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Balloon tower defence unblocked games

Bloons TD 5 drops players into a colorful tower defense world where balloons are the enemies and strategic placements of towers are key to winning. The game challenges players to place various towers along a path to pop bloons before they reach the end, with each tower having unique capabilities such as dart monkeys or wizard monkeys. As players progress through levels, they earn money to upgrade their existing towers or buy new ones with special abilities. Bloons TD 5 features over two dozen towers with upgrade paths, adding depth and variety to gameplay. The game also includes special agent towers for temporary support, unique abilities for critical waves, and daily challenges for extra rewards. Bloons Tower Defense 6 is an action game that offers engaging content suitable for players of various age groups. However, parents must review gameplay to ensure it aligns with their family guidelines for appropriate content. The game’s unique combination of accessibility and depth sets it apart from other unblocked action games. It features distinctive mechanics that provide both easy entry points for beginners and challenging scenarios for experienced players. As an unblocked game, Bloons Tower Defense 6 can be enjoyed anywhere without restrictions, but users must respect their institution’s policies regarding gaming during work or school hours. Before diving into advanced gameplay, take time to learn the basic controls. Regular practice is essential to master the unique mechanics of this action game. Experiment with different strategies to find what works best for your playing style. The fullscreen option provides a more immersive gaming experience. Bloons Tower Defense 6 can also be shared with friends for multiplayer fun where applicable. Bloons TD 6 has undergone significant updates since its initial release. These updates have included the addition of new Heroes, 5th-tier upgrades, and a third upgrade path for each monkey. The game also boasts expanded cosmetics, making it more visually appealing. Major updates typically focus on implementing balance changes to towers, introducing new maps, and other new content. This includes features like public profiles, Paragons, and weekly events. Notably, Bloons TD 6 has seen the introduction of several new towers, including the Mortar Monkey, Engineer Monkey, Dartling Gunner, Beast Handler, and Mermoney. Additionally, many features from previous games in the series have been incorporated, such as Odysseys, the Golden Bloom, Monkey Teams, Boss Bloom Events, Contested Territory, and Quests (Special Missions). These updates aim to enhance gameplay and provide a more engaging experience for players. Bloons TD 6 is available on various platforms, including mobile and desktop devices. The game's pricing has increased over time; originally priced at \$4.99 USD on mobile stores and \$9.99 USD on desktop stores, it now costs \$6.99 USD on mobile and \$13.99 USD on desktop. Exclusive versions like Bloons TD 6+ for Apple Arcade and a Netflix-published mobile app are also available. In terms of gameplay, Bloons TD 6 involves defending against bloons by constructing a defense with various towers (or "Monkeys"). The core objective is to stop enemy Bloons from reaching the exit(s) while popping them earns money for upgrading or purchasing more towers. Each tower has a unique role in the game, and Bloons TD 6 introduces new game mechanics such as Heroes, new Bloom types, and DDTs (Dynamic Defense Towers). The game also features three new Bloom types: Purple Bloons, BAD (Big Airship of Doom), and Fortified Bloons. The game features a defense system where players must place towers strategically to block bloons from reaching their targets. Each game is divided into rounds, with each round introducing new bloom types and increasing in difficulty as the player progresses. The game offers various modes, including Easy, Medium, and Hard, allowing players to choose the level of challenge they prefer. The number of Monkey Money rewarded upon completing a game depends on the map's difficulty and mode chosen. Completing a map for the first time earns significantly less money compared to subsequent completions. Certain high-health bloons, such as MOABs and ZOMGs, require multiple hits to pop and gain more health every round. After defeating Round 100, players receive an "Insta-Monkey" that can have already unlocked upgrades. They can earn Monkey Money to unlock new content, including Powers, Heroes, cosmetics, and deeper knowledge. A rare currency called Trophies is also available, offering exclusive cosmetic rewards not accessible with Monkey