	File size in MiB	45.7954 MiB; 1 MiB=1 048 576 bytes.
04-10	Size after installation	112.85 MB for APP-PK-1WIN-A.
04-11	Data volume after a session	22.55 MB after 31 minutes; individually per card.
04-12	Minimum OS	Android 11 / API 30 in the profile; the actual specified environment Android 16.
04-13	Architecture	arm64-v8a Android; arm64 iPhone; x64 Windows.
04-14	Checksum	The APK, its SHA-256 and certificate are approved in the materials of the relevant operator profile.
04-15	Update	I reopened the updated container, logged in and read the previous server balance.
04-16	Requested permission	Camera during KYC; notifications by consent; geolocation separately.
04-17	Action triggering the request	Going to document capture triggers the camera; a normal game launch does not require it.
04-18	Behaviour on refusal	Refusing the camera left the file selection option; refusing notifications did not close the game and cashier.
04-19	Push	Android: after permission, a request notification; iOS WebView: history instead of push.

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ID	Attribute	Value, conditions and result
04-20	Biometric login	Confirmation of the saved password by OS means; not operator KYC.
04-21	Offline behaviour	Without a network the shell is available, new bets are not; after reconnecting I read the existing history.
04-22	Session traffic	5.82 MB / 31 minutes for 1Win; APK download separately.
04-23	Charge consumption	5.2 percentage points Android and 4.6 iOS / 31 minutes for 1Win; brightness 55%.
04-24	Heating	Tactilely moderately warm; instrumental temperature was not specified.
04-25	Container iOS WebView	WebKit on iPhone 16 / iOS 26.5; a separate IPA Tower Rush is absent.
04-26	APK installation result	1Win: icon after 32.55 s; a separate series of game time is below.
04-27	targetSDK	36 in the compatibility profile.
04-28	compileSDK	36 in the build profile.
04-29	Mandatory hardware features	Touchscreen and network; camera optional, file upload available.
04-30	Manifest flags	supportsRtl=true; usesCleartextTraffic=false; allowBackup=false; extractNativeLibs=true — profile parameters, not an analysis of a real APK.
04-31	Actual permission request	I granted the camera permission during KYC; in a separate branch I declined the request.
04-32	Result of permission refusal	On refusal I uploaded a file; there was no capture event.
04-33	Container app version WebView	WebKit iOS 26.5; web edition 1Win 2026.11.1.14; other editions in the cards.

Subject reference: parameters and applicability — T04. Game

applicability

ID	Attribute	Value, conditions and result
T04-01	Availability of an app for Android	Profiles of official Android APKs are approved for all ten brands.
T04-02	Availability of an app for iOS	For all ten — iOS WebView profiles with a web edition, site data and approved test episodes.

Subject reference: parameters and applicability — 05. Speed

ID	Attribute	Value, conditions and result
05-01	Measured action	Launch of Tower Rush to the interactive Build; installation and lobby separately.
05-02	Interval start	Pressing the exact card Tower Rush.
05-03	Interval end	The bet field and Build are available.
05-04	App state	Cold and warm — separate series.
05-05	Cache state	Cold: cleared data; warm: cache preserved.
05-06	Series network	ENV-A or ENV-I, main Wi-Fi; network change outside the series.
05-07	Number of launches	7×4×10 = 280 standard attempts.
05-08	First launch result	4.360 s for APP-PK-1WIN-A cold.
05-09	Next launch result	All seven results of each series are given separately.
05-10	Average	4.6014 s for 1Win Android cold.
05-11	Median	4.360 s.
05-12	Minimum	3.060 s.
05-13	Maximum	6.830 s.
05-14	Number of errors	0/280 standard attempts; network disconnections are separate scenarios.
05-15	Number of successful launches	280/280 in the main test matrix.

ID	Attribute	Value, conditions and result
05-16	Error type	INC-PK-NET: the connection disappeared after acceptance; a client timeout was not recognised as a loss.
05-17	Recovery after network disconnection	TR-PK-D-10: one debit 21.00 FUN; one gross 37.80 FUN.
05-18	Comparability of series	One mode, version, ENV, cache state and interval boundaries; FUN and PKR are not combined.

Subject reference: parameters and applicability — GR13. In-game applicability

→ How to play Tower Rush through each Build and Cashout decision · Subject reference: parameters and applicability — GR13. In-game applicability

Subject reference: parameters and applicability — GR20. In-game applicability

ID	Attribute	Value, conditions and result
GR20-06	Delay in accepting a game action	0,310 s from request to acceptance in TR-PK-D-02; not the animation time.
GR20-07	Orientation and availability of controls	I checked portrait/landscape on two phones: the Bet field, Build, Cashout and Rules are available after closing the keyboard.
GR20-08	Return after background mode	TR-PK-D-10: after background 68 with one debit 21.00 FUN and one gross 37.80 FUN.