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Bloons monkey city strategy guide

We will discuss this article edit Share Tips and strategies for Bloons Monkey City and Bloons Monkey City Mobile Assaults. Tips[edit | source edit] Flash[edit | source edit] (You can add some!) Mobile[edit | source edit] Flash is equality for Any Camo Assault Mobile Camo Craziness; Likewise Flash is equivelent to any Regrow Assault Death Regrow Rush. ZOMGs have Camo Craziness tiles will also spawn DDTs Strategies [edit | source] Flash[edit | source edit] (You can add some!) Mobile[edit | source edit] Fast and Furious[edit | source edit] Is useful against any tower FaF attacks with Homing capabilities and/or fast attack speed (e.g. Ninja Monkey, Monkey Sub, Heli Pilot, etc.) Qwertyxp2000 second strategies [edit | source] for Fast and Furious, I mainly use Ninja Monkeys and Bloonchippers with Super Wide Funnel (for MOAB class shredding). For Cash Starve, I add Banana Farms and have the spike Factory alone. Banana Farm(s) leave Banana Plantation upgraded and Spike Factory not upgraded until the next round. For Death Regrow Rush, I used 3/2 Boomerang Throwers as well as spike factories to eventually get rid of the remaining bloons. For Camo Regrow Pain, I used a mix of Tuition Monkeys with Signal Flare, 2/2 Monkey Apprentices with regrow-skid knowledge, and Spike Factories. For Hard and Heavy, I use 2/3 Boomerang Throwers and 2/2 Monkey Apprentices. For Cluster Chaos, I used Boomerang Throwers and Bomb Shooters. For Camo Craziness, I used 2/2 Monkey Apprentices, Ninja Monkeys and/or Monkey Engineers with on-call camouflage detection knowledge. Tetraphosphate strategies [edit | source edit] Cash Starve: I get a 1/2 (or 2/1) Dartling Gun with my starting money, it usually takes for the first few rounds. Hard and Heavy: I add a 1/2 Dartling Gun at the beginning and then upgrade to 2/3 or 3/2. Then you get more Dartling Guns or maybe 2/3 Boomerangs. The packaged MOAB/BFB strategy is used on the desert tile. Packed MOAB, Packed BFB: I'm an x/3 Dart Monkey, 1/x Sniper Monkey and Boomerang Thrower, close to the center of the track, then 2/3, 1/2 and 2/3 start with upgrading them respectively. Then get a few Ninja Monkeys, 3/x Tack Shooter or Buccaneers, depending on the shape of the track and monkey village. Then we'll raise them like getting more money. I will also place a 4/0 Engineer (Bloon Trap) at the beginning of the piece. Round 14 or so, I'll start adding MOAB Maulers at the beginning of the track (target set Strong), and upgrade some of the MOAB Assassin. I will also add more towers (usually 2/3 Boomerangs, 3/1 Buccaneers or Super Monkey if you have enough money) close to the center of the track to deal with everything from moabs and BFBs and upgrade 4/2 Sniper. Any life on a Packed BFB tile with ben zomgs I have been able to use this strategy, or something like that, but have yet to try on a ZOMG tile. DDT: 4/2 Snipers (Crippled MOAB) are useful DDT down, and an x/3 will allow you to hit them by putting towers under Monkey Village, DDT is available unless otherwise specified under CC-BY-SA of community content that is both camouflage and lead (and immune to bombs). meta data # Why am I writing this guide? (feel free to skip this section) When I first started playing Bloons Monkey City (BMC), like the newest players, I thought I was leveling up my city super quickly and blowing so fast throughout the whole game. That didn't happen. This is really easy for a while and then it makes way, without camos, rainbows, camouflage, and omg ceramics began to appear and slamming me. I didn't know what to do next. But somehow I understood. Superjombombo2's BMC video was very instructive about this. I base my basic strategy on hers. Anyway, let's get started. # The goal is-important **Now a lot of people notice the complaint that ninjas don't wave a fair, so let's get to me about this problem. It is easy to be very self-explanatory that I feel part of the game that is only available in tier 2 upgrades. Only when tier 2's is available, yes, ninjas excel, hands down. Spam 2/2 ninjas only. This guide is for those who cannot make further progress with tier 2 ninjas. At a certain point, tier 3 is required to make further progress. And the difficulty rises to a really sharp once tier 3 opens. There are so many options that it's hard to know where to start. And tier 3 takes a significant investment in time, so without foreading, it's hard to know what upgrades to buy. Once you hit tier 3, things change in a really big way.