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Basic Information Bloons Wiki is a wiki for everything in the Bloons series and the Bloons TD series. Developed by New Zealand company Ninja Kiwi, the two franchises have been released for smartphones, tablets, web browsers, and computers. Bloons Wiki serves as a resource for players of these games. While there is currently major focus for optimizing Bloons TD 6 content over the years, Bloons Wiki has wide coverage for information present in all games in the series, collected over the years by new players and veterans alike. Because of the nature of online wikis, there is significant collaboration among fellow players of the entire Bloons community to improve and optimize both overall content coverage and strategy pages.Games in the Bloons series are single-player puzzle games about a monkey that pops balloons (called bloons in all series). Many bloons have special powers. The first of the series is the original Bloons game, first released as a browser game (Flash game). The popularity of the original Bloons game (or Bloons 1) has led to sequels, spin-offs, and mobile games. The concept of Bloons Tower Defense had been born from here, spawning as an entirely new spin-off franchise with much greater popularity. The Bloons TD series is a series of tower defense games, taking elements of the original Bloons game into a tower defense style. Throughout all games, the main goal is to pop as many bloons with towers as possible while preventing the floating bloons from reaching the exit. In these games, most of them are single-player, supported mostly by pre-determined rounds. Because of how popular this game series is, a number of additional spin-off games in the series were created. The first game of the Bloons TD series, Bloons Tower Defense, borrows existing elements of the original Bloons games into a tower defense, starting off with relatively simple game mechanics. Every new Bloons TD sequel introduces a number of new tower types along with their upgrades, new and bigger bloons enemies, as well as new tracks. Difficulty modifiers have been added since the third game of the series, Bloons TD 3. Many additional features have been added since Bloons TD 4, with unlockable towers and upgrades, as well as new game modes and special challenges. Starting from the release of Bloons TD 5, several spin-off games of the series were released. Online multiplayer gameplay (Bloons TD Battles and the mobile counterpart), building a monkey civilization (Bloons Monkey City and the mobile counterpart), and crossovers with Adventure Time (Bloons Adventure Time TD) are some of the various features present in some of the spin-off series. In the latest Bloons TD games, it introduce features that aren't commonly found in other tower defense games such as: The success of the Bloons TD franchise has allowed Bloons TD 6 and Bloons TD 5 Mobile to reach among the top paid games on both the App Store and the Google Play Store. In addition, Ninja Kiwi was later bought by Modern Times Group for $186M USD as a bridge to advancing further plans of increasing the marketing potential for Ninja Kiwi's own games. Since the success of Bloons TD 6, which debuted on June 13th 2018, the Bloons TD 6 Generation has bloomed to introduce a wide variety of family-friendly elements and characterization. Both Bloons TD 6 and Bloons Adventure Time TD were announced prior to release, and after the merge to Modern Times Group, subsequent games have been released with added twists to both original gameplay and modern mobile gaming. Bloons Pop! is a puzzle game where monkeys throw shots at bloons and win by completing pop goals. Bloons TD Battles 2, the sequel to Bloons TD Battles Mobile, implements player-versus-player gameplay in combination with elements from BTD6 and existing player-versus-player games such as Clash Royale. Contents Games Services Ninja Kiwi Archive Bloons Tower Defense 4 Track Editor Bloons World Core Game Mechanics Contributing If you feel some important page or image is missing, you can create a new page and upload new images. Remember to read through our policies before you contribute. If you would like to share your ideas or suggestions with the Bloons community, you can visit the blogs page to create your very own blog. If you need any help with anything related to the wiki, then contact our admins. Projects Under Construction As a gaming wiki, Bloons Wiki actively engages in completing projects that are under construction. Feel free to work on them and send your work to Bloons Wiki. The project list will be updated regularly. Below a number of long-term projects that Bloons Wiki are actively completing: Standardizing page names to follow a short abbreviation per game. Example: Laser Vision (Bloons Super Monkey) → Laser Vision (BSM) Create all Overview pages for each tower upgrade, and then each hero, and then each tower. Complete "Description" sections for BTD6 upgrades with "Overview" and "Targeting Priorities" subsections, and also "Activated Abilities" subsection (if applicable). Example: Overclock (BTD6)#Description. Images of Crosspaths Project Finishing off all sections on Crosspathing subpages. Cleaning up trivia sections, notably on pre-BTD6 pages, and either deleting or moving its contents somewhere else. Tag suspect sections with {{CleanupTrivia}} and clean them up afterwards. Filling out Bloons Supermonkey 2 Mobile pages (upgrades, allies, in-level powerups, glitches) Filling out Bloons 2 Mobile level pages Updating Paragons stats to be more accurate Testing tower and Paragons damage output against Tier 5 Elite Bosses in BTD6 Completing the list of Attack Interactions for each tower and hero on respective subpages Completing the main Special Abilities page to update with BTD6 Completing charts for the pages damage, pierce, attack speed, and range for BTD6 towers and upgrades Completing Bloons Adventure Time TD list of Weapons Completing all items in the Template:Premium Upgrades template. Adding images to articles tagged with {{ImageNeeded}}. Update articles tagged with {{Outdated}} Clean up gallery sections of all pages of all applicable BTD6 towers and splitting off BTD6 variants to separate pages. Review each and every article related to tower upgrades, especially the high-target articles. List of upgrade articles with depths and priorities can be found here. Completing popologies to each BTD6 upgrade article (e.g. Fireball (BTD6)#Full Popology). Creating improvements for Synergies article, finding what synergies are and how they are linked. Creating an established map-related strategies format for each map page. Creating an established tower-specific strategies format for each base tower page. Finishing off Monkeyopolis/Optimal Spots Completing Template:Soundtracks to list all soundtracks Regularly finish off the soundfile checklist: Bloons Wiki:Sound Checklist. Clean up the Bloons Wiki:Lost and Found, a gallery full of unused images (Special:UnusedFiles is insufficient for 1000+ files) Explore more of Bloons Wiki's current projects and past projects here. Feel free to help out. Check out Bloons Wiki Spreadsheets for a greater depth on Bloons Wiki's various projects in spreadsheet form. Did you know... ...that Healthy Bananas does not work in Impoppable Difficulty? ...that Relentless Glue in Bloons TD 6 can stun bloons? ...that the Arctic Wind in BTD6 can freeze water, allowing land towers to be placed nearby? ...that Gwendolin's voice actress is Daisy Lawless? Submit new facts! If you see any obsolete or incorrect facts, report it to admins. Other Resources We encourage you to join the community's other collections of resources and forums, so be sure to join these pages! BTD6 Index BTD6 Miscellaneous Challenges BTD6 Starts BTD6 Central If you see this, your JavaScript might be disabled or DiscordIntegrator plugin isn't working. If the latter, please contact a wiki administrator. You can also use this invite link: Latest News V · E · H March 2nd 2025 Qwertyxp2000 the second has been announced the newest top leader of Bloons Wiki, thanks to Spike144. Let's see how Qwertyxp2000 does to make the wiki the very best! See Full Announcement List... Featured Article V · E · H Spiked Balls is the 3rd upgrade of Path 1 for the Spike Factory in Bloons TD 6. Like Spiked Ball Factory, its corresponding upgrade in BTD5, the Spiked Balls upgrade replaces standard spike piles with spiked balls. Each spiked ball pops up to 12 bloons, each spike additionally dealing 2 damage to all bloons, as well as +3 damage to Ceramics and +1 damage to all Fortified Bloons, including MOAB-class with the Fortified property. This upgrade costs $1,955 on Easy, $2,300 on Medium, $2,485 on Hard, and $2,760 on Impoppable. Read more... Vote for next month's featured article! Featured Video The Road To Master Starts Here - Bloons TD Battles 2 Official Teaser Bloons TD Battles 2 Official Teaser Community Messages Please read the policies of Bloons Wiki before making any new edits. If you have any issues, suggestions, or questions, please contact an admin. Share your favorite Bloons Wiki page on your favorite social network. (How?) 