Money. Players can participate in events, Daily Challenges, Custom Challenges, and contribute to the game's creation through the Challenge Browser. Upon playing a game for the first time, Tutorial Monkey provides guidance on how to play the game, teaching players how to place towers and earn experience by popping bloons. Monkey icon unlocks upgrades, with each monkey type having five upgrades across three paths. Upon unlocking an upgrade, the player must apply it to the relevant monkeys in play. Quincy, one of the game's heroes, appears after completing Round 3. The player levels up and gains access to a Primary Monkey, choosing from Boomerang Monkey, Tack Shooter, Bomb Shooter, Ice Monkey, or Glue Gunner. After completing Round 9, the player unlocks another Primary Monkey, with the same process occurring after Round 10. The game features 24 monkeys, divided into four classes: Primary, Military, Magic, and Support. Each monkey has unique attacks, abilities, and strengths. Monkey XP allows players to save up for upgrades in any order they wish, but the required XP increases as they progress down the upgrade path. Super Monkey can throw hundreds of darts at hypersonic speed with a huge attack range and has an attack cost of \$2125. Ninja Monkey is stealthy, fast, and throws bladed shurikens to pop Bloons, targeting Camo Bloons as well, priced between \$340 and \$480. Alchemist harnesses powers of science and magic, splashing Bloons with acid while brewing potions with different effects, costing \$470 to \$660. Heroes in BTDD6 gain experience points (XP) each round they are active on the map. As they accumulate XP, they level up and become stronger over time. Heroes can reach a maximum level of 20, with levels providing significant boosts to their power and offering various benefits for players' defenses. However, some heroes may level up faster or slower than others depending on individual characteristics. In co-op mode, each player can choose and place their own hero, allowing multiple heroes to work together to achieve victory. Currently, there are 16 heroes available in BTDD6, each with unique abilities and attributes that set them apart from one another. Here is a brief description of the 16 available heroes:
* Quincy: A skilled archer who excels at long-range combat.
* Gwendolin: A fire-wielding expert who uses flames to destroy Bloons.
* Striker Jones: A strong commander with expertise in explosives and long-range combat.
* Oblyn Greenfoot: A nature-based hero who can shoot through solid obstacles using his spirit wolf attack.
* Captain Churchill: A no-nonsense powerhouse in an armored battle tank, exceling at frontline combat.
* Benjamin: An elite hacker who generates extra money for the player's cause.
* Ezili: A wielder of dark arts and Bloom manipulator with high-level abilities.
* Pat Fusty: A massive monkey with enormous strength and unique size advantages.
* Adora: A devoted hero who strikes down Bloons with fierce vengeance.
* Admiral Brickell: A water-based commander who excels at decisive victories, requiring a water placement to deploy effectively.
* Etienne: A high-tech hero equipped with a remote-controlled drone that can pursue Bloons anywhere on the map.
* Sauda: A calm and fury-driven hero who uses twin razor-sharp swords to destroy Bloons.
* Psi: A gifted monkey child who uses only his mind to destroy Bloons from within.
* Gerald: A shopkeeper who sells useful items and zaps Bloons with lightning attacks.
* Corvus: A frontline worker who weakens nearby Bloons, harvesting Mana to channel powerful energies through his Spirit companion.
* 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 2. 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. 3. Cyber Quincy
"When Quincy was injured by a nefarious DDT, many feared the worst."
4. Wolfpack Quincy
"From wilder distant days, when all hunters were strong and the pack yet stronger, he is Quincy, ancestor of Quincy."
5. Scientist Gwendolin
"If my calculations are correct, when this baby hits 1211 degrees centigrade, we're gonna see some serious burnt rubber!"
6. Harlegwen
"I'm known to be quite vexing!"
7. Biker Bones
"The Sun God hath no fury like Biker Bones unchained!"
8. Octojones
"I am the Sea!"
9. Ocean Guardian
"We came from the Oceans, and we shall return to the Oceans."
10. Mountain Guardian
"The spirits of the Mountain awaken."
11. Sentai Churchill
"May the power of super mega turbo lightspeed manga quantum galactic laserbombs protect you!"
12. Sleigh Churchill
"Slaying Bloons with Christmas cheer, one gift-wrapped bomb at a time."
13. Benjamin' DJ
"This party is gonna POP!"
14. Sushi Bento
"Order up, sushi's on the menu!"
15. 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."
