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## Bloons adventure time td impoppable strategy

Welcome to you / KevlarVest007's Bloons Adventure Time Tower Complete Defense Guide. This guide was written shortly after the release of v 1.2, so if you are entering for a later version, the specific information may be out of date. Most of what I will write here, however, is general and should be applicable throughout the game's lifetime. BATTD is organized by Aventures. Different realms have anywhere between two and four adventures that you can play through. The in-game tutorial should get you to set up on how adventures work. In a nutshell mind, each adventure consists of two or three tracks. To complete the adventure, you must complete each track in any difficulty. Every time you complete a clue about any difficulty for the first time, you will receive a breast with several rewards: Coins, Gems, Fragments, Update Items, Desire Orbs and XP. I'll tour each of these things later in the currency section. Complete a track back into a difficulty that has already hit you in clean you minus rewards, typically only Coins and XP, and a reduced amount of those on that. Beating each track of any adventure in a specific difficulty unlocks a special breast. These grant greater amounts of chest rewards and guarantee an Orb Desire for a specific rarity. Every four hours, a new Bloon Beacon is available. Bloon Beacons are the form of dailies for BATTD; Challenge you to beat again a track you've already completed. These offer better rewards than you normally get from beating a track again. Don't stress about completing these, but they do guarantee upgrade items, which are definitely valuable. Try to beat these as often as you can remember in a day. As you gain levels, you will over time be able to undertake missions. Task quests with completing a specific task, such as Winning 10 games using only Hunter Marceline, Princess Bubblegum, Max, Ice King and Sai or Winning 3 games in unpopular difficulties. Missions are classified by relative difficulties: Bronze missions are easy to complete, but offer poor rewards, while Diamond Quests take a long time to complete, but offer the best rewards. I recommend always taking missions of greater difficulty, usually they are not too difficult, just tedious. There are several stores in BATTD. There is the real money store, which allows you to pay real money for different coins and for paid heroes. Normally there will be some kind of sale or deal that happens and spin. If you're interested in spending money on the game, know that the only things you can't win in the game are the three paid heroes: Dungeon Finn, Tuxedo Jake, and Hunter Marceline. Of those three, Tuxedo Jake is considered the best (and, by some, the only one worth it). The other store is the Daily Equipment store, it is located on the map just above the Kingdom of Fire Brigade. Every day, the store offers three random pieces of equipment that can be purchased for gems. Check this store every day; you might just have one piece of equipment you want or need. Cash: Not really a currency se, cash refers to the money you use to buy heroes, allies, and your skills while playing a Track.Gems: Gems are used to buy equipment, which are placed on your heroes to make them stronger. You can use gems in the Daily Equipment store or at Wish Orbs.Coin: Coins are used to buy powers, which are unique use skills that you can use at any time during a round. They do things like bloons stunts or restore lives. Don't be afraid to use these! Powers are generally cheap and coins come easily. Two strong early powers are gold coin and Hugslopion.Shards: Fragments can be used to synthesize Wish Orbs. Greater rarity Wish Orbs cost more fragments. You can gain fragments by performing tracks or by destroying equipment you don't need anymore. From the beginning, I recommend that you goodbye the snippets until you can afford an Orb epic wish. Keep doing this until you get a thinking cannon wand, an epic rod weapon that will allow you to grow Wish Orbs.Upgrade Items: Your heroes can also gain individual levels, called stars. The increased number of a hero's stars has increased his number of team slots, unlocks new skills, and increases the power of his skills. To increase a hero's star level, you need a certain number of its character-specific update item. For example, Finn needs finn cakes to level up; Max needs bananas. There is also a universal update element called Cosmic Essence. Cosmic essence is rarer to come, but you can spend on any Hero.Wish Orbs: Wish Orbs give you equipment, which is very important – most importantly – something to make your heroes stronger. Wish Orbs will introduce you to three pieces of equipment. You can choose one for free and choose to buy either of both of the remaining two pieces for gems. The team has rarity, in ascending order, they are common (gray), uncommon (green), rare (blue), super rare (purple) and epic (orange). Wish Orbs also has rarity, the same ratings the team has. The rarity of the Desire Orb determines the average rarity of the equipment it offers. A rare desire orb will usually offer you rare equipment, but you have the opportunity to offer you uncommon and super rare equipment as well. Wish Orbs will never offer you teams of more than a degree above or below their rarity. XP: Win XP contributes to your level. Each level you earn increases your starting money for each track by \$5, which from the beginning is pretty valuable. Also higher levels increases the