

Click to verify























## Cool math games blooms td

Blooms Tower Defense 3

The game Blooms Tower Defense 3 offers a classic tower defense experience with endless creativity and fast-paced gameplay. Players must defend against wave after wave of incoming balloons, utilizing various strategies to protect their base. This article will cover the general controls and game mechanics, as well as provide tips for both beginners and experienced players
In Blooms Tower Defense 3, the objective is to pop every balloon that reaches your base, with varying types of balloons requiring different approaches. The game features simple controls: placing towers involves clicking on an icon and positioning it on empty space, with tower upgrades available through two options displayed after hovering over a tower
Strategies for Blooms Tower Defense 3 include utilizing the Monkey Beacon, which increases range when within its vicinity and can activate a devastating monkey storm to clear the map
Keeping central towers enhances their effectiveness by maximizing range, while the Monkey Beacon's central placement amplifies this benefit
Upgrading towers is crucial, allowing them to reach full potential as balloons become increasingly difficult to handle
As a last resort, players can employ spikes to pop ten levels of balloons when other defenses falter
Given article text here and begun to head straight toward your base. Laying down spikes is very useful when new players are just learning how to play Blooms Tower Defense 3 and make many small mistakes. Many people use a dart monkey at the end instead of placing spikes at the end of the map, because some prefer to have a dark monkey clean up whatever balloons manage to get past their main level of defense. This is a good last resort, especially if players feel like their defenses are not very strong.
By level 20, lead balloons will start invading your defenses, so you need to have a cannon that can blow them up. A regular dart won't do the trick, even a super monkey won't be able to take down a lead balloon with regular darts. When you place a tower, it automatically focuses on the first balloons that attack your base. Some towers are better at trying to hit the last of the balloons. For example, cannons should be set to 'last' to try and hit the slow lead balloons that fall behind the faster red balloons. This small detail makes a big difference in later levels. Before level 35, there is no warning about who's coming, but after that point, you need to prepare for MOABs. A MOAB is like a huge tank of balloons, and it can be very difficult to take down. If possible, get to a super monkey by this round because they are the best counter to MOABs due to their high firing rate. Games in the series, collected over time, have been popular among both new players and veterans alike due to their collaborative nature on online wikis. The Blooms community works together to improve content and strategy pages. The main series revolves around a monkey popping balloons, with many having special powers. The original game spawned sequels and spin-offs, including mobile games. A new franchise, Blooms Tower Defense, emerged, offering tower defense gameplay with greater popularity. Main goals in the games involve popping balloons while preventing them from reaching the exit using towers. Newer games, such as the Blooms TD series, introduce elements like tower upgrades and more challenging rounds. The series has expanded with additional spin-off games, including multiplayer modes like Blooms TD Battles and mobile counterparts like Blooms Monkey City. Some spin-offs also feature coverslips, like Adventure Time. Recent releases have introduced unique features not found in other tower defense games. The success of the franchise led to Blooms TD 6 becoming a top-paid game on both App Store and Google Play Store. A merger with Modern Times Group allowed for increased marketing efforts for Ninja Kiwi's games. The latest Blooms TD games incorporate family-friendly elements, such as characterization, following the release of Blooms TD 6 in 2018. Existing player-versus-player games like Clash Royale are part of the content on this wiki. The site features a track editor, world, and core game mechanics for the popular series Blooms Tower Defense 4. If you're missing something important, feel free to create a new page or upload images after reading through our policies. You can also start your own blog on the blogs page to share ideas with the community. For any questions or assistance regarding wiki-related matters, contact our admins. The wik is constantly working on projects that are under construction. Feel free to contribute and submit your work to Blooms Wiki. The project list will be updated regularly. Some ongoing projects include: Standardizing page names by using short abbreviations for each game. Creating overview pages for towers, heroes, and crosspaths. Adding images and cleaning up trivia sections on various subpages. Updating stats for Paragons and testing tower damage output against Tier 5 Elite Bosses in BTDE6. Completing lists of attack interactions, special abilities, and charts for BTDE6 towers and upgrades. Adding images to articles tagged with {{ImageNeeded}} and updating outdated content. Other ongoing projects include popologies, synergies, map-related strategies, tower-specific strategies, and soundtracks.