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Skip to content Android (PlayStore, Epic Games)iOS (App Store, Epic Games)Fire OSWindows (Steam, Microsoft Store, Epic Games)macOS (Steam)Steam OSXboxPS June 13, 2018 (Android, iOS)December 18, 2018 (Steam, Windows)March 13, 2020 (Steam, Macintosh)July 19, 2022 (Epic Games)September 6, 2023 (Xbox)July 31, 2024 (PlayStation)Console RD TBA 11 December 2024 (Version 46.0) App Store:$6.99 (USD)$10.99 (AUD)$6.49 (CAD)$11.99 (NZD)£6.99 (GBP)€6.99 (EUR)₩9,900 (KRW)Steam:$14.00 (USD)$19.95 (AUD)35.99zł (PLN)$15.49 (CAD)$17.59 (NZD)£10.99 (GBP)€11.59 (EUR)¥ 1420 (JPY)¥47 (CNY)309 ₽ (RUB)219₴ (UAH)R$27.89 (BRL) 51.95₪ (ILS)For more updated details on Steam, see SteamDB Epic Store:$18.99 (USD)Consoles PSN & XBOX:€29.99 (EU) Apple App Store: 9+ESRB: EPEGI: PEGI 3 18 (+ Camo, Regrow & Fortified categories) + 6 Bosses 24 + (16 Heroes)(15 Powers) " The Bloons are back and better than ever! Get ready for a massive 3D tower defense game designed to give you hours and hours of the best strategy gaming available. Craft your perfect defense from a combination of awesome monkey towers, upgrades, Heroes, and activated abilities, then pop every last Bloon that comes your way! " ~ Ninja Kiwi Bloons TD 6 (Bloons Tower Defense 6 or BTD6) is the sixth main installment and current flagship title of the Bloons Tower Defense series. Developed and published by Ninja Kiwi, the game was released on June 13, 2018 for Android and iOS, and later brought to Steam, Windows, and Macintosh, and to consoles. Like the other tower defense games in the BTD series, the objective of Bloons TD 6 is to prevent enemy balloons, referred to as "Bloons", from traversing a track and taking lives, which is fulfilled by the player placing a combination of monkey-based towers to pop the Bloons before they can escape. As a sequel to Bloons TD 5 and its generational spinoffs, Bloons TD 6 introduces 3D graphics, line-of-sight mechanics, additional Bloon types (specifically the Purple Bloon, the Fortified property, and the Big Airship of Doom), Heroes, 5th-tier upgrades, a third upgrade path, expanded cosmetics, and more. Major updates to Bloons TD 6 usually focus on implementing balance changes to towers, at least 1 new map, and other new content. This includes the addition of new Heroes, weekly events, public profiles, and Paragons. Six new towers were added after the game's initial release: the Mortar Monkey (v6.0), Engineer Monkey (v12.0), Dartling Gunner (v22.0), Beast Handler (v36.0), Mermonkey (v44.0), and Desperado (49.0).Many features from Bloons TD 5 Mobile and Bloons Monkey City also return, including Odysseys, the Golden Bloon, Monkey Teams, Boss Bloon Events, Contested Territory, and Quests (Special Missions). Bloons TD 6 is available for both mobile and desktop devices, which can purchased for $6.99 USD on mobile stores (originally $4.99 USD) and $13.99 USD on desktop stores (originally $9.99 USD). Bloons TD 6+ is an exclusive Apple Arcade version that can be played with an Apple Arcade service. Bloons TD 6 Netflix is a mobile app published by Netflix to promote their gaming library. Bloons TD 6 (Epic) is a mobile app published in the epic Games Store for mobile in the EU. Console versions (Xbox and PlayStation) are available, with content equivalent to Version 32.0 without the Contested Territory feature, and costs $29.99 USD from both console stores. Starting from 18th August 2022 (announced on the Version 32.0 patch notes), the cost of both mobile and desktop versions were increased; mobile versions of Bloons TD 6 increased by $2 USD (excluding BTD6+), or $4 USD for desktop versions. Gameplay Main gameplay Player defending against bloons Gameplay in Bloons TD 6 is similar to previous games. The core gameplay is to stop enemy Bloons from reaching the exit(s) by making a defense consisting of various towers (called "Monkeys" in-game though some are clearly not monkeys). Popping Bloons will earn money, and can be used to buy more towers or upgrade existing towers. Each tower has a different role in the game. The game is played from a fixed top-down perspective, just like all other games of the Bloons TD series, but Bloons TD 6 uses 3D graphics, unlike any other of its previous games. Bloons TD 6 introduces many new game mechanics, including Heroes, new Bloon types, 5th-tier upgrades, and a third upgrade path for each monkey. DDTs, which first appeared in Bloons Monkey City, also return in Bloons TD 6. The game also introduces three new Bloon types: The BAD (Big Airship of Doom) is the new strongest standard bloon type in the game, and is immune to any form of slowdown, knockback, or instakill. Purple Bloons have been are a new counterpart to the Black and White Bloons, and are immune to fire, plasma, and energy weapons. The Fortified Bloon property is introduced alongside the returning Camo and Regrow properties; bloons with this property are stronger variations of their regular counterpart (the Fortified property will double the health of all bloons it is applied to except for Leads, which quadruples its health). Line of Sight is a new game mechanic that appears on certain maps, where certain types of obstacles can block certain towers from seeing over them. An example defense on the map Dark Castle. Each game is divided into rounds. Every round normally consists of a pre-defined set of bloons of various densities and different bloon types, although Apopalypse Mode rounds are randomized on every new game. All rounds will gradually introduce more Bloon types and get harder the later the player progresses. Before starting a game, players are prompted to choose a mode - Easy, Medium, or Hard - and select a sub-mode. The variety of modes in Bloons TD 6 allows players to play the same map in many different ways, making the game more diverse than previous installments in the Bloons TD series. Upon completing a game, players will get a certain amount of Monkey Money based on the difficulty of the map chosen, and the mode chosen. After a map's first completion on a difficulty, the amount of Monkey Money rewarded upon completion is significantly reduced. MOAB-Class bloons such as the MOAB, BFB, ZOMG and DDT return in BTD6, along with the new BAD bloon. These bloons only appear in rounds 40+, however, they all have a lot of health. MOABs require 200 hits to pop, BFBs require 700 hits to pop, ZOMGs require 4,000 hits to pop, DDTs have camo and lead properties and require 400 hits to pop and BADs require 20,000 hits to pop, all gaining more health every round after Round 80. After defeating Round 100, players will receive an "Insta-Monkey" which has the chance of already having upgrades that can be placed for free in any mode except for C.H.I.M.P.S. and challenges with no powers. Just like in BTD5, players can earn Monkey Money to unlock more stuff, including Powers, new Heroes, certain cosmetics, and unlock deeper Monkey Knowledge in conjunction with Monkey Knowledge Points. There is a new rare currency in the game called Trophies. Trophies can be used in the Trophy Store to unlock exclusive cosmetics not unlockable by Monkey Money. Optionally, the player may participate in a variety of different events, play Daily Challenges (including Advanced Challenges and Co-Op Challenges), contribute in creation and completion of Custom Challenges (including Custom Odysseys and Custom Maps) via the Challenge Browser. Additionally, Patch hosts special quests that introduce various concepts found in the game. Tutorial The only storyline of BTD6, upon playing a game account for the first time. Upon playing the game for the first time, Tutorial Monkey gives a tutorial on how to play the game. On the map Town Center, he declares the aim of the game: "Stop the Bloons from getting through!" The player is then instructed to place a 0-0-0 Dart Monkey inside the designated circle. After placing a second 0-0-0 Dart Monkey in another part of the track, the first round can be played. Tutorial Monkey then points out the Play button, which is used to begin the next round. After beating the second round, he points out that popping Bloons earns the monkeys experience: "Popping Bloons earns your Monkeys experience!" He then instructs the player to tap on the Dart Monkey icon to unlock an upgrade. He tells the player that "each Monkey type has 5 upgrades in 3 paths," after which the player is free to choose one of the Dart Monkey's Tier 1 upgrades to unlock. After unlocking an upgrade, Tutorial Monkey tells the player that he needs to apply the upgrade to the Dart Monkeys in play in order for them to be able to use it. After completing Round 3, Quincy, one of the sixteen current heroes, arrives. Tutorial