Tower Rush mobile access, devices and operator apps

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Mobile versions, devices, and languages

SlotCatalog — Tower Rush

- site language
- Languages

Casino Guru — Tower Rush

- CASINO GURU IN OTHER LANGUAGES
- Select language

Demo Tower Rush for computer

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03. Desktop access and synchronization

ID	Attribute	Value and scope
03-01	Availability of desktop client	Tower Rush launches in HTML5; there is no separate game program in the desktop episode. The Windows client of 1win remains the operator's product from the source showcase.
03-02	Desktop access format	ENV-D01 — browser; installing a shortcut did not change the game's owner.
03-03	Client bitness and requirements	Windows x64, 32 GB RAM; browser with JavaScript and WebGL; APK and desktop EXE were not mixed.
03-04	Window size	Viewport 1440×900 CSS px on screen 2880×1800; system scale 200%.

ID	Attribute	Value and scope
03-05	Browser scale	Browser zoom 100%; a separate pass 125% kept the amount and currency readable.
03-06	Menu display	I opened the main menu, the Fast Games category and the filter Galaxsys; the cashier was a separate account element.
03-07	Game search	I entered Tower Rush and checked Galaxsys, original and gameKindName TowerRush; I skipped the card Tower Rush 2.
03-08	Number of actions to game	Four actions: catalog → search → original card → real-money launch.
03-09	Number of actions to cashier	Two actions: balance → deposit; withdrawal opened in a separate cashier tab.
03-10	Horizontal scrolling	Main buttons did not require horizontal scrolling at 1440×900; long history scrolled within the table.
03-11	Amount readability	Bet 380,00 BDT, balance and currency were visible simultaneously; the fee was shown separately before the request.
03-12	Keyboard navigation	Tab moved focus between the bet, Build and Cashout; Enter applied the action only on the currently active button.
03-13	Modal window behavior	Rules opened over the game; closing returned the previous round_id without a new bet.
03-14	Login persistence	Reopening the same browser session preserved login; after an explicit Logout, a password was required.
03-15	Balance on second device	After the last round OP-01, I saw on iPhone 3 249,00 BDT, the same monetary wallet.
03-16	Bet history on second device	On the second device, a record OP-01-R13 appeared with payout 418,00 BDT; re-reading did not credit it again.
03-17	Bonus progress on second device	In OP-01 there was no active bonus: bonus 0,00 BDT and progress was absent on both devices.
03-18	Logout on one device	A normal Logout ended the current session; the “end all sessions” action separately ended the second device.
03-19	Interface error	At zoom 125%, the history got internal scrolling; I closed the modal, returned 100% and kept access to Cashout.

04. Clients, builds and resources

ID	Attribute	Value and scope
04-01	Platform	1win Android launcher in ENV-A01; the game inside is HTML5 Tower Rush. iPhone — Safari, not IPA of the game.
04-02	Acquisition channel	Operator's application section → Android → launcher installation; third-party APK-catalog addresses were not used.
04-03	Publisher name	Interface brand 1win; Galaxsys is the game developer, not the publisher of the operator launcher.
04-04	App version	1win Android 4.7.3; game content is the configuration of TR-BDT-OP-01, without assigning it a launcher version.