1. Blooms Wiki Spreadsheets offer a deeper look at various projects by Blooms Wiki in spreadsheet format.
2. A fun fact: Navarch of the Seas can hook into a BAD, while M.A.D translates to D.A.M. in Spanish.
3. The Absolute Zero upgrade is now a Tier-5 upgrade in BTDE6.
4. Ohyn Greenfoot isn't affected by Line of Sight.
5. Submit new information and report any obsolete or incorrect facts to admins.
6. Visit the community's other collections of resources and forums, including - BTDE6 Index - BTDE6 Miscellaneous Challenges - BTDE6 Starts - BTDE6 Central
7. If you're seeing this message, your JavaScript might be disabled or the DiscordIntegrator plugin isn't working.
8. Latest News: Qwertypz2000 has been announced as the new top leader of Blooms Wiki.
9. Featured Article - Spiked Balls is the third upgrade for Path 1 in Spike Factory, replacing standard spike piles with spiked balls that deal additional damage to blooms.
10. Vote for next month's featured article and read more about this upgrade.
11. Share your favorite Blooms Wiki page on social networks.
12. Ensure images are categorized accordingly as Category: images after uploading.
13. Learn about the top-rated wikis, including Blooms Wiki, which is ranked in the top 5000 by Wikia Activity Monitor.
Blooms Tower Defense 5 is an action-packed game where you'll quickly grasp the gameplay thanks to its simple interface. The game features a tutorial that helps new players get started. The towers are unlocked as you play and earn experience points (XP). On the right side of the screen, choose from various tower options, each with unique abilities. At the bottom, use Monkey Money to purchase special agents. This in-game currency is earned by completing tracks or bought with real money. To start playing, simply select a tower, drag it onto the track, and release. Click the "Go" button to begin. Apart from regular games, there are Special and Random Missions that require strategic thinking in placing towers. In the initial rounds, cash may be limited; building cheap towers like the Dart Monkey can help. As you progress, use more powerful towers such as the Boomerang Thrower to pop lead and ice Blooms. The Bomb and Glue Gunner towers are effective against different types of Blooms. Place Road Spikes at the track's end to prevent Blooms from escaping. With practice, players will master various strategies to save lives and defeat the enemy. The latest update for Blooms TD 6 includes a range of new features such as the Purple Bloom, Fortified property, Big Airship of Doom, Heroes, and more. Major updates typically focus on balancing tower effectiveness, adding new maps, and introducing fresh content like new Heroes and weekly events. Recently added towers include Mortar Monkey, Engineer Monkey, Dartling Gunner, Beast Handler, and Mermonkey. The game also sees the return of popular features from Blooms TD 5 Mobile and Blooms Monkey City, including Odysseys, Golden Bloom, Monkey Teams, Boss Bloom Events, Contested Territory, and Quests. Blooms TD 6 is available on both mobile and desktop devices, with prices adjusted over time. The game has also expanded to include console versions on Xbox and PlayStation, although at a higher price point than the original version. A new gameplay mechanic called Line of Sight adds complexity to map design and tower placement. Overall, Blooms TD 6 continues to evolve with each update, offering players a unique blend of strategy and fun. Blooms TD 6 features a progression system where rounds gradually introduce more bloom types and increase difficulty as the player progresses. Players can choose from various modes, including Easy, Medium, and Hard, which allowed for diverse gameplay experiences on the same map. Upon completing a game, players receive Monkey Money based on the chosen mode and difficulty level. MOAB-Class blooms return in BTDE6, along with the new BAD bloom, but only appear in rounds 40+ and have increased health. The "Insta-Monkey" reward is given after defeating Round 100, offering a chance of already having