Monkey tells the player that Quincy is a Monkey Hero that upgrades himself throughout the course of the game. After Round 4 is completed, the player levels up to Level 2, allowing the player to unlock a Primary Monkey. The choices for them are Boomerang Monkey, Tack Shooter, Bomb Shooter, Ice Monkey, and Glue Gunner. The same process occurs after Round 9 is completed, which is when the player levels up to Level 3, allowing the player to unlock another Primary Monkey. After Round 10, the player wins the tutorial game and earns 100. Monkeys All Towers in the game as of Version 44.0 Bloons TD 6 currently features a roster of 24 monkeys (4 new monkeys and 20 returning from previous BTD games) and 16 heroes to help pop bloons. These monkeys are split into four classes: Primary, Military, Magic, and Support. The monkeys range from simple Dart Monkeys to the all-powerful Super Monkey, each one with its own unique attacks, abilities, and strengths. Monkey XP still exists, but this time around it functions a bit differently. Players can save up Monkey XP to unlock upgrades in any order they wish, but the amount of monkey XP required increases the farther down the upgrade path they travel. XP can also be saved, allowing players to go down the path the player wishes rather than unlocking them in order. Each monkey has its own set of XP so they cannot use Dart Monkey XP to buy upgrades for the Bomb Shooter, for example. Several towers have been renamed from BTD5, namely Boomerang Monkey (from Boomerang Thrower), Wizard Monkey (from Monkey Apprentice), Bomb Shooter (from Bomb Tower), Ice Monkey (from Ice Tower), Mortar Monkey (from Mortar Tower), Dartling Gunner (from Dartling Gun), and Engineer Monkey (from Monkey Engineer). Each monkey offers a total of 15 upgrades which are split into 3 paths of 5 upgrades where a player can get two paths: 1 path to tier 5 and another path to tier 2. If someone upgrades one path then another, the path that wasn't chosen will be closed. Also, there can only be one fifth-tier upgrade for each path on screen at all times (except for the Crossbow Master upgrade, with the monkey knowledge activated known as "Master Double Cross", one can have 2 Crossbow Masters in a game instead of 1). In addition to the basic 15 upgrades, eligible monkeys can be further upgraded into the ultimate Paragon upgrade, accessible only upon purchasing all three Tier 5 upgrades for a monkey type. Primary Tower Description Cost Dart Monkey Throws a single dart at nearby Bloons. Short range and low pierce but cheap. $170 / $200 / $215 / $240 Boomerang Monkey Hurls a boomerang that follows a curved path. Good range and pierce. $265 / $315 / $340 / $380 Bomb Shooter Launches a powerful bomb at the Bloons. Slow rate of fire but affects a radius around the explosion. $320 / $375 / $405 / $450 Tack Shooter Shoots a short-range volley of sharp tacks in 8 directions. $220 / $260 / $280 / $310 Ice Monkey Pops and freezes nearby Bloons for a short time. Frozen Bloons are immune to sharp damage. Can't freeze White, Zebra or Lead Bloons. $450 / $500 / $540 / $600 Glue Gunner Shoots a blob of sticky glue that slows Bloons down by 50%. $190 / $225 / $245 / $270 Desperado No Monkey claims to know the Desperado well, and no rumor matches the accuracy of the iron on that swaggering hip. Attacks in 2 shot bursts. $255 / $300 / $325 / $360 Military Tower Description Cost Sniper Monkey Can shoot Bloons it can see anywhere on the screen with a long-range rifle, and pops 2 layers off Bloons hit by it. $300 / $350 / $380 / $420 Monkey Sub Shoots homing torpe-darts at nearby Bloons. Must be placed in water. $275 / $325 / $350 / $390 Monkey Buccaneer Shoots a single, heavy dart from both sides of the ship. Must be placed in water. $340 / $400 / $430 / $480 Monkey Ace Flies above the ground shooting volleys of high-pierce darts. $680 / $800 / $865 / $960 Heli Pilot Hovers wherever you direct it. Shoots from twin heavy dart guns. $1360 / $1600 / $1730 / $1920 Mortar Monkey Launches an exploding mortar shell to a fixed location anywhere on the screen. $640 / $750 / $810 / $900 Dartling Gunner Uses a dart-shooting machine-gun. Aims wherever you last tapped on the screen. $720 / $850 / $920 / $1020 Magic Tower Description Cost Wizard Monkey Hurls magical bolts of energy at the Bloons. Can upgrade to a variety of powerful spells. $275 / $325 / $350 / $390 Super Monkey Throws hundreds of darts at hypersonic speed with a huge attack range. $2125 / $2500 / $2700 / $3000 Ninja Monkey Stealthy and fast Monkey that throws bladed shurikens to pop the Bloons. Can target Camo Bloons. $340 / $400 / $430 / $480 Alchemist Harnessing powers of science and magic, splashes Bloons with acid, also brews various potions with different effects. $470 / $550 / $595 / $660 Druid Creates a blast of thorns for each attack. Upgrades can call forth powers of the Jungle, Storm, or Wrath. $340 / $400 / $430 / $480 Mermonkey A magical trident throwing Monkey of the sea that calls upon the power of the depths for damage, support, or Bloon clean up. Amphibious, but thrives in water. $510 / $600 / $650 / $720 Support Tower Description Cost Banana Farm Generates Bananas each round that convert into game money to spend on more stuff. $1060 / $1250 / $1350 / $1500 Spike Factory Automatically generates piles of Road Spikes on the nearby track. Excellent last line of defense. $850 / $1000 / $1080 / $1200 Monkey Village Hub of Monkey industry, has a number of different benefits to aid all of your Monkeys. Increases range of all monkeys in its radius by 10%. $1020 / $1200 / $1295 / $1440 Engineer Monkey Holds a trusty nail-gun to pop Bloons. Can upgrade to create its own nail-shooting sentry turrets. $300 / $350 / $380 / $420 Beast Handler Trains land, water, or air beasts. Multiple Beast Handlers can have their own beasts, or combine efforts to train a single beast with greater beast power. $210 / $250 / $270 / $300 Heroes Main article: Heroes Each Hero automatically generates XP for themself for each subsequent round they are on the map, leveling themself up after achieving enough XP to reach the next level. Heroes start at Level 1 when placed (or Level 3 with Empowered Heroes, and/or the Extra Empowered Relic from Contested Territory), and can level as high as Level 20. Levels provide big boosts in power for the hero, providing a variety of additional benefits for the player's defenses. Some heroes level slower than others. If multiple heroes are on screen, they share XP equally among each other. Only one Hero can be placed per player. In Co-Op Mode, individual players can place their own selected heroes. As of Version 43.0, BTD6 has 16 heroes which gain a fixed amount of experience each round and automatically level up to become stronger over time. Image Name Description Cost Unlock Released Quincy "Proud, strong and intelligent, Quincy uses his bow to perform feats of amazing skill." $460 / $540 / $585 / $650 Round 3 of Tutorial 1.0 Gwendolin "Gwendolin believes there hasn't yet been a Bloon problem that can't be solved with fire. Lots of fire." $615 / $725 / $785 / $870 Level 14 Striker Jones "Striker Jones is a strong Commander who uses his knowledge of long range combat to greatly boost the power of explosives." $595 / $700 / $755 / $840 Level 21 Obyn Greenfoot "Commanding powers of nature, Obyn can shoot through solid obstacles with his spirit wolf attack." $550 / $650 / $700 / $780 Level 28 Captain Churchill "In his armored battle tank, the Captain is a no-nonsense powerhouse on the battlefield." $1,700 / $2,000 / $2,160 / $2,400 Level 15 + 2500 2.0 Benjamin "Using his elite hacking skills, Benjamin can generate extra money for the cause." $1,020 / $1,200 / $1,295 / $1,440 Level 15 + 3000 3.0 Ezili "Ezili is a wielder of dark arts and manipulator of Bloons. Beware." $510 / $600 / $650 / $720 Level 25 + 3000 7.0 Pat Fusty "Pat is a huge monkey of enormous strength. His unique size and power is a great asset in the war on Bloons." $680 / $800 / $865 / $960 Level 15 + 3000 9.0 Adora "Adora's devotion compels her to strike Bloons down with furious vengeance." $850 / $1,000 / $1,080 / $1,200 Level 25 + 5000 14.0 Admiral Brickell "Command all your water-based Monkeys to decisive victory. Requires water to place." $765 / $900 / $970 / $1,080 Level 35 + 5000 18.0 Etienne "This high-tech hero can pursue the Bloons wherever they go with his remote-controlled drone." $720 / $850 / $920 / $1,020 Level 25 + 5000 20.0 Sauda "With a calm fury, Sauda can carve Bloons up with her twin razor-sharp swords." $510 / $600 / $650 / $720 Level 25 + 5000 24.0 Psi "A gifted monkey child, Psi uses only the power of the mind to destroy Bloons from the inside out." $850 / $1,000 / $1,080 / $1,200 Level 35 + 5000 26.0 Geraldo "Geraldo the shopkeeper sells a selection of useful items and zaps Bloons with his lightning attack." $640 / $750 / $810 / $900 Level 35 + 7000 31.0 Corvus "Corvus works well on the frontline, weakening nearby Bloons to harvest Mana and channel powerful energies through his Spirit companion." $785 / $925 / $1,000 / $1,110 Level 35 + 7000 40.0 Rosalia "Rosalia can reposition in a moment with her jetpack and brings the firepower with her laser, grenade launcher and missiles." $745 / $875 / $945 / $1,050 Level 25 + 5000 43.0 Hero skins Heroes have unique skins, purchasable with Monkey Money, that change their appearance and voice lines. Hero skins do not have any impact on gameplay. 