16. Galaxili
"Everything we are, everything we see - is made of spacedust"
17. Fusty the Snowman
"Was a poppy happy soul"
18. Kaiju Pat
"A strange beast, but ferociously good natured."
19. Joan of Arc Adora
"All battles are first won or lost in the mind."
20. Voidora
"From the void, I have arrived"
21. Dread Pirate Brickell
"The Queen of the Seven Seas sails again!"
22. Lifeguard Brickell
"Ready to rescue monkeys and pop Bloons!"
23. ETn
"Take me to your leader."
24. Book Wyrn
"Reader, daydreamer, often the outsider, yet capable of harnessing the very power of imagination."
25. Viking Sauda
"Axes at the ready!"
26. Jiangshi Sauda
"Chained to this world, for there are still Bloons to pop."
27. Psimbals
"Are you ready for a show?!"
28. Dreamstate Psi
"There is much to discover at the edge of wakefulness, meditation, and dreams."
29. Gentlemoney Gadgeteer
"More of a tinkerer than an adventurer, Gentlemoney Gadgeteer spends his time perfecting his craft and admiring his rare and wondrous items."
30. Bloom Types
There are 27 different types of bloons
Poppable projectile
All Child of N/A
Parent of Z.O.M.G.
D.D.T
Speed 0.18
Read more...
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)
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)
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 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 Lead Poppable Projectile Owner(s) Lead and Ceramic Other Bloons
All types of Normal Bloom, Golden Bloom
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
This game uses Merchantmen as they generate money regardless sight. Crates near the right building can be used for water towers before update 2.0.0, but buildings and windmill are sight obstacles. This is the tutorial map in one of the games. The maps mentioned include One Tree Two: A snowy farmw/ pine trees and snowmen; Scrapyard: A junk-filled map with a junked Bloonchipper; Cabin: A dark forest map; Resort: A beach resort with a brick path, pool, and items like umbrellas and lounge chairs; Skates: A frozen lake map; Lotus Island: An island in the sea; Candy Falls: A candy-filled map inspired by Willy Wonka's Chocolate Factory; Winter Park: A snowy park area; Carved: A Jack-O-Lantern themed track; Park Path: A clean, curvy track with water and a stream-like path returning from BTDD 5; Alpine Run: A snowy ski lift map; Frozen Over: An icy map resembling Ice Flow from BTDD 5. Cubism: An abstract art map where Bloons go around triangles and quadrilaterals. There is water in the lower right corner and one of the triangles for placing water towers. This map features two storm drains with no effect on gameplay. Four Circles: A sprint track map featuring four circles, with the top left and bottom right being half-water. There's a timer near the bottom-right that counts minutes and seconds and blocks monkeys' lines of sight. Hedge: A grassy garden map where Bloons go around hedges. There's a statue in the middle of a Dart Monkey, and hedges along the track block monkeys' lines of sight. End of the Road: A desert road map with two curves, followed by water near the end for placing towers. Logs: A swamp-like map where Bloons follow a vertical checkerboard path, then a horizontal one under logs. The middle square is water for tower placement, and logs block monkeys' vision. Intermediate Maps
Luminous Cove: A secret cove with two paths, one lane per round, and lots of water. Sulfur Springs: A hot spring on a raised platform, surrounded by lava and rock platforms. Water Park: Set on a water park with obstacles, where life guard chairs help Snipers' towers see anywhere. Polyphemus: A boat-shaped island map with removable ceramic tiles, featuring a lake that grants buffs but periodically seals off, requiring increasing fees to reopen. Covered Garden: A garden map with sliding glass panels covering 3/4 of the space, protecting players but allowing monkeys to attack normally. Quarry: Set in a quarry made of marble, where Bloons move from top to bottom in a zigzag pattern. In a stone-and-river track setting, Bloons exhibit distinct movement patterns depending on the terrain type and their class. On the river rapids, MOAB-class bloons are faster than normal-speed ones. A Quiet Street map features a mini-roundabout with hedges blocking some tower sights. Bloons take multiple entrances: small ones stay on sidewalks, while MOABs use roads. In other maps, like Bloonarius Prime and Balance, bloons have to navigate through swamps or circles. The Encrypted map is set in a Halloween-themed temple, where towers are placed on pedestals with limited capacity. Community-designed maps include the Desert Bazaar, Adora's Temple, Spring Spring, and Karts/Darts, each featuring unique layouts and movement rules for bloons.