upgrades that can be placed for free. Players can earn Monkey Money to unlock new content, including Powers, Heroes, cosmetics, and deeper knowledge. A new rare currency called Trophies is introduced, which can be used in the Trophy Store to unlock exclusive cosmetics. The game features various events, Daily Challenges, and Custom Challenges, allowing players to participate and contribute to the game's community. Quincy, one of the 16 current heroes, arrives after completing Round 3. Tutorial Monkey informs the player that Quincy is a Monkey Hero who upgrades himself throughout the game. After Round 4, the player levels up to Level 2, unlocking a Primary Monkey. The options are Boomerang Monkey, Tack Shooter, Bomb Shooter, Ice Monkey, and Glue Gunner. This process repeats after Round 9, allowing the player to unlock another Primary Monkey at Level 3. Completing Round 10 earns the player 100 Monkeys All Towers. As of Version 44.0, Blooms TD 6, there are 24 monkeys (4 new and 20 returning) across four classes: Primary, Military, Magic, and Support. Each monkey has unique attacks, abilities, and strengths. Monkey XP allows players to unlock upgrades in any order, but with increasing requirements as they progress down the upgrade path. Several towers have been renamed from BTDS, including Boomerang Monkey, Wizard Monkey, Bomb Shooter, Ice Monkey, Mortar Monkey, Dartling Gunner, and Engineer Monkey. Upgrades for each monkey are split into three paths of 5 upgrades, but choosing one path closes the other. The Paragon upgrade is only accessible upon purchasing all three Tier 5 upgrades for a specific monkey type. Shoots Blooms anywhere on the screen with its long-range rifle, popping two layers off when it hits one, costing \$300-\$420. Has a Monkey Sub that shoots homing torpedoes at nearby Blooms, only effective in water and priced between \$275-\$390. The Monkey Buccaneer fires heavy darts from both sides of the ship, must be placed in water and costs \$340-\$480. A Monkey Ace flies above ground, shooting volleys of high-pierce darts, costing \$680-\$960. The Hel Pilot hovers where directed, firing twin heavy dart guns, priced at \$1360-\$1920. The Mortar Monkey launches exploding shells to a fixed location on the screen for \$640-\$900. Dartling Gunner uses a machine gun that shoots darts and aims wherever tapped last, costing between \$720-\$1020. Wizard Monkey hurls magical bolts of energy at Blooms, with various spells available, priced at \$275-\$390. The Super Monkey throws hundreds of darts at hypersonic speed over a huge range for \$2125-\$3000. Ninja Monkey is stealthy and fast, throwing bladed shurikens to pop Blooms, targeting Camo Blooms and costing between \$340-\$480. Alchemist splashes acid on Blooms and brews potions with different effects, priced at \$470-\$660. Druid creates a blast of thorns for each attack and upgrades can call forth powers of the Jungle, Storm, or Wrath, costing \$340-\$480. Mermonkey is a magical trident-throwing Monkey that calls upon sea powers, thrives in water but can be placed on land, priced at \$510-\$720. The Banana Farm generates bananas to convert into game money for spending more, priced between \$1060-\$1500. Spike Factory automatically places road spikes nearby as defense, costing between \$850-\$1200. Monkey Village increases the range of all monkeys in its radius by 10%, and costs \$1020-\$1440. Engineer Monkey hurls a nail gun to pop Blooms and upgrades can create sentry turrets, priced at \$300-\$420. Beast Handler trains land, water, or air beasts, multiple Beast Handlers can have their own beasts, costing between \$210-\$300. As you level up and gain experience, your heroes will become stronger and more powerful over time. Here are some unique hero profiles:
\* Quincy: A proud and intelligent commander who uses his bow to take down Blooms with amazing skill.
\* Gwendolin: A fiery warrior who believes that fire is the answer to every Bloom problem.
\* Striker Jones: A strong commander who boosts the power of explosives for long-range combat.