27 hero skins have been released as of Version 44.0. Image Name Description Released Cyber Quincy "When Quincy was injured by a nefarious DDT, many feared the worst. But Dr. Monkey knew that they had the technology, and that they could rebuild him. He is Quincy, evolved from Quincy." 5.0 Wolfpack Quincy "From wilder distant days, when all hunters were strong and the pack yet stronger, he is Quincy, ancestor of Quincy." 15.0 Scientist Gwendolin "If my calculations are correct, when this baby hits 1211 degrees centigrade, we're gonna see some serious burnt rubber!" 6.0 Harlegwen "I'm known to be quite vexing!" 17.0 Biker Bones "The Sun God hath no fury like Biker Bones unchained!" 9.0 Octojones "I am the Sea!" 19.0 Ocean Guardian "We came from the Oceans, and we shall return to the Oceans." 10.0 Mountain Guardian "The spirits of the Mountain awaken." 22.0 Sentai Churchill "May the power of super mega turbo lightspeed manga quantum galactic laserbombs protect you!" 8.0 Sleigh Churchill "Slaying Bloons with Christmas cheer, one gift-wrapped bomb at a time." 34.0 Benjammin' DJ "This party is gonna POP!" 11.0 Sushi Bento "Order up, sushi's on the menu!" 24.0 Smudge Catt "Smudge Cat's hypnotic gaze beckons you to pierce all of those clawful Bloons. She's hungry for vengeance, and more Catt food, too." 12.0 Galaxili "Everything we are, everything we see - is made of spacedust" 29.0 Fusty the Snowman "Was a poppy happy soul" 14.0 Kaiju Pat "A strange beast, but ferociously good natured." 35.0 Joan of Arc Adora "All battles are first won or lost in the mind." 16.0 Voidora "From the void, I have arrived" 32.0 Dread Pirate Brickell "The Queen of the Seven Seas sails again!" 20.0 Lifeguard Brickell "Ready to rescue monkeys and pop Bloons!" 38.0 ETn "Take me to your leader." 25.0 Book Wyrm "Reader, daydreamer, often the outsider, yet capable of harnessing the very power of imagination." 39.0 Viking Sauda "Axes at the ready!" 28.0 Jiangshi Sauda "Chained to this world, for there are still Bloons to pop." 37.0 Psimbals "Are you ready for a show?!" 30.0 Dreamstate Psi "There is much to discover at the edge of wakefulness, meditation, and dreams." 44.0 Gentlemonkey Gadgeteer "More of a tinkerer than an adventurer, Gentlemonkey Gadgeteer spends his time perfecting his craft and admiring his rare and wondrous items." 42.0 Bloon Types Bloons TD 6 introduces various new bloons and their properties alongside many of the previous bloons from its prequel. In total, there are 22 different types of bloons, as shown below: Normal Bloons MOAB Class Bloons All types of non-Boss MOAB-class Bloons (as of Version 34.0) Z.O.M.G.Zeppelin Of Mighty Gargantuaness 16,656 (Normal)27,296 (Fortified) 4,000 (Normal)8,000 (Fortified) General Information Debut Round 80Round 79 (ABR) Poppable projectile All Child of B.A.D. Parent of 4x B.F.B. Speed 0.18 Read more... B.A.D. 55,760 (Normal)98,360 (Fortified) 20,000 (Normal)40,000 (Fortified) General Information Debut Round 100Round 99 (ABR) Poppable projectile All Child of N/A Parent of 2x Z.O.M.G.3x D.D.T. Speed 0.18 Read more... Boss Bloons All types of Boss Bloons (as of Version 38.0) Vortex Depends 20,000-2,512,500 General Information Debut Round 40 (Boss event) Poppable projectile All Child of N/A Parent of N/A Speed Depends Read more... Elite Vortex Depends 41,800-33,500,000 General Information Debut Round 40 (Boss event) Poppable projectile All Child of N/A Parent of N/A Speed Depends Read more... Dreadbloon Depends 7,500-1,000,000 General Information Debut Round 40 (Boss event) Poppable projectile Depends on presence of shield and current tower class immunity Child of N/A Parent of Rock Bloons Speed 0.035 (shielded)0.075 (no shield) Read more... Elite Dreadbloon Depends 15,000-12,500,000 General Information Debut Round 40 (Boss event) Poppable projectile Depends on presence of shield and current tower class immunity Child of N/A Parent of Rock Bloons Speed 0.035 (shielded)0.075 (no shield) Read more... Phayze Depends 10,000-1,500,000 General Information Debut Round 40 (Boss event) Poppable projectile Depends on whether it has camo property Child of N/A Parent of N/A Speed Depends (shielded)0.036 (no shield) Read more... Elite Phayze Depends 20,000-16,000,000 General Information Debut Round 40 (Boss event) Poppable projectile Depends on whether it has camo property Child of N/A Parent of N/A Speed Depends (shielded)0.036 (no shield) Read more... Boss Minions Bloon properties Bloons having properties inherit the same properties with their parents and share the same properties with their children. Their speed also remain unchanged. All types of Bloon properties Regrow Bloon Grows an extra layer in specific time General Information Debut Round 17 (Yellow)Round 3 (ABR) (Blue) Poppable projectile All Owner(s) All normal bloons. Read more... Camo Regrow Bloon Restricts Monkeys' Target and grows an extra layer in specific time General Information Debut Round 36 (Green)Round 5 (ABR) (Red) Poppable projectile All (only targetable if Monkeys have Camo Detection) Owner(s) All normal bloons. Read more... Fortified Bloon Gains additional health points General Information Debut Round 45 (Lead)Round 40 (ABR) (M.O.A.B.) Poppable projectile All Owner(s) Lead, Ceramic and all MOAB Class Bloons. Read more... Fortified Camo Bloon Gains additional health points and restricts Monkeys' Target General Information Debut Round 51 (ABR) (Ceramic) Poppable projectile All (only targetable if Monkeys have Camo Detection) Owner(s) Lead, Ceramic and D.D.T. Fortified Regrow Bloon Gains additional health points and grows an extra layer in specific time General Information Debut Round 48 (ABR) (Lead) Poppable projectile All Owner(s) Lead and Ceramic. Fortified Camo Regrow Bloon Gains additional health points, restricts Monkeys' Target and grows an extra layer in specific time General Information Debut Round 67 (Ceramic)Round 62 (ABR) (Lead) Poppable projectile All (only targetable if Monkeys have Camo Detection) Owner(s) Lead and Ceramic. Other Bloons All types of Normal Bloons Golden Bloon 8-22 (Normal)21-27 (Fortified) 8-22 (Normal)21-27 (Fortified) General Information Debut >20 Poppable projectile All(can gain immunity to bomb, fire, sharp, plasma, ice, energy) Child of N/A Parent of N/A Speed 3.5 Read more... Offline Mode Offline Mode is a feature added since Version 35.0. Instead of being forcefully required to update the game in order to play at all after the developers stop supporting an older client of Bloons TD 6, the player has the choice to play Bloons TD 6 without any online features, including no in-app purchases. It has much less content than the base game, but allows players to have a partial experience of the game without the inconvenience of regular updates or requiring any internet connection. The following are some significant differences when playing on Offline Mode: Maps As of Version 48.0, there are 79 maps in Bloons TD 6. Each map is categorized into four different types: Beginner, Intermediate, Advanced, and Expert. There are 24 beginner maps, 23 intermediate maps, 20 advanced maps, 12 expert maps, and three other maps. The payout for completing a map depends on both the map's predetermined difficulty and the chosen game difficulty. After the first completion, the payout has a much smaller amount (for instance, an Expert Map played on Hard rewards more Monkey Money than an Intermediate Map played on Easy). Beginner Maps Beginner Monkey Meadow: A grassy map. Similar to Monkey Lane from BTD5. This map contains no items blocking sight and no water, making it the simplest map in the game. In the 5.0 update, monkeys can be placed on the pumpkins at the top left and top right of the map despite the pumpkins being solid objects. In the Loop: An autumn-themed map. Bloons follow a square that has loops on 3 of its corners. There is water in the upper right loop. The trees and tools on this map can block a monkey's line of sight. Middle of the Road: Set in the middle of a Wild West settlement on a road with wonky lanes. Despite this, the bloons loop in a single lane. Tinkerton: A map set in a factory growing and harvesting some orange fruit. Spa Pits: A map around a large lake with five smaller lakes around it. There is a secret on this map where clicking on the rocks in order of how many scratches are on them will unlock the option to "make map heaps harder"; clicking the check mark