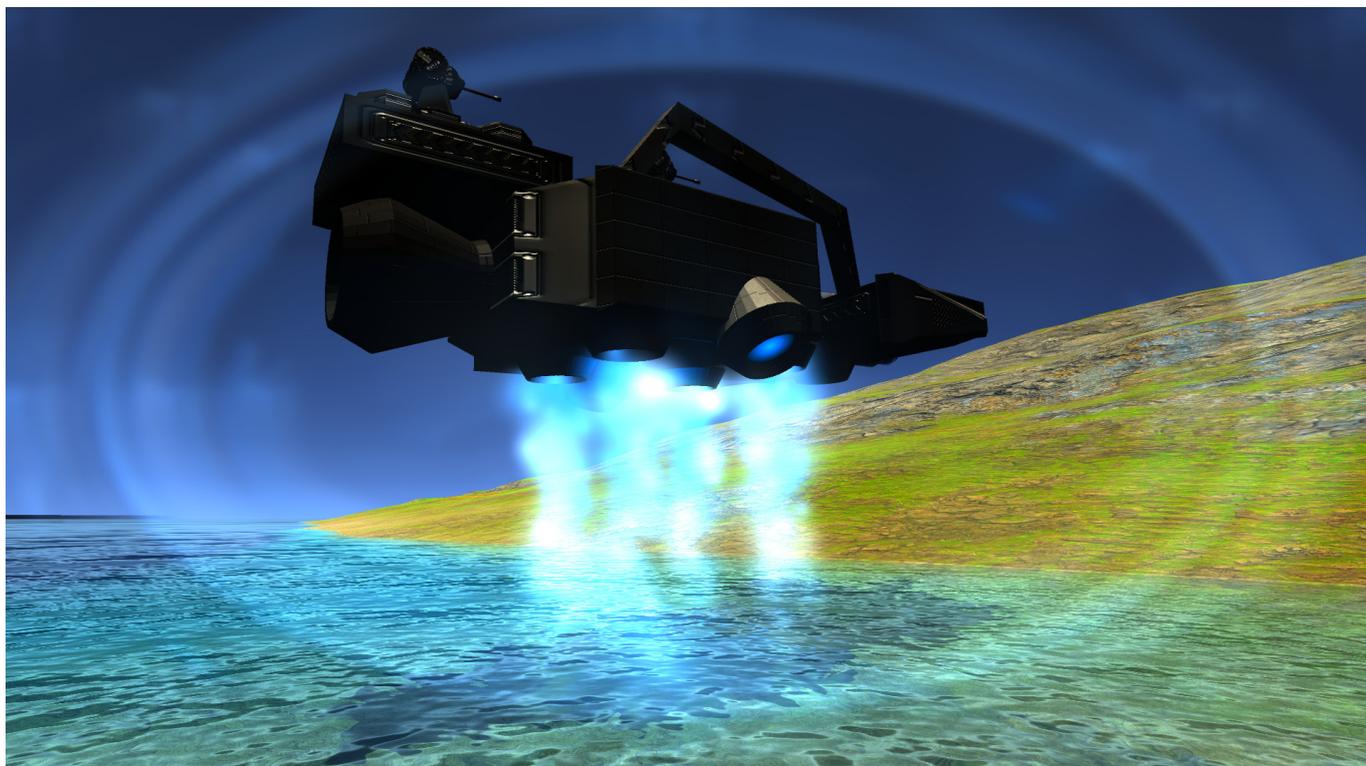

T.A.P. Activation Code [hack]