\* Ohyn Greenfoot: A natural leader who can shoot through solid obstacles with his spirit wolf attack.
\* Captain Churchill: A no-nonsense powerhouse in an armored battle tank. These heroes have different abilities and costs to unlock them. Some require specific levels or achievements, such as:
\* Benjamin: An elite hacker who generates extra money for the cause.
\* Ezili: A wielder of dark arts and manipulator of Blooms.
\* Pat Fusty: A huge monkey with enormous strength.
\* Adora: A devoted warrior who strikes down Blooms with furious vengeance.
\* Admiral Brickell: A commander who can control water-based monkeys to victory. Other heroes include:
\* Etienne: A high-tech hero with a remote-controlled drone.
\* Sauda: A calm fury-filled warrior with twin razor-sharp swords.
\* Psi: A gifted monkey child who uses the power of the mind to destroy Blooms from within.
\* Gerald: A shopkeeper who sells useful items and zaps Blooms with his lightning attack.
\* Corvus: A frontline warrior who weakens nearby Blooms to harvest Mana and channel powerful energies.
\* Rosalia: A hero who can reposition quickly with her jetpack and brings firepower with her laser, grenade launcher, and missiles. Hero skins are available for purchase with Monkey Money, changing the appearance and voice lines of each hero. There have been 27 hero skins released as of Version 44.0. Meet the Blooms TD 6 gang! There are 22 different types of blooms, including Normal Blooms, MOAB Class Blooms, and Boss Blooms. Each type has its own strengths, weaknesses, and quirks. From the "Spirits of the Mountain" to the "Queen of the Seven Seas", each character has a unique personality and quote to match their theme. There's the Biker Bones with his fiery rage, Ocean Guardian who's all about returning home, and Sushi Bento who's always ready to dish out some sushi. The list also includes various Boss Blooms like Vortex, Elite Vortex, Dreadbloom, and Elite Dreadbloom, each with their own strengths and weaknesses. There are even characters like Joan of Arc Adora, Book Wyrm, Gentlemonky Gadgeteer, and Viking Sauda, each with their own story to tell. The game's various bloom types are also introduced, including Normal Blooms, MOAB Class Blooms, Child of B.A.D., and Boss Blooms. Each type has its own stats, such as speed and health points, making them unique challenges for players to overcome. Overall, the text is a fun and colorful list of characters from Blooms TD 6, showcasing their personalities, abilities, and quirks in a way that's sure to entertain fans of the game!
Phayze Bloom Properties
Phayze Blooms have properties that are inherited from their parents and shared with their children. Their speed remains unchanged. Different types of Phayze Bloom properties exist:
- Regrow: Grows an extra layer in a specific time, and only applicable to blooms having the same properties as their parent.
- Camo: Restricts monkeys' target and grows an extra layer in a specific time.
- Fortified: Gains additional health points and can be found on lead, ceramic, or MOAB-class blooms. Other Phayze Blooms have unique characteristics:
- Golden Bloom Properties - Regrow - Camo - Immunity to bomb, fire, sharp, plasma, ice, energy - Offline Mode - A feature that was added in version 35.0 - Allows players to play the game without online features or internet connection.
- Has less content compared to the base game After the initial completion, the payout decreases significantly (for instance, an Expert Map played on Hard rewards more Monkey Money than an Intermediate Map played on Easy).