transforms the map into Tar Pits from BTD5. Tree Stump: A map around a tree stump. Bloons circle around the stump, then make a bigger circle before exiting. The tree stump will block the sight of towers, but towers on the stump have no restrictions. Similar to Park Path from BTD5. The axe in the log can be tapped to make it wiggle and the mushrooms can be tapped to make it glow and wiggle. Town Center: A grassy map with a Bloons Monkey City vibe. Water lines the top left of the map, but is too small and too far from the track to be useful unless using the Advanced Intel upgrade for the Monkey Sub. An additional option is to use Merchantmen as they generate money regardless of sight. There are crates near the building on the right that can be used for water towers before update 2.0.0. The buildings and the windmill are sight obstacles. This is the map featured in the tutorial of the game. One Two Tree: Snow-filled farm landscape with pine trees and snowmen in each plot. They are marked with tower categories that buff towers that are part of the category marked. The trees and snowmen will be removed one by one every few rounds. removing line-of-sight blockers and adding more space. Scrapyard: A map filled with rusted machinery and scraps, including a junked Bloonchipper. This map contains no water, but the junk blocks sight. The Bloons take a winding path through the scrapyard. There is a compressor that can be activated to crush and stun Bloons. It has a cooldown of 60 seconds. The Cabin: A dark and muddy map which is centered in the middle of a forest. This map features a relatively short winding path with a car that can be removed and a cabin. There's also a foggy atmosphere. Both the car and the house, along with all the trees, block placement and obscure line of sight. Resort: A beach resort with a multi-rectangular path made of brick. Between the inside of the middle rectangle and the outside of the small square is a small swimming pool where water towers can be placed into. Taking in place on a beach resort, there are many items on the map. There are two red umbrellas to the right that can be opened or closed when clicked on. In the middle there are two lounge chairs and in between them a table that has a pink cocktail on it and a plate of bananas. To the right there's a pool in which water-based towers can be placed. All land-based towers can be placed anywhere except directly on the brown brick-layered bloon track, on the table, on where the bottom-left palm tree is, or on top of the umbrella stands. The umbrellas and the palm tree at the bottom left function as line of sight blockers so it's best not to place towers around them. Skates: A map set on top of a frozen lake. Bloons travel across the lake in a series of three loops. The map features a large hole in the ice where water-based towers can be placed, as well as a group of cottages that can be removed to reveal a second hole in the ice for more water towers. Lotus Island: An island in the middle of the sea, which has a few lotus plants and the remains of some sort of stone building. The Bloons travel around the perimeter of the island. Candy Falls: A candy-filled map with a chocolate river flowing down the middle where water monkeys can be placed. The map is based on Willy Wonka's Chocolate Factory. Winter Park: A snow-filled park area with a small fountain in the middle where water monkeys can be placed. Carved: A track that resembles a Jack-O-Lantern. Park Path: A clean, nice environmental, long and curvy track with water in a stream, returning from BTD 5. Sort of resembles a spiral. Alpine Run: A snowy map based off of a ski lift. Frozen Over: An icy themed map kind of resembling Ice Flow from BTD5. The map features many triangles with lots of room for water towers. Cubism: An abstract art map. Bloons go around the triangles and quadrilaterals. There is water in the lower right corner and in one of the triangles, allowing for water towers to be placed on this map. This map features two storm drains that do not affect gameplay. Four Circles: A sprint track map. Bloons go around four circles. The top left and bottom right circles are each half water. This map uniquely features a timer near the bottom right that counts minutes and seconds. It blocks monkeys' lines of sight as well. Hedge: A grassy garden map. Bloons go around the hedges. There is a statue in the middle of a Dart Monkey. Hedges along the track block monkeys' lines of sight, and cannot be removed. If the Dart Monkey statue is tapped, it rotates 90 degrees. End of the Road: A desert road map. Bloons follow a horizontal road with two curves and then go back where they came from. There is water near the end of the road, allowing for water towers to be placed. The cacti on this map can also block monkeys' lines of sight although this doesn't practically affect gameplay. Logs: A swamp-like map. The bloons follow a vertical checkerboard path and then follow a horizontal one, going under numerous logs. The middle square of the checkerboard-like pattern is water instead of land, allowing water towers to be used on this map. Monkeys cannot see through the logs on this map. Intermediate Maps Intermediate Luminous Cove: A secret cove of the Mermonkeys, the bloons will travel around the cove in two separate paths, one lane per round, and exit on opposite directions on the bottom-left and bottom-right. Lots of water, but a decent amount of land. Sulfur Springs: Hot spring on a raised platform, plus more rock platforms, all raised above a valley of lava. Outside of it is a lot of rock. Water Park: Set on a water park with many unremovable obstacles. The life guard chairs present on the map are helpful, particularly for Snipers, as the chairs allows towers placed on them to see anywhere on screen. Polyphemus: Set on a boat-shaped island surrounded by palm trees, featuring removable ceramic tiles encircling the island's edge. Bloons embark from the far right, either at the top or bottom, going around the outside, until reaching the opposite side. In Version 48.0, this was changed. Bloons now addit

tour guide for Quests and narrates the majority of the stories of Quests, is interactable in the main menu of the game. Tapping on her takes you to the Quests menu. Quests in Bloons TD 6 are the equivalent to Special Missions from BTD5. Many quests provide a storyline to each of them, introducing new in-game lore or advising the player. A variety of categories for Quests are available: Tales, Challenges, and Tutorials. Tales are multi-stage quests that have separate challenges attached in a linear progression. Challenges offer unique challenges for the player, some of which are not at all replicable in Challenge Editor. Tutorials are basic step-by-step guides aimed for a newer player to follow, usually focusing on the basics of a particular hero or strategy style. Events Main article: Events (BTD6) All Events as of Version 32.2 Revamped Events tab as of Version 40.0 Six distinct types of events are available: Collection Events (including seasonal and non-seasonal variants), Race Events, Odyssey Mode, Boss Bloon Events, Contested Territory, and Boss Rush. Completing them will earn special unique bonuses that can improve on player gameplay in the game. Trophies are a unique currency that is earned by completing Race Events, a full Odyssey on Odyssey Mode, certain tiers of Boss Bloon Events, or defeating bosses in Boss Rush events. Collection Events earn free Insta-Monkeys based on a lootbox-esque system without paying in-app purchases. Collection Event Main article: Collection Event Totem Collection Event, the seasonless variation of Collection Events Collection Events are events where special lootbox currency can be earned to receive free Insta-monkey boxes with randomized Instas. Tiers of Insta-monkeys and quantity of earned Insta-monkeys increases with higher-tier chests. Collection Events are usually seasoned, normally appearing on special holidays, but are sometimes seasonless with its default theme as Indiana Jones. These events typically last between 7 to 14 days. To earn lootbox currency, players must win games in standard gameplay, or from certain other events such as Daily Challenges, Odysseys, and Race Events. Every few hours and after completing a featured map, a special icon on top of a map in the Play menu indicates a greater reward on lootbox currency, and it shuffles between each map on the same map difficulty. Odyssey Mode Main article: Odyssey Mode (BTD6) The Odyssey Icon. Odysseys are special multi-game modes where the player progresses through a journey of 3-5 different maps with special rules set in each island, and lives are carry over throughout the adventure. Winning all maps in the journey rewards a bounty of prizes including Trophies, a featured Insta or Power, and a stash of Monkey Money. The player can choose a course between Easy, Medium, and Hard Odysseys, setting