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with a better experience. Eventually, it did return in update 31... In BTd6, past round 80, the game replaces Ceramics with Super Ceramics. However, the most powerful feature is its ability to permanently stunlock any single bloon, including ZOMGs. It was so overpowered that Ninja Kiwi themselves stated they refused to feature the Bloonchopper in any future generations of the series, and have stuck to this position, as it does not return in BTd6. Unlike its later-added parents, the BFB and the ZOMG, what really drives them into this territory is that they tend to be spammed, even in non-freeplay levels. Taken even further with IMACHAD, which adds Impoppable prices, Magic Monkeys Only, and Apopalypse! Trying to complete round 100 of a daily challenge or advanced challenge, even if it ends before that round. On the other hand, a few buffs (like Gwendolin's Heat it up) still remain useful for assisting the summoned Comanches, and it has been consistently buffed over numerous patches to make it a viable option.

Scrappy Mechanic: BTd4 is the only game in the series without separated upgrades, as each tower only has a single path to purchase. Popular with Furries: Thanks to the series focusing on monkeys that get increasingly anthropomorphic with each installment, a decent amount of the game's fans are also furies. Cue the jokes. Later games would stick with having separated upgrade paths like BTd3. Its unique aiming gimmick has its fans, as it gives the gunner theoretically infinite and controllable range, but the increased level of control can feel annoying to constantly track. The Flash-only Hypersonic Juggernauts. It is immune to sharp projectiles and must be popped with explosives or similar attacks. Once Striker Jones freed himself from this status, the fans took to making fun of Quincy instead, for being rather outclassed as a hero, his eternal memetic feud against the DDTs, and his voice clips. When the Engineer was finally introduced in version 12.0 of BTd6, its activated ability, Overclock, proved to be massively overpowered. And to top it all off, it had the same HP as Bloonarius, which is not good when your DPS is already being slashed by its stunning effect. You could use an autoclicker (or just click/tap very quickly in rapid succession) to quickly gain several of these boosts at once since the option to accept the buff doesn't immediately go away when chosen so you can accept them again. It doesn't help that the fur underneath her chin looks like a beard (nearly every monkey in the game has it, including other female characters such as Gwendolyn and Ezili, but on Brickell, it looks darker and thicker, making it more noticeable). As a result, Obyn became a Skill Gate Character who was easy to use, but not recommended for beating CHIMPS on the hardest maps, Bloons TD 6 > General Discussions > Topic: Details is it me or is the Reinforced BAD at round 140 literally unbeatable? It doesn't compare well to the Sun Avatar, and while it synergizes unusually well with towers that boost its attack speed, the nerf of Overclock was yet another blow to this tower's viability. In some strategies, it's even more advantageous to leave the slower Blacks and Whites alone instead of popping them to Pinks. However, this is purely fanon, and nothing in canon suggests the two are related in any way. Repeat until you're satisfied. It's telling that 5 didn't receive a release on the Nintendo 3DS or even the New 3DS and instead waited until the Nintendo Switch to ensure it fares well. Take a HUGE step forward with NAPSFRILLS!note No Agents, Premiums, Specialties, Farming, Road Items, Lives Lost, Selling A popular challenge in 6 is 2TC, or two tower CHIMPS. They also tend to come in groups and are usually spaced too far apart for Splash Damage Abuse, necessitating heavy crowd control or enough DPS to pop each one before the next one comes close. If that wasn't enough, then there's CCHHIIMPPSS mode. Note that this is a "trait", which means that any bloon that isn't a MOAB-class can have it. You can also link almost anything to a bugged Wizard Lord Phoenix and have the tower use its ability indefinitely, even if it is an income-based ability where they cut money-generating abilities after 3 minutes from the start of the round. The 29.0 update massively nerfed it by reducing the stun time to 0.1 seconds from its earlier 0.5, with Ninja Kiwi officially acknowledging in the patch notes that it was massively overpowered. The Biggest One was pretty underwhelming when it was introduced, doing