Beginner Maps include:
Monkey Meadow: A grassy map with no obstacles or water, making it the simplest in the game. In the 5.0 update, monkeys can be placed on pumpkins at the top left and right. In the Loop: An autumn-themed map featuring a square path with loops at three corners, water in the upper right loop, and trees and tools that block line of sight. Middle of the Road: A Wild West settlement-themed map where blooms follow a single lane despite uneven lanes. Tinkerton: A factory-themed map growing and harvesting orange fruit. Spa Pits: A lake-centered map with five smaller lakes, featuring a secret where clicking on rocks in scratch order unlocks the option to make the map harder. Tree Stump: A map around a tree stump that blocks line of sight but allows for following mushrooms and glowing lanes. Town Center: A grassy map with Blooms Monkey City vibes, featuring water at the top left and sight obstacles like buildings and windmills. One Two Tree: A snow-filled farm landscape with pine trees, snowmen, and buffing tower categories. Scrapyard: A rusted machinery-filled map with no water but blocking junk and a compressor that can crush and stun blooms. The Cabin: A dark, muddy map centered in the forest, featuring a winding path, a cat, and foggy atmosphere. A variety of maps are available to play on in Blooms TD, each with its own unique characteristics and obstacles. The most common type includes land-based tracks, such as Bloom Track and Park Path, where land-based towers can be placed at specific points. There is also water-based tracks like Skates and Gandy Falls, where water monkeys can be used to attack blooms. Other maps include Lotus Island, a peaceful island with blooms that travel around its perimeter, and Alpine Run, which features a snowy ski lift track. The Cubism map is an abstract art piece with triangles and quadrilaterals where blooms move around, while the Four Circles map features a unique timer near the bottom right corner. The End of the Road is a desert road map where blooms follow a horizontal path, and Logs is a swamp-like map where blooms navigate through logs to reach water towers. Intermediate maps like Luminous Cove and Sulfur Springs offer additional challenges and opportunities for strategy. Each map has its own strengths and weaknesses, and players must use the right mix of tower types and strategies to succeed in Blooms TD. A raised platform surrounded by a valley of lava, with multiple rock platforms above it, is the setting for various levels in Blooms TD. The Water Park features a water park with many unremovable obstacles, including life guard chairs that can be used as vantage points. The Polyphemus map has a boat-shaped island with removable ceramic tiles and a lake that grants buffs like Jungle Drums and Radar Scanner. However, the lake periodically seals off to prevent monkeys from attacking, requiring a progressively increasing fee to reopen. The Covered Garden is set in a garden with sliding glass panels that cover almost 3/4 of the space, providing protection for players. The Quarry takes place in a quarry made of mostly marble, where blooms move down a stone-and-river track in a zigzag pattern. Blooms can take different paths depending on whether they are moving in the river rapids or on the stone track. The Quiet Street features a miniature city in a snowy neighborhood, with hedges blocking the center of the road and a tree blocking the center of the street. The Bloomarius Prime takes place in a swamp, where blooms move towards their respective exits. Balance has a grassy area with a large circle in the middle, which has been split in half. The Encrypted map is set within a temple and features multiple Bloom entrances, with walls serving as line-of-sight obstructions. The graveyard outside the temple allows players to place water-based towers on graves, while within the temple, there are pedestals covered by debris that can be removed for \$250 each. The various maps available in the game feature unique layouts and characteristics that affect gameplay. Each map has its own specific tower distribution and layout, with some having secret areas waiting to be discovered. Bazaar is a community-designed desert marketplace map where Blooms enter from alternating lanes and obstacles like trees hinder sight. Adora's Temple features multiple entrances, exits for Blooms, and layered steps for placing towers. Spring Spring boasts a central island surrounded by water, while KartsNDarts resembles a race track with removable hay bales and tires. Moon Landing takes place on the moon with craters that obstruct line-of-sight, making Mortar Monkeys ideal. Haunted is an outside haunted house map where Blooms resemble trick-or-treaters, and Downstream features a meadow with two loops around a central stream. Firing Range is a shooting range map with moving Blooms and a watchtower blocking vision, while Cracked is a ruined land map with removable rocks and a sign that blocks tower placement but not monkey sight. Streambed takes place in a dried-up streambed with line-of-sight blocking fossils, and Chutes is a temple map where Blooms enter from the left path before alternating. Rake's map features obstacles and challenges for players to overcome as they navigate through various terrain and obstacles. Given article text here
\*\*Blossom/Japanese Sand Garden Map\*\*
The Blossom/Japanese Sand Garden map features blooms emerging from two sides simultaneously and disappearing into two places. The map includes a small body of water and a removable statue for \$1,000 that blocks the monkey's sight if not removed. Previously, removing the statue cost \$350.