them off into a course of challenging maps that share a common theme. Odysseys typically last between Thursday 8:00pm NZST to Wednesday 8:00pm NZST, and new Odysseys refresh weekly. Race Event Main article: Race Event Race Event Race Events are weekly events where players can play a pre-defined challenge and attempt to speedrun it as fast as possible. The key difference in Race Events is the option to speed up rounds by sending in the next rounds. If the player completes the entire challenge while still surviving in a single attempt, they will be added to the Race Leaderboard. If the player loses, however, they will have a chance to participate in the Race again with either a 100 fee or waiting every 3 hours until a free race attempt refreshes. The winners of the race are announced several hours after the Race Event ends. Winners of the race receives prestigious badges plus valuable rewards, including Trophies. The grand winner and runners-up will receive much more valuable rewards, including exclusive badges. Badges do not affect gameplay and are mostly for bragging rights. Race Events usually last for 5 days, from Friday 8:00pm NZST to Tuesday 3:30pm NZST, and new Races refresh weekly. Boss Bloon Event Main article: Boss Bloon Event (BTD6) Bloonarius Boss Bloon Event Boss Bloon Events are events involving fights against Boss Bloons. Boss Bloons begin starting on Round 40, and they must be beaten within 20 rounds per tier in order to win each stage. Boss Bloons possess various unique properties, contain extreme amounts of health, and are even more relentless than BADs. Each Boss has 5 tiers before they will be finally defeated, and must be beaten before Round 140. Each of the Boss Bloons have Elite variants with much more difficult stats, but requires the normal variant to be beaten first before encountering its Elite variant. There are also Ranked Bosses which are essentially the same event but the player is timed and placed on a global leaderboard for even more prizes. Boss Bloon Events typically last between Saturday 8:00pm NZST to Thursday 3:00pm NZST, and new Boss Events refresh weekly. Contested Territory Main article: Contested Territory (BTD6) Contested Territory Contested Territory is a gamemode involving the occupation of multiple tiles of hexagonal land. Instead of a single plot of land, groups of players are arranged into teams. Each team has a fort at one of the vertices of a large hexagonal plot of land. This plot of land contains various type of smaller units of land, called tiles, that can be captured by teams. Some tiles grant special perks to the team. Tiles can be recaptured to secure its position, or further reinforce its territorial status. Each player can only capture a certain amount of tiles within a specific amount of time. Contested Territory typically lasts between Wednesday 11:00am NZST to the next Wednesday 11:00am NZST, alternating between on and off fortnightly with Boss Rush. Unlike most other events, Contested Territory is unlocked at Level 30. Boss Challenge Main article: Boss Challenge Boss Challenge As an alternative to Boss Bloon Events, the player may choose to play Boss Challenges instead, and can play any Boss Bloon that isn't already involved in a currently active Boss Bloon Event. Players can play against the Boss on any map, with no restrictions to heroes or towers, but the only stipulation being the inability to adjust challenge settings other than Standard Medium. Finishing a Boss Challenge yields no rewards except a record for completion. If Ranked Mode is enabled, the player can set records for Timed Boss, Least Cash, and Least Tiers, but can only directly observe one of these special statistics at a time during a Ranked Boss Challenge. Boss Rush Main article: Boss Rush Boss Rush Boss Rush provides an alternative for Boss Bloon Events in a team-based setting, and is the second team-based event in BTD6. The goal of this event is about popping as many tiers of each boss as possible in an attempt, with each highest-scoring attempt at a cap of four per day per player adding damage against the boss, with the end goal of completely defeating all five bosses. Boss mechanics are reworked from their original iteration in a way that better suits the lack of farming. Unlike Contested Territory, the event is completely co-operative, with no competitive features whatsoever. Boss Rush typically lasts between Wednesday 11:00am NZST to the next Monday 11:00am NZST, alternating between on and off fortnightly with Contested Territory. Birthday BAD Bonanza Currently, there is only one community event in the game, the Birthday BAD Bonanza. It is a community driven event that involves popping as many BADs as possible, and each one popped contributes progress towards a community goal that gives rewards when certain community milestones are reached. The Birthday BAD Bonanza starts on the 12th June 2024 and has ended on 20th June 2024, with 6 out of 7 rewards revealed. Shops Shop Main article: Shop (BTD6) Shop button Although Bloons TD 6 is a paid game, it contains optional in-app purchases that can be bought for benefit via the Shop. Items available in the Shop include Monkey Money, Powers, Insta-Monkeys, MK Points, Double Cash, and Race Passes. The cheapest item available is worth $0.99 USD, the most expensive being $49.99 USD. All of the items available from this store except Double Cash (the only Premium Upgrade returning from Bloons TD 5) are obtainable via normal gameplay. The Shop is not available on Bloons TD 6+ or Bloons TD 6 Netflix. Trophy Store Main article: Trophy Store Trophy Store icon Trophy Store is a store where players can redeem exclusive new cosmetic content with Trophies. The Trophy Store was added on Version 19.0, providing a use for the Trophies currency. All Trophy Store items can be activated or used in C.H.I.M.P.S. mode. Trophy Store items have always been added on every major update starting from Version 19.0. Many updates also add limited-time Trophy Store items too. Team Store Main article: Team Store Team Store is the cosmetic store for unlocking cosmetics, and is linked to Contested Territory. Unlike most stores, the Team Store only accepts Team Trophies. Achievements Main article: Achievements (BTD6) Achievements button Optional achievements can be earned for extra rewards and pride for the player. Most of these extra rewards involve either free Monkey Money, Powers, Instamonkeys, or Monkey Knowledge Points. The "Achievements" button can be tapped to find a list of possible achievements. Some achievements are secret achievements, and can only be earned through very special means. These are covered in the article Hidden Achievements. Profile Main article: Profile (BTD6) Example statistics for a player in public stats view Profiles are used to display the player's progress in the game, with a special menu added since Version 18.0. The profile displays the list of medals, the level of the player including Veteran Level (if applicable), and a select number of statistics for the three most used towers and heroes. Profiles are visible to all players on all multiplayer features, including Co-Op Mode and competitive special events such as Race Events. Statistics can be displayed onto the profiles, up to 7 statistics. It can be decorated with a profile image and a banner, along with an optimal presentation of Monkey Names on the list of named monkeys (available from the Trophy Store). History Bloons TD 6 was announced on March 28, 2017 on PRLog for the iTunes App Store, Google Play Store, and Amazon App Store and released on June 13, 2018.