* **New Maps Added**
The latest update introduces several new maps for Bloons TD, each with unique features and challenges.
* **Map Descriptions**
* Clockwise Loop: A map that starts above a tunnel and exits through the right side, featuring hay bales and tires to be removed for \$500 each.
* Moon Landing: A lunar-themed map where Bloons spin around three craters in a spiral pattern before leaving, making Mortar Monkeys ideal.
* Haunted: A haunted house-inspired map with trees that can be removed for \$500 each, perfect for trick-or-treating-style gameplay.
* **Gameplay Mechanics**
* Downstream: Players take two loops around a meadow track with a stream in the middle, requiring towers to be placed outside the rock debris (\$350 each) until cleared.
* Firing Range: A map where Bloons move back and forth across the firing range, with a watchtower that can be removed for \$1,000 but blocks vision from monkeys.
* **Special Features**
* Cracked: A ruined land map featuring a rock that can be removed for \$1,000, blocking line-of-sight but not tower placement.
* Streambed: A dried-up streambed with a moderate-sized body of water and a fossilized skull blocking vision.
* **New Maps**
* Chutes: A temple map where Bloons come out on alternating paths from two sides and leave through different exits.
* Rake: A cherry blossom/Japanese sand garden map featuring a statue that can be removed for \$1,000 to block the monkey's sight.
* **Spice Islands**
* An island/archipelago map with palm trees blocking line-of-sight but removable for \$1,000.
* **Advanced Maps**
* Advanced Enchanted Glade: TBA
* Last Resort: A more difficult version of the Resort map with faster-moving alternating lanes and reduced land and water. The game features various maps with unique terrain and obstacles. Some maps have special elements that can be activated or removed to give players an advantage. For example, the Dark Path is a variation of the park path, but darker and with bloons moving on water instead of land. The Spirit ability can be used to remove road parts. Other maps include Erosion, which takes place on an icy map where bloons move along the edge of ice and water, occasionally falling into the water and destroying towers. Midnight Mansion is a spooky mansion map with two pathways for bloom navigation and flame trails that alternate to block line-of-sight. Sunken Columns is a rocky terrain map inspired by Basalt Columns, featuring two simultaneous entrances with opposing exits. The game also includes nature-themed maps like X Factor, which has four intersecting paths that the Bloons alternate between rounds. The Mesa map is a canyon map with two pathways and rock arches where towers can be placed. Geared is a community-made map featuring a rotating gear that monkeys spin around on each round. Additionally, there are maps with obstacles and blockers, such as Spillway, which has four walls blocking water towers from shooting in the middle, but can be removed for a cost. Cargo is a car-filled lot with boats and water nearby to transfer cargo, with new paths opening up after round 39. Pat's Pond is a swamp map with two paths and trees and rocks that can be removed for a cost. Peninsula is a rocky map with water on three sides and few places to place towers, while High Finance is a city/construction map where bloons move in an S-shape and U-shape around blocks of the construction area. The game also includes a large hill blocking sight and individual construction areas that can be built up to block line-of-sight. Expert Maps
1. Expert Glacial Trail - A single-lane map set at a glacier where snowstorms regularly freeze and disable towers. Towers are frozen for 2 of every 10 rounds after they are placed.
2. Dark Dungeons - A dungeon-themed map with 4 total paths winding through walled rooms, featuring regular bloons on the 3 vertical paths and MOAB-class bloons only taking the middle and horizontal path.
3. Sanctuary - An ancient-style track where Bloons travel along vines. Towers can be placed on platforms that move every round.
4. Ravine - A map with same aesthetics as Dark Castle, having two entrances and four exits, with many sight-blocking obstacles that cannot be removed.
5. Flooded Valley - A map set at a dam where Bloons come from both sides simultaneously and exit from opposite sides, with the left-hand side heavily blocked by the extremely tall dam.