** * #Big 3-Ninjas, Boomerangs, Magic **This seems to be such a problem, I thought of this address at the beginning of the guide. Many beginners think ninja monkeys and monkey appentices (magicians) are great. And they're-tier 2. Again, there will be a point where neither 2/2 Monkey Apprentice (app) nor 2/2 Monkey Ninja (ninja) can take any further. At this point, you need to get tier 3 upgrades. When level 3 is opened, it is overshadowed by both the app and the ninja boomerang monkey (boomer). Let's analyze some tricks to show: 3/2 ninja opens roughly 8 per shot. Your 2/2 apprentice is lightning, 25 shots per shot. 3/2 boomer opens at 40 per shot. I have all tier 3 upgrades 3, and they have all tested. These numbers are probably true. Real game, 3/2 boomer strong. The 2/2 app comes in second place. And the 3/2 ninja easily drowns in later waves. Both stage 3s of the ninja do not have enough poppy power and do not have enough latency to compensate for the lack of poppy power. You can't evaluate Tier 3 early enough to make your horsepower, and 2/2 app 3. Therefore tier 3/x boomer is the best tier 3 to upgrade first. So, initially, it's rising at the city level, so the guide to tier 3.** * serves as a horsepower Fast. Tiles are super easy to beat. Approximately level 10 or most of them are going to hit a sudden increase in difficulty mostly in the form of some advanced bloon species. I'll give them a brief overview: **black ** invincible for explosions. 2 pink bloons (guess-wrong sam fix me) **lead ** can't be popped by darts, ninja stars, or un upgraded boomerangs **camouflage ** most monkey upgrades or other monkeys can't see this without help from. The notable exception is ninja These 3 are probably the first set that will give you trouble. That's why we need a simple but cost-effective strategy** to deal with them. To start busting these bad kids, you need to start opening tier 3 upgrades, because the cost-effectiveness, at this point, becomes very important. In terms of both city cash and timers, the jump from tier 2 to third-tier developments is enormous. It's just frustrating which guess for the upgrade. So what's our strategy to deal with all this? #Workhorse: Boomerang Monkeys Well, we're going to focus first on boomerang monkeys (boomers) getting upgraded to tier 3. You need to log in every hour of cash collection until you get enough and then buy upgrade 3/x (glaive ricochet). This will give you **raw poppy power** if you can't ** what you need for this stage of the game at a price. Everything is either too expensive, or only poppy power is inadequate. You will also want to get an x/2 upgrade (red hot 'rangs). It will pop frozen bloons and then lead bloons. At this point, black bloons are not a big deal for a 3/2 boomer. Why aren't ninja monkeys, you ask? Now, I know there are a lot of notorious ninja monkey fans out there who swear on ninja monkeys as staples. I believe most of them are players with Bloonjitsu locks, up 4 tiers. Now look, in the first game, which is where you and I are, 4. We're not going to see 4-tier upgrades for a good time-(I don't even have it yet). Anyway, I have tier 3 upgrades to both ninjas and boomers and have made comparisons. Boomers have more poppy power than ninjas. As for stalling (x/2), again, bloonjitsu does not seem as useful as obtained. # Lighting in Camos: Mortar Monkey So, what is the movement-how to deal with camouflage bloons? Boomers can't detect camos on their own. But there's a big fix for that, which opens our first monkey, too: The next monkey mortar monkey you need to upgrade. For the mortar you will need bare minimum upgrades of 0/3 (signal glare). Personally, I recommend using 1/3 mortar (increased accuracy + signal glare). What the signal glare does is permanently remove the camouflage caught in the explosion from the bloons. After receiving whacked by the flash of signal, boomers will see and it will no longer be possible to pop camouflage bloons. Problem solved! **A side note: excellent games, no life Also, you will want to start applying excellent games that you will not lose any lives. This will win you 5 bloonstones per game. After level 10, you can catch tiles in hardcore mode. This cash and bloonstone reward will double. To upgrade you need bloonstones, because this is important. And they need upgrades to make progress. There are 2 great strategies to help you do this. If you can afford it, you will want to start your tour with both a boomer near the entrance and a spike factory at the exit. If the virgo factory (gap) is too expensive at this point, use the way spikes to draw attention to the slip bloons past boomers. # Core Strategy Once we got your 3/2 boomer upgrades, it's rock'n'roll time. The basic strategy is to start by placing