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About This Game

T.A.P. Tower Assault Platform

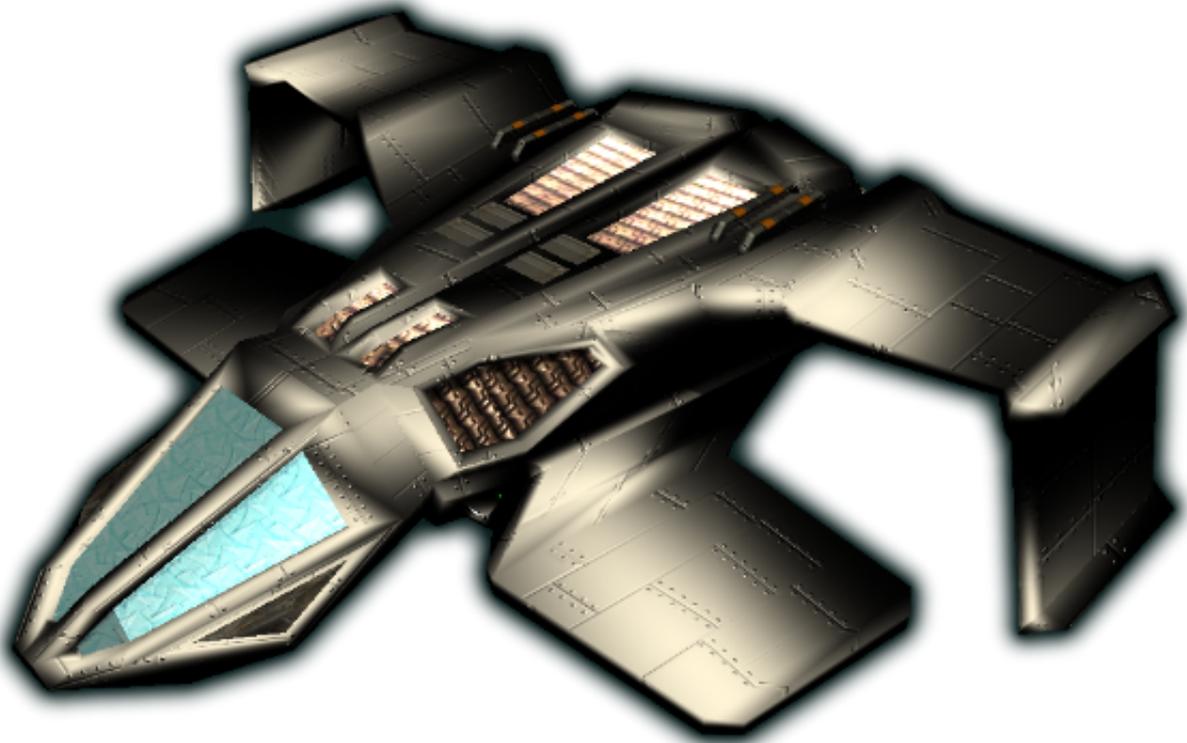
Tower defense is not! Tower Attack! Turret Attacking Platform.

Build towers on a rolling ship, improve them, strengthen, build factories, extract resources, Swing skills, earn reputation.

You will have 70 types of turrets, 70 skills, 8 active abilities, 5 types of ships.

Try a more advanced version of tower defense.

**You play the role of a
mercenary
with your own ship.**



Do tasks and earn reputation



**Build turret factories
and fight again!**



Title: T.A.P.
Genre: Action, Casual, Strategy
Developer:
Anti-Ded GameDev
Publisher:
Anti-Ded GameDev
Release Date: 31 Jan, 2019

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Minimum:

OS: Windows 7, 8, 10 64x

Processor: Intel or AMD Dual Core 2.0 Ghz+

Memory: 3072 MB RAM

Graphics: Radeon 4650 or NVidia 210

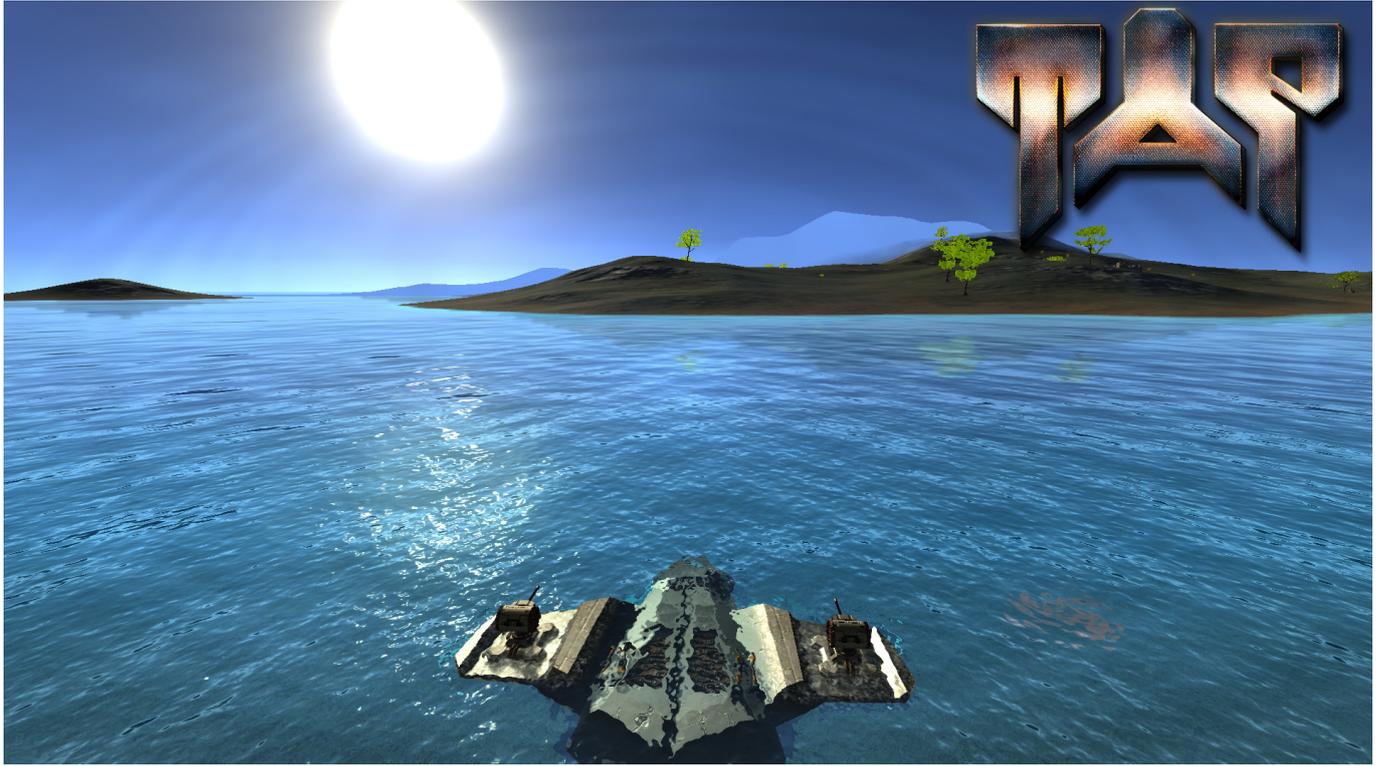
DirectX: Version 9.0

Storage: 4 GB available space

Sound Card: Integrated

English,French,German,Russian







Interesting game. This is very beautiful, especially if you bleed a little, you can make colorful rocket attacks on the bases. There is a random generation of missions that have missions with hunters who have their weapons set at random, sometimes they have to sweat to cover them! But it is even more fun! The game is very interesting!. In this retro-style game you'll fight on moving towers! It's real action with a lot of guns and upgrades. You can extract resources, build factories, upgrade it and more other! And all it in retro, what can be better?

I recommend this game for all lovers of retro games and action!. Perhaps I'll start with the fact that I love the games of the genre of action.

The game welcomes you with interesting music and a pleasant level of pumping your ship.

There are also many skills and a variety of different weapons.

I liked the game, I recommend it!. Perhaps I'll start with the fact that I love the games of the genre of action.

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Wow, a very exciting strategy turned out. This is a strategy mixed with action. Here, the player needs to develop, improve, build, and so on. The idea of the game is far from new, if I'm not mistaken, these were in the 90s, for the Moldov this is a very good nostalgia. The game is not demanding and easy to interface, which can not but rejoice. I like such games where you need to develop, build buildings, improve and simply progress. They give us their transport, which you will develop. There are updates for the game, so many bugs will disappear, that is, they will be repaired, which also gives a positive side. I like it..

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1.0.62 Update:

1.0.62 - Removed brightness - Added the ability to close windows with the Esc key - Help progress is saved - Music worked out - added mouse sensitivity menu - redesigned

1.0.61 - added tips on the game - Ability to close windows - Minor optimization

1.0.60 - cheats turned off - fixed start and first mission

1.0.59 - AutoSave at Back to Base - GameVersion Log (This window)

1.0.58 - Windows x86 support. **Update 1.0.66:**

1.0.66 - huge optimization - expanded welcome window functions

1.0.65 - added a welcome window with settings - optimized trees and grass on the base - added video quality setting

1.0.64 - Added trees, stones and grass

1.0.63 - Optimization of player buildings

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1.0.59 - AutoSave at Back to Base - GameVersion Log (This window)

1.0.58 - Windows x86 support. **Update 1.0.71:**

1.0.71 - Global Rebalancing

1.0.70 - Additional starter scrap from reputation - Hunters are half the power - Energy recovery, with the engines off, four times faster - Scrap metal can be found somewhere at the level

1.0.69 - "Hyperbola" turret is balanced - Now it is required the fourth row of factories to open a new type of turrets

1.0.68 - Rate of fire does not depend on FPS

1.0.67 - Optimized obstacles - Removed grass (there are too many herbs on such large levels) - Added clouds (can be enabled through the game menu. Only for strong video cards)

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1.0.58 - Windows x86 support. **Update 1.0.65:**
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1.0.58 - Windows x86 support. **Update 1.0.68b:**
1.0.68b - only 64 bit systems (more than 2 GB of RAM is required)
1.0.68 - Rate of fire does not depend on FPS
1.0.67 - Optimized obstacles - Removed grass (there are too many herbs on such large levels) - Added clouds (can be enabled through the game menu. Only for strong video cards)
1.0.66 - huge optimization - expanded welcome window functions
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1.0.59 - AutoSave at Back to Base - GameVersion Log (This window)
1.0.58 - Windows x86 support

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