6. Infernal - A map set deep within a volcano with two paths made of many small floating stones that interweave in the middle, featuring some small stone islands with water on which towers can be placed.
7. Bloody Puddles - A more difficult version of Muddy Puddles with five paths instead of four and a broken-down jeep stuck in the mud. Removing obstacles can cost money, but it might make things worse instead. Workshop is a factory map with limited view and short path. There's a new path that opens after 39 rounds, only used by MOAB-class bloons. Two free machines can be activated at first use, one making the main path longer, the other slowing down bloons. However, reactivating them will cost more money each time. Quad is a grassy map with 4 entrances and exits for bloons. Four \$1500 flower blocks near the entrance/exit can be removed to improve vision. A pond in the middle of the map allows for water towers. Dark Castle is a castle-themed map like Siege from BTDD5, with 4 entrances and only one exit. The sight of towers is blocked by trees or other objects. Trees blocking the view will disappear after 1/4 of the map has been cleared. Muddy Puddles features four squiggling paths that produce bloons in alternating rounds. There are puddles between towers, allowing players to put up Buccaneers and Subs. #Ouch is a city or road map where four ways produce bloons at the same time. The water can be removed for \$1000 but not if towers are placed on it. Protect the Yacht features a yacht in the center with two symmetrical paths. The map has special containers that protect bloons from damage. Tar Pits is a secret map on Spa Pits, returning from BTDD5. Bloons travel through five tar pits and exit at each cave. Despite being considered one of the hardest maps, it uses Spa Pits' hero leveling rate. Game Modes: There are 17 different game modes in BTDD6, with three difficulty levels: Easy, Medium, and Hard. Standard Mode options vary depending on the grade of difficulty. For Easy mode, you begin with 200 lives and \$650. To progress, you must win rounds one through forty. Tower and upgrade costs are reduced by fifteen percent. Bloons move slower than normal at a rate of approximately 9% medium speed. The MOAB in round forty has sixty-six percent HP. Deflation is required rounds thirty-one to sixty. On Easy mode, bloons move slightly slower and tower upgrades cost less normally. Primary Only requires the completion of Standard mode. In this game mode, only primary monkeys are available. Once Primary Only is completed, Deflation can be played. In Deflation, a fixed amount of cash is provided but no additional earnings are possible. Sandbox allows for testing towers and bloons in a safe environment on Easy difficulty. Completing Standard mode is required to access Sandbox. Medium mode demands a different approach. To begin, you have 150 lives and \$650. Progressing through rounds one through sixty is necessary. Tower upgrades cost their normal value, while bloons move at standard speed plus ten percent faster than the previous mode. Military Only can be completed by finishing Standard mode. In this game mode, only military monkeys are available for use. Completing Military Only allows Reverse to be played. Reverse requires completing Military Only and demands that bloons travel from the opposite direction of the tracks. The order of Bloom waves in each round is reversed as well. Apolypapse can also be completed by finishing Military Only. This game mode features bloom waves progressing without stopping. Sandbox on Medium difficulty is accessible after Reverse completion. Hard mode represents an even greater challenge. Starting with 100 lives and \$650, you must progress through rounds three to eighty. Tower upgrades cost more than their normal value, while all bloons move at a rate of thirteen percent faster than in the previous mode. Standard - On Hard, everything is more difficult than on Medium, with 100 lives available from round three onwards. Magic Monkeys Only can be completed by finishing Standard mode. This game mode allows magic monkeys and heroes to be used. Completing Magic Monkeys Only demands that Double HP MOABs be played first. Double HP MOAB requires completing Magic Monkeys Only and alters bloom waves. This alteration makes it more difficult to progress through rounds. Impoppable can also be completed by finishing Alternate Bloons Rounds. In Impoppable, even costlier towers and upgrades are available, with only 100 lives provided at round six and a single life remaining throughout the entire game. Half Cash enables earning half cash from popdarts and other income sources. Completing this mode requires Double HP MOAB completion. C.H.I.M.P.S. demands that Impoppable be played first. This game mode presents special rules, including no continues, hearts lost, income, monkey knowledge, powers, and selling available throughout the entire game. Sandbox on Hard difficulty is accessible after completing Standard mode. Medals and Map Borders
Completing specific maps earns medals, which unlock special borders around the map. There are four types of borders: Bronze, Silver, Gold, and a special golden border that appears when all medals are collected with game saves. The final reward for the map border depends on how the player wins CHIMPS, with a different outcome if they collect all medals versus collecting them while playing without game saves. Map Borders do not have in-game rewards besides displaying dedication to play the game. However, the Badges section of the Profile shows the total numbers of Map Borders completed, allowing players to predict which maps were achieved. Co-Op Mode
Co-Op Mode Co-Op Mode was introduced in Version 11.0 and allows for multiplayer gameplay with 2-4 players per game. Players can exchange income and request money from each other, and divided land can be customized depending on the Co-Op setting. Co-Op Mode is available in Quick Match or private matches via Create Match and Join Match. Winning a game earns Victory Callouts, game statistics, Monkey Money rewards, and map badges. Custom Challenges
Daily Challenges are daily challenges that change every 8:00pm NZST, with three types:
* Daily Challenge: Offers towers and heroes with limited restrictions, changing only in ending rounds.