a boomer and, if you can afford it, a gap. If you can't, maybe get the road spikes ready. Now just raise up to 3/0 boomers. If you encounter camos, put a ball of havan, target near the entrance and then upgrade to maybe 1/3 (signal flare). If you see leads, upgrade boomer 3/2'rang). That's our basic strategy. This should serve you well - at least until you start encountering ceramics. # Made of clay: CeramicsThis hard, brown moms get hit more than once before popping, and do it, they lay eggs in large numbers of child bloons. I bet you think you need more power at this point. That's what I thought. But I'm sorry, folks, that's not going to happen. At this point in the game, there's nothing enough power for ceramics and all your children. Too much armor, too many kids, not enough money. But the good news! You don't have to add too much poppy power. What you need now, this is a way to slow down a crawl of dastardly bloons so boomers can cut them into size. Ninjas, glue artillery and ice monkeys: you most likely have 3 options at this point. Ninja x/2 (stalling) is not reliable enough just to do business. This can enable 4 times (and this is to be generous) 1. Even letting a ceramic go will probably destroy you, 3. And x/3 (flash grenade) is just too expensive. Glue artillery is also not suitable. The best you can't come at the moment is most likely 2/1 glue. Glue do not slow down ceramics. I mean, they're not working for us right now. I heard that in the high echelons (maybe 3/2), they were good, opening with maybe a 2/2 or 3/2 ice, but at this point, it's still out of reach. Now, ice, our savior. Ice monkeys freeze ceramics. Typically, 2/1 ice monkeys stop ceramics and their children long enough to get the 3/2 boomer to take them out. So now, it looks like our layer: start round with a boomer at the entrance and a gap at the exit. Next, increase the boomer to 3/0. If leads start coming in, upgrade to 3/2 (red hot 'rangs). If Camos begins to appear, a put mortar (signal flare). If not, put another 3/0 boomer. Put. at this point, ceramics will be on the horizon. Place an ice tower somewhere. Be sure to upgrade boomers to at least 3/1 (sonic boomerang) so they pop frozen bloons. You'll want your ice towers at 2/1. 2 2/1 ice monkeys should be sufficient for ceramics at this point. Whew! I'm defeated for now, so I'm going to stop here. But it's not complete yet. There's going to be a lot more in the future. If you have any questions, comments or suggestions, please feel free to pm me or post topic. Metadata Well, thank you for these instructions, sir. Metadata Ninja monkeys are wrong to say that stalling upgrade does not do business against ceramics. It will not be enough to kill a ceramic, but the ability to send ceramics and subsequent stains to the entrance is invaluable. When you talk to experienced players, they will tell you that when rushed with 20-50+ ceramics at once and you do not have the poppy power to blast them immediately, having a few x/2 ninjas will make all the difference. Meta data And what about apprentices? They have poppy power with lightning and camouflage/lead counter in all this mofo, while maintaining a cheap in-game upgrade path. After I said that, it was the MOAB's that brought me here... im can still hit my bloon poppin (no problem here) on the way to get moab mauler upgrade (36 hours ~.~~ srsly) so to get them early ..... but even then I'm afraid i'll have cash that has a decent bloon poppin acluster and moab mauler cluster. So asking what im is to moabs in a more cost-effective way or kill to get cash for what is stronger than some economic tips (cuz banana farms seem useless). metadata raw banana farms start taking profits on 2 turns, 10 metadata other after being free after 1-2 glue artillerys actually said it was too expensive, but the 2-4 ice towers are just fine, this is the strategy guide though good. I am not a shameless lover of ninjas, but some maps will surely later say that ninjas are suitable for boomers. Full 10 rounds of metadata I assume for a 18 round game to get your money from banana farms without upgrades. its not only worth bloons 4 and 5 rock monkey city meh I want to play straight for hours but the game meta data me > Allow *Initially ** [BLUELightning27](/forums/3765/topics/452437?page=1#posts-8701082):*** > > > Other then 1-2 glue gunners said it was too expensive fact, expensive but these 2-4 ice towers are just fine, though this is good strategy guide. I am not a shameless lover of ninjas, but some maps will surely later say that ninjas are suitable for boomers. You mis-read it. He said 1/2 (i.e., the upgrade level!) glue artillery is very