\*\*Spice Islands: Island/Archipelago Map\*\*
The Spice Islands map is mostly composed of water, with palm trees blocking the monkey's line of sight but being removable for \$1,000. This map was showcased in a Blooms TD 6 teaser.
\*\*Advanced Enchanted Glades\*\*
TBA
\*\*Last Resort\*\*
A more challenging version of Resort with faster-moving alternating lanes and limited land and water space.
\*\*Ancient Spiral\*\*
TBA
\*\*Castle Revenge\*\*
A mechanical walking castle map featuring two split simultaneous towers, a steam-powered gadget for knockback, and a monetary cost to activate it.
\*\*Dark Path The Dark Path map is set on the park path but with a darker atmosphere. Blooms move on the water instead of the road and can be removed using a spirit.
\*\*Erosion On an icy map, blooms move along the edge of ice water. The section closest to water occasionally falls into it, destroying all towers in that segment.
\*\*Midnight Mansion This spooky mansion map features two pathways for bloom navigation from upstairs portals to exit portals in the large ground-floor room. Flame trails block line-of-sight and require clearing top of drawers to place \$250 each.
\*\*Sunken Columns Inspired by Basalt Columns, this rocky terrain map is a less complex version of Ravine with 2 simultaneous entrances and exits. Much of the map is embedded, making it difficult for some towers to be visible.
\*\*X Factor The X Factor map is set in a forest clearing with four intersecting paths that change directions between rounds.
\*\*Mesa This canyon map features two different pathways with rock arches that can be removed for \$500 each to place towers.
\*\*Gear Geared is the first community-made map added to the game. It's a gear style map where monkeys spin around on a rotating gear, and there are no obstacles on the map.
\*\*Spillway The Spillway map is filled with toxic waste, with four walls blocking water towers but removable for \$2000 each.
\*\*Cargo The Cargo map features a car lot with many boats and a new path that opens up after round 39 for MOAB-class blooms. Two trucks can be removed for \$500 each to block vision. The cost of removing rocks varies from \$500 each to clearing debris off them. Peninsula features a rocky terrain with water on three sides and limited tower placement areas. There are three rocks covered in debris which can be cleaned for \$500 each, while a large hill obstructs the player's view. Towers can be positioned on patches of grass. High Finance is an urban map where blooms move in an S-shape before turning into a U-shape around construction blocks, with a small bridge allowing water placement and early tower deployment like in Cornfield. Each construction block counts as a sight blocker but can be broken upon to place towers over other areas. The cost of building each block ranges between \$350 to \$1,500, totaling \$12,550 for the entire map. Another Brick features a brick wall that blooms navigate around, serving as a sight blocker. The left side is off-limits for placement but can be cleared by removing each palette of bricks for \$1,000 each. Off the Coast is a beach map where blooms come from the water and move back to it, featuring a wrecked ship blocking water tower placement but allowing land towers on certain parts. Cornfield restricts initial tower placement to a small central area until more land can be uncovered by removing cornfields at varying costs between \$350 to \$1,500. Towers can also be placed within the dirt separating cornfields if positioned correctly. Underground features two rounded interlocking railroads without significant obstacles blocking the player's vision, aside from rocks along the edges which don't significantly affect gameplay. Expert Maps include Expert Glacial Trail where snowstorms regularly freeze towers for 2 out of every 10 rounds after placement. Dark Dungeons feature 4 winding paths with regular blooms taking the vertical paths and MOAB-class blooms only taking the middle and horizontal path, while a Dungeon Statue can be reactivated and upgraded for large sums. Sanctuary is an ancient track where blooms travel along vines with towers able to be placed on moving platforms every round. Ravine has similar aesthetics to Dark Castle with 2 entrances and 4 exits featuring many sight-blocking obstacles that cannot be removed. The camera is tilted isometrically, and water-based towers are restricted due to trees, bridges, and ravine walls blocking access. Flooded Valley is a dam-set map where blooms come from both sides simultaneously and exit from opposite ends, with the left-hand side heavily blocked by an extremely tall dam.