* Advanced Challenge: Modifies rules for a specific challenge, lasting a specified amount of rounds (usually 1 round).
* Co-Op Challenge: Requires cooperative gameplay. Challenge modifiers in BTDD6 include tower and upgrade restrictions, bloom health changes, and speed modifications, among others. Insta-Monkeys cannot be earned after Round 100, and XP is not generated on Advanced Challenges. Co-Op Challenges follow similar rules to Daily Challenges but are played on Beginner or Intermediate Maps. Completing Co-Op Challenges rewards additional Monkey Money. The Challenge Editor allows players to set various parameters to create custom challenges, including tower and upgrade restrictions, bloom health changes, and special parameters like Regrow and Camo. Players can share their challenge code and send it to Ninja Kiwi once completed. Challenge Sharing and Quests in Bloons TD 6
Players can share their custom Challenges, Odysseys, and Maps online with others. They can search for specific challenge names or codes, filter by upload time and game version, and adjust round limits. Separate browsers are available for each type of content. Version 42.0 introduced accolades that creators can be gifted to players, displayed in the browser and preview. Quests are custom challenges that can be played offline, with Patch serving as the tour guide and narrator. There are three types of quests: Tales, Challenges, and Tutorials. Tales are multi-stage quests with linear progression, while Challenges offer unique challenges not available in the Challenge Editor. Events in Bloons TD 6 come in six distinct types: Collection Events, Race Events, Odyssey Mode, Boss Bloom Events, Contested Territory, and Boss Rush. Completing these events earns special bonuses that can improve gameplay. Trophies are earned by completing specific tasks or winning games. Collection Events earn free Insta-monkeys using a lootbox-like system without in-app purchases. Collection Events typically last 7-14 days and require players to win games or participate in other events to earn lootbox currency. A special icon on the map indicates a greater reward every few hours after completing a featured map. Bloom Blast Tournament Main article: Bloom Blast Tournament (BTDD6)
The Odyssey Icon represents a unique gaming experience where players embark on an adventure across various maps with distinct challenges and rules for each. This journey, known as an "Odyssey," spans multiple games and allows players to carry over their lives throughout the experience. Completing all maps in an Odyssey rewards a treasure trove of prizes, including Trophies, exclusive Insta or Power features, and a substantial amount of Monkey Money. Players can choose from three difficulty levels for their Odysseys: Easy, Medium, or Hard, each offering a different set of challenges tied to a common theme. These events typically take place between Thursday 8:00pm NZST and Wednesday 8:00pm NZST and refresh weekly, providing players with a new adventure every week. Another feature is the "Race Event," which involves competing in pre-defined challenges to achieve the fastest completion time possible. A unique aspect of Race Events is the option to speed up rounds by sending in the next round, adding an element of strategy and urgency. Completing a challenge within a single attempt earns players a spot on the Leaderboard, while losing allows them to participate again after waiting out a set period or paying a fee. The "Boss Bloom Event" presents an additional form of competition where players must defeat powerful Boss Bloons across multiple stages, each requiring 20 rounds to conquer. These events typically last between Saturday 8:00pm NZST and Thursday 3:00pm NZST and refresh weekly. Lastly, the "Contested Territory" mode involves teams competing to occupy hexagonal land tiles, with captured tiles offering special perks. Players can engage in ranked matches where their times are compared globally for even more rewards. These events offer a mix of strategy and competition, adding variety to the game's offerings. Contested Territory and Boss Challenges are two key events in Bloons TD 6 that offer unique gameplay experiences for players. Each player can participate in Contested Territory, which is unlocked at Level 30, to secure their position or further reinforce their territorial status. This event typically lasts between