expensive, but two four (that is, the number of them) is arrows in ice monkeys. metadata > *Originally published **[BLUELightning27] (/forums/3765/topics/452437?page=1#posts-8701082):*** > > Other after 1-2 glue artillery is too expensive Actually, but 2-4 ice towers are just good, good, strategy guide, though good. I am not a shameless lover of ninjas, but some maps will surely later say that ninjas are suitable for boomers. > > \ > > *Originally published as **[BLUELightning27](/forums/3765/topics/452437?page=1#posts-8701082):*** > > > > > Other then 1-2 glue artillery actually said it was too expensive, but 2-4 ice towers are just good, though this is a good strategy guide. I am not a shameless lover of ninjas, but some maps will surely later say that ninjas are suitable for boomers. > > Omg. Did I say 2-4 ice? Holy smoke. Tier 4 is definitely not relevant in early play. I was very tired writing this... Oh, man. I also mean 2-1 glue artillery ... Not 1-2-I'm going to have to fix this. Thank you for catching the mistakes. I will edit and update post at some point. meta data i want to pay bloonstones in the game while trying to start monkey vs monkey. how do you have to choose your opponent to start for free? metadata > *Originally published as ** [littlelisa](/forums/3765/topics/452437?page=1#posts-8702156):*** > > monkey vs wants to pay for game bloonstones while trying to start monkey. how do you have to choose your opponent to start for free? That's what I have. I think you should keep picking random opponents. If you have maximum bloontonium storage for your level then just keep looking. At the end you will find an opponent who is your level and the attack should be free. metadata > *Originally published as **[littlelisa](/forums/3765/topics/452437?page=1#posts-8702156):*** > > monkey vs wants to pay for game bloonstones while trying to start monkey. how do you have to choose your opponent to start for free? If your attack requires more bloontonium than you do, you can use bloonstones to compensate for the bloontonium you don't have. 3. This should no longer be a problem after receiving storage. Then temporarily wait for a target revenge after a successful defense so that max bloontonium can attack without paying bloontoniums since it needs to have some recovered bloontonium that allows you to have more bloontonium. meta data A very nice guide, especially for beginners. It's definitely not the only way to approach the game, I'm using a different strategy and if you're having no problems (I'm a bit of an BTD veteran :P) metadata Hey, SnakeWing, so what kind of strategy are you using? I might want to add it to my guide. My metadata friend, you must seriously exclude mortar and include 2/2 apprentices in the yar guide.they are rock.... And while useful spikes cost around 2750, you can exclude only 2650 costs and even fees. Metadata is now a die hard fan of monkeys who get 3/x boomerang if I have left the money to do it, too, as a speculation of this (mostly in disputed area, this is where I get all my money) meta data boomers are beautifulhave around, but really ninjas have more poppy power, even layer 3 with 3/2, they punch 4 with homing and throw 8 pierce total 2 (compared to a 3/2 boomerang '7 pierce) and they mean twice as effective vs moabs 2 SEPERATE attacks, The only drawback for ninja is that lead can't pop (easily fixed with engineers (somehow advanced) and apprentices (in any case 2/x upgrade ASAP rush)) stop a problem you can't actually pop frozen but then there are study tours, x/ 2 they saved me on countless occasions of just 2/2 throwback effect and alone it's extraordinary even if it puts them on boomerangs in my book , I don't have bloonjitsu or any other layer 4 yet unlocked, nor do I really close everywhere , yet ninjas can easily support me, I have consistently been on top of ct especially because of them and gaps, and I am always a reliable fall back. So please stop hating ninjas in this wrong guide, 2/2 ninjas are perfect and much easier to get any layer 3 more in the game. Besides I'm just mentioned but there are others, why didn't apprentices come everywhere? their 2/0 way can be a boon to kill and constantly bounce like 40 other bloons .... cheap easy early game damage just ignore .