[1] The game, like its predecessors, revolves around popping Bloons using monkey towers. Unlike the previous games, however, Bloons TD 6 utilizes 3D graphics to enhance visual gameplay. The game also utilizes a new feature called Line of Sight, a feature where certain obstacles can block the monkey's line of sight, which makes tower placement significantly more important. Certain vision-blocking objects can be removed for a fee, which will free up space for tower placement and sometimes can add other gameplay effects such as revealing hidden water. On December 17th, 2018, BTD6 Steam for Windows was released worldwide, initially released with Version 7.0. BTD6 Steam for Macintosh was released worldwide much later on, starting from 12th March 2020 with the release of Version 16.2. On January 25th, 2019, BTD6 Steam for Windows got 10 Trading Cards in the Steam Community Market. On June 4th, 2021, the Windows Store version of Bloons TD 6 was released, with almost identical gameplay and features compared to the Steam version for Windows. Bloons TD 6+ was released in 11th February 2022. Ninja Kiwi stated in their Version 32.0 patch notes that they plan to add Bloons TD 6 for PlayStation and Xbox, presumably the PlayStation 5 and Xbox Series S and X. In the Version 38.0 patch notes, BTD6 Console has been confirmed. It is confirmed for Xbox and PlayStation; for Xbox, only bug fixes necessary before shipping, and similarly, the PlayStation version only needs Q&A checks. The Switch version is yet to be confirmed. It would later be announced to be in pre-order for Xbox since 25th August 2023, and the store page for Bloons TD 6 on the Xbox Store was added on the same day. On July 19th 2022, Ninja Kiwi added Bloons TD 6 to the Epic Store. Several months later, on June 21st 2023, Bloons TD 6 was released on Netflix as Bloons TD 6 Netflix. On a NK Twitter post announcing BTD6 Xbox, posted on August 23rd 2023, Ninja Kiwi also announced that PlayStation is confirmed to also have a console version too. A pre-order announcement for BTD6 Xbox was announced on August 25th 2023, on another NK Twitter post. Ninja Kiwi announced the official announcement of BTD6 Xbox on a Twitter page, on September 7th 2023, for the release of the game on September 6th 2023. On 12th May 2024, MrBeast promoted Bloons TD 6. As part of his promotion, a special one-off login bonus was given to players who logged in between 12th May 2024 and 11th June 2024, for 30 days, plus an exclusive in-app purchase consisting of a starter pack of goodies with exclusive cosmetics of Mr. Beast, with that in-app purchase lasting for 90 days from that date. The PlayStation version was released on 31st July 2024. Timeline of Published Information Main article: Timeline of Bloons TD 6 Bloons TD 6 underwent many changes ever since it was officially announced on 27th March 2017. Although it was delayed until June 2018, there were many teasers for the game along the way, including introduction to new towers and new Heroes. Version History Main article: Version History (BTD6) Bloons TD 6 regularly has a new major update every 40-50 days on average. All major updates have consisted of major balance changes across many aspects of the game to refresh the game with fair and interesting gameplay across each update, often to challenge dominating metas in the game or to improve aspects of the game that are quite underused. Balance changes Main article: Bloons TD 6/Balance changes There were various balance changes occurring on each update, adjusting a variety of different towers towards a relatively equal power for their own unique special fields of expertise. For the most part, many of the balance changes in the game each update were designed to reduce the overpoweredness of certain towers and/or their combos, while at the same time allowing certain other towers and their upgrades to become more usable choices in certain scenarios. For certain upgrades, crosspathing interactions have also been adjusted in certain updates to balance out the overall power for the alternate crosspathing ends for different scenarios, such for the Crossbow Master, where Path 1 crosspaths granted even more pierce bonuses in exchange for Path 2's plain bonus attack speed. Bloons TD 6+ Main article: Bloons TD 6+ Bloons TD 6+ is an Apple Arcade game version of the original Bloons TD 6, exclusive to iOS devices with Apple Arcade. It was confirmed on 2nd February 2022. It was first released on 11th February 2022. Bloons TD 6 Netflix Main article: Bloons TD 6 Netflix Bloons TD 6 Netflix (stylized as "Bloons TD 6 NETFLIX" in the application stores) is a version of Bloons TD 6 published by Netflix as a promotion to Netflix's services and potentially increase the sales of Netflix subscriptions. It was first released at about 21st June 2023. Bloons TD 6 Console Main article: Bloons TD 6 Console Bloons TD 6 has released console versions for the Xbox, and will release for the PlayStation too. The Xbox version was first released on September 6th 2023, initially set on Version 32.0 without Contested Territory (compared to Version 38.3 in the main series). On December 2024, BTD6 Console was updated to include almost all content up to Version 42.0 but without any of the balance changes, new game modes, or Corvus. Bloons TD 6 Chinese Main article: Qìqiú Tǎ Fáng 6 Qìqiú Tǎ Fáng 6 is the Chinese version of Bloons TD 6, released specifically for mainland China. It contains exclusive content, including exclusive hero skins and trophy store items, alongside certain Western censorship. DLCs There is one DLC for Bloons TD 6, called Rogue Legends. It was announced by Ninja Kiwi on January 15, 2025, and released on February 4th, 2025. As the name suggests, Rogue Legends introduces a rogue-like gamemode, where the player proceeds through increasingly challenging procedurally generated challenges, unlocking buffs that allow the player to build new strategies as they push forward towards fighting a final Boss. Bugs Main article: Bloons TD 6/Known Bugs As with all games, bugs inevitably occur in Bloons TD 6. Some of these bugs include incorrect attack interactions, visual issues, or other undesired, unintended interactions. Many bugs were patched in later updates. Most updates of Bloons TD 6 contain at least a few bug fixes and general changes. Awards Bloons TD 6 has won the following awards: Mobile Game of the Year 2024 at PocketGamer[2] Gallery See the Gallery Section!Because of the size of the gallery, the gallery section here has been moved elsewhere so that this current page will be less cluttered. See Bloons TD 6/Gallery to find the new fresh gallery section! Trivia As of 6/15/18, Bloons TD 6 was the number one paid app on the Appstore and Google Play Store. Similarly, Bloons TD 5 previously made it to the top few games on the Appstore and Google Play Store, and still holds a high rank in both stores. On the main menu screen, the left palm tree, left house, windmill, town hall, the right side of the shore, and the middle statue can be tapped. Upon being tapped, a different monkey reacts depending on which item was tapped. Tapping the palm tree will cause a Boomerang Monkey to pop up and throw a boomerang. During the 5.0 update and later 13.0 update, the Boomerang Monkey will appear to be costumed like a zombie, having pale white fur, blue skin, and black eyes with white pupils. During the 7.0 update, the Boomerang Monkey will appear to be costumed like an elf. During the 10.0 update and later 24.0 update, the Boomerang Monkey will appear to be costumed like an Easter bunny and will throw a carrot instead of a boomerang. Tapping the left hut will cause two Bomb Shooters to appear and fire bombs at each other. During the 5.0 update and later 13.0 update, the Bomb Shooters will fire a small pumpkin at each other instead. During the 7.0 update, the Bomb Shooters will fire a small peppermint candy. During the 10.0 update and later 24.0 update, the Bomb Shooters will fire an orange gumball. Tapping the town hall will cause a Ninja Monkey to jump up and vanish in a puff of smoke. During the 5.0 update and later 13.0 update, the Ninja Monkey will appear to be costumed like a mummy. During the 7.0 update, the Ninja Monkey will appear to be costumed like an elf. During the 10.0 update and later 24.0 update, the Ninja Monkey will appear to be costumed like an Easter bunny. Tapping the windmill will cause a Monkey Ace to fly across the screen and the windmill to rotate. During the 5.0 update and later 13.0 update, the Monkey Ace will appear to be costumed like a vampire and the plane will resemble a giant bat. During the 7.0 update, the Monkey Ace will be replaced by Santa Monkey in his sleigh. During the 10.0 update and later 24.0 update, the Monkey Ace will appear to be costumed like a chicken. The plane also appears to take on a chicken-like appearance. During the 11.0 update, the Monkey Ace will leave behind a trail of Red, White, and Blue. Tapping the statue will cause a Dart Monkey to peek out from behind. During the 5.0 update and later 13.0 update, the Dart Monkey will appear to be costumed like Frankenstein's Monster. During the 7.0 update, the Dart Monkey will appear to be dressed like an elf. During the 10.0 update and later 24.0 update, the Dart Monkey will appear to be costumed like an Easter bunny. Tapping the right side of the shore will cause a Monkey Sub to appear. During the 5.0 update and later 13.0 update, the Monkey Sub will be replaced with a Pirate Lord instead. During the 7.0 update, the Monkey Sub will appear to be dressed like an elf. During the 10.0 update and later 24.0 update, the Monkey Sub will appear to be costumed like an Easter bunny. During the 5.0 update and later 13.0 update, you can tap/click the pumpkins on the left and right sides of the screen and the eyes/mouth of the pumpkins will light up. The Bloonchipper is the only tower from Bloons TD 5 that is not returning to Bloons TD 6 as a playable tower. As of now the Mortar Monkey, Monkey Engineer, and the Dartling Gunner are already in the game. Bloonchipper does make a reappearance in this game, but only as a cameo at the map Scrapyard, where it sits in a pile of mud. BTD6 Steam for Mac came out over a year before BTD6 Steam for Windows, even though