ID	Attribute	Value and scope
04-05	Build number	40703.
04-06	Package identifier	Local package card APP-1W-40703; it does not replace the publisher signature or an external package registry.
04-07	File size in bytes	32 505 856 bytes, APP-1W-40703.
04-08	File size in MB	32,505856 MB = 32 505 856 / 1 000 000.
04-09	File size in MiB	31,000000 MiB = 32 505 856 / 1 048 576.
04-10	Size after installation	86,4 MB immediately after installing the launcher.
04-11	Data volume after session	104,7 MB occupied by the app and its data after 20 minutes; increase 18,3 MB.
04-12	Minimum OS	Android 10 / API 29 for the card APP-1W-40703; actual instance Android 15 / API 35.
04-13	Architecture	arm64-v8a; phone architecture matched the launcher.
04-14	Checksum	File integrity check performed on the actual binary APK; the verification result is recorded in the text card APP-1W-40703.
04-15	Update	I updated the launcher over the installation, logged into the same account, and preserved the currency BDT; the game pulled up the previous history.
04-16	Requested permission	APP-1W-40703: notifications — request after enabling push.
04-16	Requested permission	APP-1W-40703: camera — request after selecting shooting KYC.
04-16	Requested permission	Contacts and precise geolocation were not requested in the episode.
04-17	Action triggering the request	Opening the push setting triggered the notification request; selecting document shooting triggered the camera request.
04-18	Behavior on denial	After denying notifications, the game and cashier remained accessible; instead of the camera, I selected a pre-prepared document file.
04-19	Push	Push was disabled until explicit consent; denial did not block game launch.
04-20	Biometric login	Biometrics opened the saved login after prior activation; the first authorization required a password and account confirmation.
04-21	Offline behavior	In airplane mode, the shell opened from cache, but new bets were not accepted; network restoration returned the server state.
04-22	Session traffic	Cold start Tower Rush:8,6 MB.
04-22	Session traffic	Repeat start with cache:1,3 MB.
04-22	Session traffic	Stream of 20-minute session:6,8 MB in excess of loading.
04-22	Session traffic	Cold start+20 minutes:15,4 MB, not the sum of cold+warm+session.
04-23	Battery consumption	ENV-A01:82%→78% over 20 minutes Wi-Fi, brightness 50%; consumption 4 percentage points.
04-23	Battery consumption	ENV-I01:76%→73% over 20 minutes Wi-Fi, brightness 50%; consumption 3 percentage points.

ID	Attribute	Value and scope
04-24	Heating	The phone body became warm after 20 minutes; the result is recorded as a qualitative assessment of heating.
04-25	WebView container iOS	In the main iOS episode, Safari was used. For separate embedded viewing — the Telegram container iOS, not the standalone app Tower Rush.
04-26	Installation result APK	Launcher installation took 19,4 s; first shell launch 3,8 s; game readiness after selection — 4,8 s; these are different intervals.
04-27	targetSDK	APP-1W-40703: targetSDK 35, separately from minSDK 29.
04-28	compileSDK	APP-1W-40703: compileSDK 35; these parameters relate only to the card of this build.
04-29	Required hardware features	APP-1W-40703: touchscreen required=true.
04-29	Required hardware features	APP-1W-40703: camera required=false.
04-29	Required hardware features	APP-1W-40703: NFC required=false.
04-30	Manifest flags	APP-1W-40703: allowBackup=false.
04-30	Manifest flags	APP-1W-40703: usesCleartextTraffic=false.
04-30	Manifest flags	APP-1W-40703: supportsRtl=true.
04-30	Manifest flags	APP-1W-40703: extractNativeLibs=false.
04-30	Manifest flags	APP-1W-40703: application.name — standard Application without a custom class.
04-31	Actual permission request	POST_NOTIFICATIONS: enabling push→request→denial→game accessible.
04-31	Actual permission request	CAMERA: KYC shooting→request→denial→file selected via system dialog.
04-32	Result of permission denial	Notifications: denial → no push, game works. Camera: denial → shooting unavailable, document upload by file works.
04-33	WebView container app version	Telegram container iOS 11.13.2 build 30842; WKWebView used system WebKit iOS 18.6.3, there is no separately installed WKWebView version.

T04. App availability for Android

ID	Attribute	Value and scope
T04-01	App availability for Android	Tower Rush is available as a HTML5 game; the Android launcher in OP-01 belongs to 1win. A standalone APK of the game was not used; showcase apps of other operators are preserved separately.
T04-02	App availability for iOS	On iPhone, Safari was used; Telegram WebView is a separate route. The iOS offer in the 1win showcase is preserved as an operator offer and is not called an app of Tower Rush itself.

Related documents

- Official Tower Rush demo and FUN round records
- Tower Rush loading, network and session faults