only 10 damage, twice as strong as The Big One, while costing four times the price. While its normal variant isn't too much trouble, Lych's rules automatically negate most of the popular strategies for dealing with its fellow boss Bloonarius; Lych saps applied buffs to restore HP, which rules out the use of Alchemist and Overclock, and heals every time a tower is sold! Additionally, Lych's ability to drain lives directly from the player can end a run if the Lych Soul it spawns isn't shot down fast enough, which is a problem in Elite where it has much more health and drains a drastic amount of lives per tick. Updates have tried to fix the problem by giving the towers additional buffs: Bomb Blitz deals much more damage, always fires recursive cluster shots instead of alternating, and damages explosion-resistant bloons, and Elite Defender deals much more MOAB damage and shoots faster as bloons get closer to the exit. On top of the standard CHIMPS ruleset and the no tier-5 or hero restrictions from CHAMPIONS, there are no camo reveals, incentivesnote This was mostly added to fill out the acronym. The Engineer's turrets can make tower placement annoying, as you can't control where and when they appear. And then come Update 17, the bottom path Super Monkey got Darkshif, which then proceeded to bring this strategy back a bit. Especially 6, where all sorts of interesting and colorful characters were introduced into the game. Additionally, his level 20 Artillery Command ability also was buffed to double MOAB Mauler damage when it is activated. He was only really usable with lots of Bomb Shooters to support. Unless you're willing to go for extremely high freeplay rounds, it will take over a thousand 100-round games to reach that number. BTd6 ends the mode at 60 instead, though the Prince of Darkness was still considered to be an extremely weak T5 tower, at least until the 21.0 update buffed it. Etienne was thought to be a girl at first after his reveal. Goddamned Bats: Yellow Bloons from BTd and the stronger Pink Bloons from BTd4 are obnoxiously fast and moderately durable, and unlike many other annoying Bloons in the game, they come extremely early. During the first Contested Territory event in BTd6, you were allowed to pick seven relics instead of the four you're supposed to. unique bug. Meanwhile, the MAD has excellent MOAB damage and doesn't rely on buffs, making it useful against Lych, while still being able to benefit from buffs greatly when fighting Bloonarius. The only option against a frozen black bloon was the upgraded boomerangs, which fired in a rather strange pattern. In general, choosing the inferior crosspath for a tower is known as a "dumb crosspath". The heroes when they reach Level 20.Quincy: I am the best!Gwendolin: Doesn't get hotter than this!Striker Jones: Maximum firepower!Obyn: I AM ONE WITH THE WILDS!Benjamin: There's smart, and there's me smart!Ezili: I have never felt stronger!Pat Fusty: Oh, I am the biggest and the BEST!Adora: Elevate me to the kingdom of the sun!Brickell: I look good in dress whites!Etienne: That's some serious damage!Sauda: My blades are legendary!Psi: From knowledge... Reddit and its partners use cookies and similar technologies to provide you with a better experience. Not game-breaking on its own, but combined with the Dart Monkey's final middle path upgrade, Plasma Monkey Fan Club, which turns several Dart Monkeys into Plasma Monkeys, the effects would stack, and the result was an army of transformed Dart Monkeys whose attacks are fast and powerful enough to destroy multiple fortified BADs in seconds. Combine that with the Essence of Dreadbloons so that all towers barring heroes get the category-exclusive buffs (which gives double of the universal buff version) and you can have 1 map full of Bloon destroying monkeys. Some variations exist, such as 3TC-ABR or 3TC-Magic Only, although you may need to create a custom challenge for them. Shrapnel Shot went from a Useless Useful Spell to a cornerstone of Sniper Monkey use from version 17.0 onwards. The 23.0 update to BTd6 accidentally boosted the MOAB damage on Plasma Accelerator's beam massively, turning the already-decent tower into a powerhouse. Striker Jones had nothing that could pop blacks or zebras. This is due to the ability's 10,000 damage being able to kill not only the BAD layer, but its descendant bloons as well in one hit if used against a BAD that is sufficiently softened up beforehand. Alongside, it cannot even pop leads. In BTd5, Camo Bloons are not only completely invulnerable to attacks made by a tower that cannot detect