- Internal: A track set deep within a volcano featuring two paths made of small floating stones with entrances on the left and exits on the right.
- Bloody Puddles: A more difficult version of Muddy Puddles with five paths instead of four, and other special parameters to increase complexity in challenges. For instance, health and speed of regular blooms and MOAB-class can be increased or decreased, certain towers and/or upgrades may be restricted, and CHIMPS rules implemented too.
Odyssey Creator
Odyssey Creator is a feature where players can create custom Odysseys. It allows creation of entire odyssey with separate Bloom modifiers and starting cash and rounds for each map. Players can also adjust lives, max seats, and max towers for both Towers and Powers. Map Editor
Map Editor was added in Version 39.0. It allows players to create their own maps and share them publicly. Customization involves placement of entities in a layered system, alongside at least one bloom lane for blooms to move. Paraphrased text: Several filters can be applied to name or challenge codes, including time uploaded and creation dates. A slider allows for adjusting maximum and minimum rounds in challenges. There are distinct browsers for normal Challenges, Odysseys, and Maps. Version 42.0 introduced accolades that can be gifted by players and displayed on the browser and preview. Quests are special custom challenges available regardless of internet connection, including offline mode. Patch serves as the tour guide for Quests and narrates stories in Quests. Quests offer a storyline and provide new in-game lore or advice to players. Categories include Tales, Challenges, and Tutorials. Tales have separate challenges in linear progression, while Tutorials are step-by-step guides for new players. Events come in six types: Collection Events, Race Events, Odyssey Mode, Boss Bloom Events, Contested Territory, and Boss Rush. Completing events earns unique bonuses that can improve gameplay. Trophies are earned by completing specific events or achieving certain milestones. Collection Events offer free Insta-monkeys through a lootbox system without in-app purchases. Tiers of Insta-monkeys increase with higher-tier chests. Collection Events typically last 7-14 days and reward players for winning games in standard gameplay or other events. Odyssey Mode features multi-game modes where players progress through maps with special rules, carrying over lives throughout the adventure. Winning all maps rewards a bounty. Given text has been paraphrased below
The game offers several types of events and challenges that players can participate in, including Trophies, Insta or Power features, and Monkey Money rewards. Players can select from three difficulty levels - Easy, Medium, and Hard Odysseys - which involve completing challenging maps with a common theme. The duration of an Odyssey is approximately one week, from Thursday 8:00pm NZST to Wednesday 8:00pm NZST, and new ones are introduced every two weeks. In addition to the Odysseys, there are Race Events where players can compete in pre-defined challenges and try to complete them as quickly as possible. Players who succeed will be added to the leaderboard, while those who fail will have to wait until a new event or try again after paying a fee. The winners receive prestigious badges and valuable rewards, including Trophies. Another type of event is Boss Bloom Events, which involve fighting against powerful Boss Blooms that require specific skills and strategy to defeat. Players must beat each stage within 20 rounds per tier before moving on to the next one. There are also Ranked Bosses that introduce a time limit and global leaderboard for even more prizes. The game also features Contested Territory, where players join teams and compete to capture tiles of land, which grant special perks and bonuses. The duration of this event is typically two weeks, from Wednesday 11:00am NZST to the next Wednesday 11:00am NZST. Lastly, there's Boss Challenge, an alternative option for playing against Boss Blooms, allowing players to choose their own course of action and strategy. Given article text here