Wednesday 11:00am NZST and the next Wednesday 11:00am NZST, with alternating fortnightly periods that include Boss Rush events. Alternatively, players can choose to play Boss Challenges instead of Boss Bloom Events. In this mode, players can compete against any Boss Bloom that isn't involved in a currently active event, on any map, and without restrictions on heroes or towers. However, challenge settings are limited to Standard Medium, and no rewards are earned except for a record of completion. Boss Rush is another team-based event that allows players to work together to defeat bosses, with the ultimate goal of completely defeating all five bosses. This event is cooperative, meaning there are no competitive features, and typically lasts between Wednesday 11:00am NZST and the next Monday 11:00am NZST. In addition to Contested Territory and Boss Challenges, Bloons TD 6 features a community-driven event called Birthday BAD Bonanza, which encourages players to pop as many BADs as possible. The event is tied to a community goal that rewards players when certain milestones are reached. The game also includes an in-app shop where players can purchase items such as Monkey Money, Powers, and Insta-Monkeys using real money or in-game currency. Additionally, the Trophy Store allows players to redeem exclusive cosmetic content with Trophies. The game Bloons TD 6 offers several features to enhance gameplay experience. The Trophy Store contains items that can be used in C.H.I.M.P.S mode by activating them. New items are regularly added with major updates, starting from version 19.0. Besides Trophies, the Team Store allows players to purchase cosmetics using Team Trophies. Players can earn achievements for extra rewards and recognition. These achievements often involve free Monkey Money or Powers. A player's progress is displayed in their profile, which was introduced in version 18.0. Profiles show medals, level, Veteran Level (if applicable), and selected statistics for popular towers and heroes. Statistics from up to seven categories can be shown on profiles, decorated with an image and banner. The game has a rich history, starting with its announcement on March 28, 2017. Bloons TD 6 was released on June 13, 2018, with enhanced 3D graphics and the Line of Sight feature. Later versions included Trading Cards on Steam for Windows and releases on other platforms like Macintosh, PlayStation, and Xbox. BTDD6 Console Patch Notes
Confirmed for Xbox and PlayStation
Ninja Kiwi has confirmed that a console version of BTDD6 will be released on Xbox and PlayStation. The Xbox version is expected to include only bug fixes necessary before shipping, while the PlayStation version will undergo Q&A checks. Initially announced as pre-orders on August 25th, 2023, with the store page added to the Xbox Store on the same day, the game was later revealed to be in development for Netflix as BTDD6 Netflix. In July 2022, Ninja Kiwi released Bloons TD 6 on the Epic Store, and a few months later, it hit the Netflix platform. The release of the console version was also announced through multiple NK Twitter posts. The game received a significant boost with an appearance by popular YouTuber MrBeast on May 12th, 2024, who offered players special login bonuses in exchange for an exclusive in-app purchase lasting for 90 days. BTDD6 has undergone numerous changes since its official announcement on March 27, 2017, despite initial delays until June 2018. Bloons TD 6 has several different releases worldwide. The Netflix version was released on June 21st, 2023, as a promotion for the platform and to boost subscription sales. Meanwhile, console versions of the game were launched for Xbox in September 2023, with a PlayStation release expected soon. These console versions are slightly behind the main series in terms of content and features. The Chinese version, Qiqi Tǎ Fāng 6, offers exclusive content, including hero skins and trophy store items, but also includes some Western censorship. Additionally, there's one DLC called Rogue Legends, which introduced a rogue-like game mode with procedurally generated challenges and a final Boss to fight. Bloons TD 6 has had its share of bugs over time, but most were fixed in later updates. The game has received several awards, including Mobile Game of the Year 2024 from PocketGamer. Trivia: Bloons TD 6 was the number one paid app on both Appstore