

bonus primeiro deposito betfair

Softonic review

Master of Breaking Hard Things

Tap Tap Breaking: Break Everything

Clicker Game is a simulation game created by ODAAT studio. The simulation game is about clicking infinitely to break every unimaginable object from chopsticks to the Sun itself.

Just Tap and Break!

Tap Tap Breaking: Break Everything Clicker Game lets players rise as the universe's master of breaking things with their powerful chop. The game starts with breaking the simplest objects. Players have to begin manually breaking chopsticks. Their character's hands also receive damage every time they break an item.

The character stops if their hand's health drops to zero so players must watch out.

Destroying items consecutively will initiate the multiplier bonus or Skill power mode that can increase the attack speed and money earned, along with activating hand invulnerability. The breakable items fall under three categories: Earth Things like chopsticks, and lumber, Universe Things like alien skulls, and Gods Things like the Sun and other planets. Players earn money every time they start breaking an object. They use that money to upgrade their character's hands, enter new biomes with passive skills, and break harder objects. The hand can be upgraded with improved power, health, regeneration, critical power, and critical chance. There is a gold bar that users can break for extra money although it can be only accessed after breaking a certain amount of items. Users can consume in-game resources like gems to increase their breaking power by x2 or x5, as well as automate their striking and reward picking process.

Players can try the Challenge Breaking King mode where they have to demolish a number of objects within the time limit. The multiplier bonus is in reset for an extra challenge. Completing the challenge will give them in-game monetary rewards. They can