number of active missions you can have at the same time. Game flow at first involves completing Adventures to unlock heroes and new adventures. At first, you should focus on completing adventures that unlock new heroes and then any other adventures you still don't completed. If you are having trouble unlocking a specific hero, just complete other new adventures or adventures that you have already completed, but in a higher difficulty. Over time you will be strong enough to come back and complete those who were trapped. There are four difficulties: difficulties: Tough, extreme and impoppable. Each of these difficulties has an established number of rounds -30, 45, 60 and 75, respectively. The rounds are the same in each difficulty: Round 25 will always consist of Camo Blue bloons. The remarkably difficult rounds for each difficulty setup are: Normal: Round 25; First instance of Camo Bloons. Make sure you have a character that can pop Camo. From the beginning, these will be Max (with improved range capacity), PB (with Super Intelligence Ability), and Sai.Round 28: First instance of Lead Bloons. Make sure you have a character that can pop Lead. From the beginning, these will be Max (with Hot Tips Ability) and Jake (with Mace Hand Ability). Hard: Round 42: First MOAB (Mother of All Bloons). These are high health blimps that carry more Bloons inside them. They are very difficult to knock down if you are not ready. The characters who will help defeat one are Finn (with MOAB Ripper and Flying Kick Abilities), Max (with Bulseye's weaknesses and skills), and Sai (with bloomsatomy ability). Round 45: Five MOABs in this round. It's not easy, but if you've completely improved Finn, Max and Sai, this should be feasible. Extreme:Round 53: First instance of a BFB (Brutal Floating Behemoth, officially). These are even bigger blimps that will generate MOABs when it appeared. Having strong characters against MOABs will help here, including those mentioned above and also C4 Charlie and FP. Round 55: Huge rush of yellow bloons. Have characters with high punching and attack speed. Characters like C4 Charlie, FP, Max and Marceline should be great here. Round 60: First instance of a ZOMG (Zeppelin by Mighty Gargantuanness). These are very large blimps that will generate BFBs when it appeared. In addition to having characters who can handle BFBs, Supermonkey will also be a great asset. Impoppable:Round 69: First instance of a DDT (Dark Addressable Titan). DDTs are MOAB-class bloons that sprint across the track at very high speeds and own Lead, Black and Camo properties. When they appeared, they also generated several Bloons. These guys are very tough. Having PB with Super Intelligence or C4 Charlie with Signal Flare will help strip your camo property so Supermonkey can attack you. In addition, Sai with the capacity marked by death can apply a shadow to the DDT, increasing the damage it does from all Max, FP, Supermonkey, and if there's water Commanding Cassie they're your best hopes here. DOT also appears in rounds 71, 73 and 75 and are so hard there. Round 75: First instance of a BAD (Big Airship of Doom). The largest MOAB-class Bloon, BADs milled ZOMGs and DDTs when they appeared. You just have to hit these guys with everything you've got. If you are having problems with defeating BADs, you may need to change your strategy. See the General Strategy section, in particular the Economics, to see if you can pick up any advice. If you find yourself stuck on a particular track, unable to unlock a hero, don't worry. If you try a couple of times and you're not even close, close, are not yet ready for it. Just put it on for now and go do other adventures to unlock more heroes and unlock more Orbes desire, hopefully with better loot. If you're very close, but still having trouble beating him, consider using Powers or consulting the General Strategy section for some tips. The early game stage lasts until all the heroes have been unlocked and you can beat the extreme mode easily. From here, the goal is just to complete all the adventures to impoppable mode to upgrade your heroes with star levels and equipment. If you want to be able to grind Wish Orbs, save all the fragments you collect by Epic Wish Orbs and hunt for the thinking cannon rod, an epic weapon that will make grinding for better equipment unlocks faster. In the final game, he is only cleaning up all the adventures in Orbs of impoppable and grinding desire for late-game teams. This phase of the game is extremely easy. PlacementPlacement of your characters is very key to success. Before starting any track, follow the arrow in the green guide while drawing the path Bloons will take for the exit. Look for curves where you can set your characters for particularly large coverage. Remember, the longer the track length a character covers, the more damage it will do. Some tracks have several paths, with multiple entrances or multiple exits or both. If there's any point of convergence, that's where you want to place your characters. Placing the maximum in one of the two entries where you can only reach half of the Bloons that will come out, for example, halves max's possible poppu page. KillzonesKillzones are very effective in BATTD. A kill area is a concentrated area where you've placed all your characters. Generally speaking, there is no downside to having all your firepower focused on a specific section of the track rather than being extended, as long as each Bloon has to come through this specific section. Not all tracks are conducive to