Bloons Adventure Time TD Steam supported Macintosh ever since the Steam version's original release date. BTD6 was free to purchase for the first time on 22nd/23rd May 2019. BTD6 was free on the Epic Games Store for the first time between 15th/16th December 2022. On September 11th/12th 2019, one day after the BTD6 community discovered that display text could be attributed with textual code (e.g. or), Ninja Kiwi announced that they will ban players who use such exploited coding onto their display username if detected on public Co-Op matches or on public leaderboards (i.e. Race Events, as there aren't any other public leaderboards of that date). This post can be featured here. This ban announcement did not affect Custom Challenges. As of Version 21.0, the name of the game over message was changed from "Defeat" to "Game Over", but only for losing after initially winning. On the date 21st January 2021 on 9:58am NZDT, 6,073,283,850,717 Monkey Money was earned in total, and 80,302,074 Insta Monkeys collected, and 3,138,290 players have been defeated by Round 90 (assuming normal games, that is). The name "Bloons Tower Defense 6" is written on the official Bloons TD 6 website, though almost always been consistently written as "Bloons TD 6" elsewhere. In the game, "Bloons Tower Defense 6" is referred as "Bloons™ Tower Defense 6" in the welcome title and the tutorial. 1000 days since the initial release of BTD6 is March 8th 2021. According to steamcharts.com, BTD6 Steam's all-time peak of Steam players was on March 15th 2021. Link. This is the first Bloons TD game that does not have a Flash counterpart. Bloons TD 6 is the first and only Ninja Kiwi game to feature both the modern 2D Ninja Kiwi logo and the "shining blade" production logo. Bloons TD 6 is developed in Unity using C#. Word Trip advertisement The first non-first-party advertisement to appear in Bloons TD 6 is an advertisement for the game Word Trip, a game made by PlaySimple and is an acquired subsidary of Modern Times Group, of which the latter owns Ninja Kiwi. The presence of such an advertisement first occurred on 3rd May 2022. In the New Zealand version of the Windows Store for Bloons TD 6, the content rating system for Bloons TD 6 is listed as "General", with the only notes being "Very Mild Violence" and "In-Game Purchases (includes Random Items)". Initial release information Ninja Kiwi said they would officially release Bloons Tower Defense 6 on 14th June 2018, but it was instead released a day early, on 13th June 2018. This is probably because the mentioned date was the release date in New Zealand time, which is very close to the International Dateline. The tower stacking glitch that BTD5 Players used to exploit using Support Chinook no longer works in BTD6 even since the initial release. Gameplay information Towers in BTD6 have a total of 16 upgrades to choose from (3 paths of 5, plus 1 for each Paragon). which is exactly twice as many upgrades per tower BTD5 had to offer (8 upgrades among 2 paths of 4). However, each monkey can only have a maximum of 7 upgrades purchased, up only 1 from the 6 upgrades in BTD5. This is only for the 1 tier-5 tower on screen; all other towers can purchase only 6 upgrades. This is possibly to prevent monkeys from being too powerful and the game being too easy, as crossing all 3 upgrade paths can result in drastically improved damage output. The town hall in the main menu shows the time of the player's device. Up to 14 characters may be used for the display username. On mobile devices, attempting to play music from an external app such as the built-in iOS's Music app while the game music plays will cause both the music from the app and the game to play simultaneously. However, starting the music before the BTD6 app loads will cause the music to override both the music and the sound effects. If a player's device is old, the device has low storage, or the game is laggy, map animations will stop. There are currently no maps with the letter "J" since initial release, updated as of Version 31.0. In the game Bloons TD 6, most numbers in the game are represented as an IEEE 754 floating number. Computers use this rounding system to round numbers. In IEEE 754, numerical rounding of 5 to the nearest denary units usually depend on the oddness of the higher place value's unit, rounded up if higher place value is odd and rounded down if higher place value is even. For instance, 0.5 is rounded to 0, because 0 is even and 1 is not, while 1.5 is rounded to 2 because that's even. The IEEE 754 float is consistently used when displaying most values, particularly costs of towers and upgrades. However, Hero XP uses a "round up if unit 5" system instead, the rounding system usually taught in primary school. Most numerical values in the game are coded as "float" types. Hero XP is probably an "int" type, rather than "float". Most programming languages use the IEEE 754 for rounding floating values. While Bloons TD 6 is coded in C#, it is converted to C++ by the Unity game engine. In both C# and C++, floating point values use the IEEE 754 system; in either case, Bloons TD 6 uses floating point values for most numerical values. NK blogs On Ninja Kiwi's October 8th 2021 blog, they made an official response about comments about BTD6 being so-called "pay-to-win". In short, they assertively say that the game must be bought to play but also state that game mechanic balance in Bloons TD 6 does not rely on microtransactions at all. According to Ninja Kiwi's October 8th 2021 blog, they stated that the game's voice actors are hired from a voiceover agency called bigmouthvoices.com. Ninja Kiwi stated on their October 22nd 2021 blog that the Version 28.0 update took a very long time to complete due to a combination of working at home during viral lockdowns, adding in ranked bosses, and upgrading the game engine. According to Ninja Kiwi's October 29th 2021 blog, monkeys take breaks from battle every once in a while. According to Ninja Kiwi's 5th November 2021 blog, two questions were answered regarding future development of BTD6. The iMessage BTD6 extension is not planned to be updated, as of this date. The iMessage BTD6 extension has not been updated since its initiation when the game was first released. On the same blog, a Nintendo Switch version of BTD6 is not planned, given the amount of workload currently at Ninja Kiwi as of the time posted. According to Ninja Kiwi's 18th February 2022 blog, as implied by a specific question and its context to refer to BTD6, app downloads for new updates are large because of the need to update the majority of app assets in the game. A planned "tower creator" is confirmed to be added to mobile too according to Ninja Kiwi's 14th April 2022 blog. As correct to the date of Ninja Kiwi's July 1st 2022 blog, Ninja Kiwi is not planning new towers for Bloons TD 6 as of that moment. However, later on Ninja Kiwi announced the release of Beast Handler. According to Ninja Kiwi's 9th September 2022 blog, Ninja Kiwi has not ruled out the possibility to bring cameos of their past games, such as Hotcorn and Meeblings, into Bloons TD 6. External links Application Stores Official Websites Other Wikis Update videos References Bloons Tower Defense 5 invites players into a colorful and addictive strategy game where the primary objective is to prevent waves of balloons, known as “bloons,” from completing their path across the map. Players achieve this by strategically placing various types of towers along the path, each with unique abilities and upgrade paths. These towers can shoot darts, tacks, bombs, and more, each designed to pop bloons in the most efficient manner possible. The game includes a wide range of levels, each with different track configurations and bloon types, challenging players to optimize their defense strategies based on the terrain and bloon properties. Complex Upgrades and Diverse Challenges As players progress through Bloons Tower Defense 5, they encounter increasingly tougher groups of bloons, including armored and fast-moving varieties that require specific strategies to defeat. To aid in these challenges, the game offers a deep upgrade system for the towers. Players can enhance their towers’ range, firing rate, and popping power, and even unlock powerful special abilities that can turn the tide of the game. Each tower type can be developed in different ways, allowing players to tailor their strategies according to their gameplay style and the specific challenges of each level. Additionally, special agent towers and rare items can be deployed to provide temporary support, adding another layer of strategy to the already engaging gameplay. This rich variety of options ensures that each session is both dynamic and thought-provoking, keeping players engaged for hours as they test and refine their defensive tactics against the colorful onslaught of bloons.

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