and Google Play Store as of June 15th, 2018. Similarly, its predecessor Bloons TD 5 held high ranks in both stores for a long time. The game's main menu screen has hidden features, such as tapping specific items to trigger different monkey reactions. The game has several Easter egg features. Tapping the left hut causes two Bomb Shooters to fire at each other with different projectiles depending on the update. These include a small pumpkin in updates 5.0 and later 13.0, a peppermint candy in update 7.0, an orange gumball in updates 10.0 and later 24.0. Tapping the town hall summons a Ninja Monkey that vanishes in smoke, with different costumes depending on the update, including a mummy in 5.0 and later 13.0, an elf in update 7.0, and an Easter bunny in updates 10.0 and later 24.0. Tapping the windmill makes a Monkey Ace fly across the screen with changing appearances, such as a vampire in updates 5.0 and later 13.0, Santa Monkey in his sleigh in update 7.0, or a chicken in updates 10.0 and later 24.0. The plane also transforms into a chicken-like shape during the 11.0 update. In the 11.0 update, the Monkey Ace leaves behind a trail of colors. Tapping the statue brings out a Dart Monkey with various costumes, including Frankenstein's Monster in updates 5.0 and later 13.0, an elf in update 7.0, or an Easter bunny in updates 10.0 and later 24.0. The right side of the shore reveals a Monkey Sub that is replaced by a Pirate Lord in updates 5.0 and later 13.0, with other costumes appearing during this time as well. In these same updates, tapping on pumpkins makes their eyes and mouth light up. The Bloonchipper, a tower from Bloons TD 5, does not return to Bloons TD 6 but appears in the Scrapyard map. Several monkeys, including the Mortar Monkey and Dartling Gunner, are already present in the game. The game was initially free to purchase on May 22nd/23rd 2019 and later offered for free again on December 15th/16th 2022 through the Epic Games Store. One notable feature discovered by the community is that display text can be attributed with credits from certain updates, as found on September 11th/12th 2019. Ninja Kiwi announced a ban on players who use exploited coding in their display usernames, which will be enforced in public Co-Op matches and leaderboards. This decision does not affect Custom Challenges. As of Version 21.0, the game over message was changed to "Game Over" for players who lose after initially winning. On January 21st, 2021, a total of 6,073,283,850,171 Monkey Money was earned, and 80,302,074 Insta Monkeys were collected. The game's official website refers to it as "Bloons Tower Defense 6", while elsewhere it is commonly written as "Bloons TD 6". The game was initially released on June 13th, 2018, a day earlier than announced, and features 16 upgrades for towers, with a maximum of 7 upgrades per monkey. The town hall in the main menu displays the player's device time, and up to 14 characters can be used. The game is developed in Unity using C# and features both the modern 2D Ninja Kiwi logo and the "shining blade" production logo. The first non-first-party advertisement appeared on May 3rd, 2022, for the game Word Trip. The content rating system for Bloons TD 6 lists it as "General" with notes for "Very Mild Violence" and "In-Game Purchases". The game display username on mobile devices can cause music from external apps to play simultaneously with the game music. Starting the music before the BTDD6 app loads will override both the music and sound effects. Old devices, low storage, or laggy games may stop map animations. Since version 31.0, there are no maps starting with "I". The game uses IEEE 754 floating numbers for most values, but Hero XP uses a different rounding system. The Unity engine converts BTDD6 from C# to C++, Ninja Kiwi's official blog confirms that the game is not pay-to-win and that microtransactions do not affect balance. Voice actors are hired from bigmutovoices.com. Version 28.0 took long to complete due to remote work, new features, and engine upgrades. Monkeys take breaks in battle, according to the October 29th blog post. Two questions regarding BTDD6's future development were answered on November 5th. The iMessage extension is not planned for updates as of now. A Nintendo Switch version is also unlikely due to current workload. Balloons Tower Defense coming to Mobile With a new "Tower Creator" Feature