Challenges allow players to take on any Boss Bloom that isn't part of a currently active event. They can fight the boss on any map without restrictions, but they can't adjust settings other than standard medium. Completing a challenge doesn't give rewards except for a completion record. In ranked mode, players can set records for timed and cash boss modes, but only one stat can be seen at a time. Boss Rush is a team-based event where the goal is to pop as many tiers of each boss as possible. Each player can have up to four attempts per day, with extra damage added against the boss. Unlike Contested Territory, Boss Rush is co-op only, without competitive features. The event typically lasts from Wednesday to Monday, alternating weeks. The Birthday BAD Bonanza is a community-driven event where players pop as many BADs as possible to contribute to a community goal. Each goal gives rewards when certain milestones are reached. Players can buy items like Monkey Money and Powers through the Shop, which contains optional purchases worth 0.99 to \$49.99 USD. The Shop is not available on Blooms TD 6+ or Netflix. Profiles allow players to track their progress in Blooms TD 6, featuring medals, levels, and statistics for towers and heroes. Public profiles are accessible across all multiplayer games, including Co-Op Mode and competitive events. Players can customize their profiles with images, banners, and up to seven statistics, as well as display named monkeys. The game was first announced on March 28, 2017, and released on June 13, 2018. Blooms TD 6 utilizes 3D graphics and introduces Line of Sight, a feature that affects tower placement. The game has since been released on various platforms, including Steam for Windows and Mac, the Windows Store, PlayStation, Xbox, and Netflix. The launch date for the game was initially set for September 6th 2023, but it was later changed to September 7th 2023. In May 12th 2024, MrBeast promoted Blooms TD 6 through a special promotion that included a one-time login bonus and exclusive in-app purchases for players who logged in between May 12th 2024 and June 11th 2024. The PlayStation version was released on July 31st 2024. The game has undergone significant changes since its initial announcement on March 27th 2017, with updates every 40-50 days on average. These updates have aimed to refresh the gameplay experience by introducing balance changes across various aspects of the game. The goal is to create fair and engaging gameplay for players, often challenging dominating metas in the game or improving underused features. Blooms TD 6 has been released on various platforms, including Apple Arcade as Blooms TD 6+, an exclusive iOS version. Additionally, a console version was released on Xbox with PlayStation following suit later on. The Chinese version of the game, known as Qiǒu Tà Fāng 6, contains exclusive content tailored for mainland China. The release timeline includes:
\* Initial announcement: March 27th 2017
\* Release dates:
- September 6th/7th 2023 (initially September 6th)
+ May 12th 2024 (MrBeast promotion)
+ July 31st 2024 (PlayStation version)
+ February 11th 2025 (Blooms TD 6+ release on Apple Arcade)
\* Other notable events:
+ Update frequency: Every 40-50 days on average
+ Balance changes to improve gameplay and challenge dominating metas
Blooms TD 6 has received various updates since its release, including a DLC called Rogue Legends that introduces a rogue-like gamemode with procedurally generated challenges and unlocking buffs for new strategies. As with any game, bugs are inevitable in Blooms TD 6, but most updates have included the Paragon Tier-5 tower which can have up to 8 upgrades. Ninja Kiwi addressed several concerns regarding Blooms TD 6 (BTDE6) in the following blogs:
- On October 8th, 2021, Ninja Kiwi stated that BTDE6 must be purchased to play and emphasized that game balance does not rely on microtransactions. The company revealed it hires voice actors from bigmouthvoices.com for the game.
- In a post on October 22nd, 2021, Ninja Kiwi explained how the Version 28.0 update took longer than expected due to factors such as remote work during viral lockdowns and implementing ranked bosses.
- On November 5th, 2021, two questions about BTDE6's future development were answered, including that there are no plans for an iMessage BTDE6 extension update and a Nintendo Switch version at the time of posting.
- In a February 18th, 2022 blog post, Ninja Kiwi mentioned that large app updates occur because many assets need to be updated in the game.
- On April 14th, 2022, it was confirmed that a "tower creator" will be added to mobile devices.
- By July 1st, 2022, Ninja Kiwi stated they had not planned new tower additions for BTDE6 but later announced the release of Beast Handler.
- In a September 9th, 2022 update, Ninja Kiwi mentioned that cameos from past games could be considered for inclusion in BTDE6.