Camo Bloon, but Camo is more like a "trait", similar to Regenerators - and yes, as a trait, it stacks with all other ones. Quincy. Instead of restricting play using buff stealing, Vortex instead restricts positioning as it unleashes a lethal AoE stun whenever reaching skull health, putting towers out of commission for an extremely long time if they're hit, which also includes income generation, selling, and abilities. With the sixth game, this meme has evolved further, into fortified camgrow reds (even though red bloons can't be fortified). Using the tab key, a player can create one that fires as fast as a Super Monkey! This was fixed by BTd3. Freeplay ventures in the fifth generation always used Temples of the Monkey God due to being heavily boosted by their sacrifices on top of their base power, allowing them to handle the gradually stronger blimps that Freeplay almost solely consists of. That One Boss: In Bloons Monkey City, Blastapopoulos was widely considered to be the most difficult boss of the original set, and for good reason. This extremely restrictive condition made shrapnel spawn too rarely to be useful, and many pieces of shrapnel fail to hit any bloons at all due to its circular area of effect. Instantly turned around once the 17.0 update changed Shrapnel Shots to activate whenever any layer of a bloon is popped, causing the so-called "Elite Dumbfender" (Elite Defender with a middle crosspath) to tear through anything except regrowth swarms and the B.A.D. due to the amount of shrapnel it produces. Then, his Concussive Shells were buffed to stun bloons many times longer than they originally did, making them much more usable against both the blimp-infested rounds in the late-game and normal bloon rushes earlier. Viewer Pronunciation Confusion: Gerald's name is explicitly pronounced in a Spanish-like fashion in-game. If you're feeling particularly masochistic, BTd6's answer to NAPSFRILLS is CHAMPIONS, in which, in addition to the regular CHIMPS mode, you have to play in Alternate bloon rounds with no Op towers (all tier 5) and no Narcissists (heroes). Sentry Champion in particular is weak for its cost of \$37,800. Fortification can be applied to Ceramics, Leads, and MOAB-class bloons to give them double health, significantly boosting their survivability. Every bloon they contain is a camo bloon in itself. To pull this off, build a 0/4 dart monkey and any number of other dart monkeys (up to 9) to 2/0. Once widely considered the worst tier 5 upgrade in BTd6, it is nearly worshipped by fans who, for example, might make a tier list with the Glue Storm in every tier at the same time, even the mutually exclusive ones. Not much to say about them except they are slow, extremely bulky, and at the time could No-Sell any effects that could normally slow down or hinder a Bloon's progress. They aren't as much of a threat in BTd6 thankfully, due to the wider variety of powerful towers available, but the round 40 MOAB can still be a threat. Reddit and its partners use cookies and similar technologies to provide you with a better experience. Later patches have, fortunately, significantly buffed Quincy, making him far more effective early-game while still being able to contribute later on with Storm of Arrows and his surprisingly good anti-MOAB damage. Not even BADs, normally having Contractual Boss Immunity to this sort of thing, are immune. When it comes to Boss Bloons, the Tack Zone and MAD are very commonly used by players for both Bloonarius and Lych. The Flying Fortress upgrade for the Monkey Ace has been dubbed the "Big Plane" due to its upgrade description memetically solely consisting of a single sentence calling the Flying Fortress a "BIG plane". The Golden Bloon, surprisingly, isn't very well-liked among BTd6's fanbase. open/close all folders A-L. Accidental Innuendo: This line that occasionally plays when you use Pat's Big Squeeze ability:Pat Fusty: Shhhhh... Want lots of cash? Dumb Sniper, or the 0/2/3 Sniper. Quincy was the butt of jokes among the heroes because he lost his effectiveness pretty fast. BTd2 introduced the Lead Bloon, which is somewhat slow but has the ability to shrug off any piercing damage. Friendly Fandoms: Many fans of BTd6 are also fans of Zuma, if the number of Zuma levels recreated in the Map Editor is anything to go off of. While not exactly a "bug", it is possible to set up a strategy that allows players to repeatedly pop regrowth bloons (of at least black/white level) for an infinite amount of time in BTd5, creating a "regrow farm".

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