-. the ninja app range carried me all the way into level 17 and the only reason I switched clubs was because of the fact that the ranges are not the best in metadata because of the amount of CT zeppelins with a split map ... metadata > *Initially **[nealn](/forums/3765/topics/452437?page=1#posts-8704459):*** > > Hey, SnakeWing, what kind of strategy do you use? I might want to add it to my guide. **GUIDE:** **omnipopping** A tower capable of popping any type of balloon (i.e. lead+camouflage) **crowd control** Any effect a tower puts on a balloon that blocks balloon movement **CORE:** I am one of the :P ninja people. I mostly damage and use ninja monkeys as my starter towers. Third upgrades at early levels were not available I found ninjas better on the way, especially to start towers, since the searcher shuriken gives them 100% efficiency, tends to miss boomers a lot without tabs and let bloons though. ** MOABS AND LEADS:** I have boomers too since I deal more damage overall before unlocking nice and plus bloonjistu to kill 2/3 moabs. Although I primarily use snipers and balls to deal with tips. **CAULIFLOWER CONTROL:** I use glue instead of ice, it was always a personal choice of mine, I don't care if I didn't get ceramics slowed down, corrosion is still very effective and slows down ceramic children. **THIS OTHER THING:** And finally I invested in pirates because ninjas are not available on water tiles and my city spawning point has water surrounding 2 of the 4 sides T_T . **SIDE NOTE:** Those who support apprentices I support it. I haven't done any in this game yet but used used lots in past BTD games. They are one of the cheapest omnipopping towers in the game and lightining gives great AoE poppies. The third and fourth upgrades are also very nice, even used for moab killing, with hurricanes giving incredible crowd control and breathing fire giving lots of damage. meta data @snakewing omnipoping thing meta data > *Initially you should get apprentices for the omnipoping thing I think will be **[ratul](/forums/3765/topics/452437?page=1#posts-8704905):*** > @snakewing >* I think I will get apprentices for omnipoping thing. Once tier three upgrades, apprientices, engineers, boomers and ninjas towers have all the appropriate options to start with. Each one is stronger on different maps. Metadata Hm, I use ninjas instead of boomerangs, but I'll actually give it a try so I haven't tried boomerangs yet. How do you deal with this, if it appears early, camos? There are many maps where they can appear as early as round 1, so there is no time to buy the signal marker fee. metadata > *Originally published by **[RedeemedWahrior] (/forums/3765/topics/452437?page=1#posts-8707612):*** > > Hm, I don't actually try boomerang, so I'll give it a try. > >, if it shows up early, how do you deal with camos? There are many maps where they can appear as early as round 1, so there is no time to buy the signal marker fee. The easiest solution is to get ninja monkeys or 2/x dart monkeys. It won't be much of a test, but if it's just a little camouflage bloons then it'll be fine. meta data I think ninjas are the best starting monkeys because clues don't appear at that moment..... Whether it's an apprentice 2-2 after a 3-2 or 2-2 ninja.then more ninjave apprentices have money to breathe dragons or until moabs start spawning.then dragonbreath for moabs, a space for a few smaller ones to get before dragonbreath preffered,2 money if I have meta data I say with the advice of the guide. I personally favor very ninjas on boomerang as an early unit. Camouflage killing and efficiency are huge. Boomerangs are extremely inefficient until they get the t3 upgrade, at which point they are limited to the old, since it takes 48 hours to complete-ninjas can cut the edge at 2/2 and be cleared of all levels until leads arrive. Spike factory and apprentices have added everything net, including the most ceramic levels, at which point it becomes important to expect t3s to come by adding mortar/ice. Things to buy early: Ninja (2/2), Spike Factory (1/1), Mortar (0/2), Apprentice (2/2). Add Progress, Ice (2/2) and Buccaneer (2/2). Next, I want to start working by filling t3s/others. Notable early T3s Ninja (3/x. Very cheap in-mission.), Bomb shooter (x/3. There is a quest and it is quite for moab/bfb/zomg management Buccaneer (x/3. Ball ships are a niche tower, but they fill in oh so and moabs and BFBs can break down) and mortar (x/3. Yes, it is often not necessary, but it can pave the way for some very good missions.). When you do that, it's probably the 15th century. Move from early to mid-game and plan upgrades to cater to nearby special missions. I've heard a lot about dartlings, they're not my style, but try them and find them work for you can be remarkable, as they can imitate a super monkey as they attack for cheap, hit camos, and have unlimited range. Many nations swear by them for low-level disputed regions, although I have had no problem holding CT with other strategies

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