building kill zones, and you'll find that these tracks are among the hardest you have battd has to offer. There is a specific type of special Bloon that a kill zone fights with, the Zombie Bloon. Zombie Bloons leave a tombstone when it appeared and spawn in the same place as a normal Bloon in the next round. If you pop a bunch of zombie bloons in your kill zone, you might find yourself overwhelmed when they spawn and immediately escape the kill zone next round. In the specific clues that Zombie Bloons have, consider having an auxiliary killing zone after its main for slightly weaker characters to clear diversions escaping from their main kill zone, is an important concept in battd and tower defense games in general. Let's say you're having problems with round 55. There are too many Bloons and you can't defeat evone no matter what you try. Why not simply get a Supermonkey with the Sun God/God alone melts all the Bloons after all. Well, the obvious answer is because you can't afford it! It lies the core of the BATTD balancing system. There are powerful towers, but they are closed to you for their price. By controlling the amount of cash you have access to each round, BATTD limits what options you have so you can't simply steamroll previous rounds with end game characters. Is this the concept of Economy,So how does this information help you? Because there are several ways in BATTD to cheat the balance of the economy and have more money than expected in any given round. Having access to this additional cash means that your settings will be stronger than you're supposed to be for a round. There are several ways to do this. Mainly and most importantly, PB has access to a skill at star level 5 called Royal Decree. You can activate this ability once per round and gives somewhere around \$2000-\$1000 each time! This absolutely breaks the game. If you plan it well you could have your final game setup completed by Round 30! Note, however, that Ninja Kiwi developers have mentioned that they will be looking into the Royal Decree, so this capability may not be as powerful in a future update. Don't be afraid, though, because there are still several other ways to cheat the Economy. One thing everyone will have access to from the start is Bro Fist, a skill Finn has. Once purchased, Bro Fist will donate extra money and live at the end of each round. Even this momentum can help push you far enough ahead of the economy that you might be able to overcome this really difficult round. If you are willing to spend real money, Tuxedo Jake also has many skills that produce a lot of cash. The team to consider from the start to give you a cash advantage are anything that increases the amount of cash per pop like Thief King's Dagger or Katana from thieves, anything that increases the effectiveness of updates requiring characters in a specific range (specifically, Bro Fist) such as Bag of Lollies or Peacock Hat , or any ally that offers cash generation such as BMO. BMO is particularly remarkable because, being a rare one, it is feasible to be able to pick one early and will be able to give you a big cash boost. Tracks! difficult I think there are only five difficult tracks in BATTD. It is a reconditioning chamber (Lemongrab – Lemon Grabbed 3), Fire Trap (Fire Kingdom – Burning Rubber 3), Flame Kitchen (Fire Kingdom – Flame of Thrones 1), Wizard Royale (Badlands – Wizard Battle 2), and Maleded Mirrors (Haunted Swamp – Loch'd and Loaded 3). For Wizard Royale, one character will be selected at a time and hit with a debuff, reducing range, attack speed or damage. If you have a single character you rely heavily on, like Max, have it removed! Fight can really obstruct your defense. Know that magicians will select random characters to debuff, so place a lot of cheap allies like Dart Monkeys in the field. Don't bother updating them, they're just to reduce the likelihood that their important characters will become unseen. If you are having problems with the Camo Bloons, Be sure to have several Camo detection characters like Max and Sai or try to grab their horsey ratchet soap, which will throw soap particles into the field that remove the camo property of Bloons.For Reconditioning Chamber and Flame Kitchen, you can and still have to build kill zones, but spread characters across different sections so that only some of your characters will be disabled at any one time. In the Conditioning Chamber, you can also consider bringing Commander Cassie and putting her in the water on either side. It will never be disabled by Lemongrab's electricity. At Flame Kitchen, don't forget that the ice king can be placed on the lava. Put it in the middle and upgrade it so you can do decent AOE damage against Bloon swarms and also slow down the Bloons because their other characters have time to recover and attack. Remember that Marceline floats so that she can be placed anywhere and will never be disabled on either map. Fire trap and cursed mirrors are especially difficult. On these maps, there are multiple tracks that sometimes don't converge at all. In Fire Trap, there are two lanes that Bloons simultaneously pass that meet at the end, but only very briefly. There are two important strategies for this map if you are struggling. You can split your defenses between the two sides of the map (i.e. Max and Fin in one lane and Sai and Jake on the other). If you do, make sure both sides of the map can handle all kinds of special Bloon (Camo, Lead, Purple). Divide your money between the two sides as they need them. The other strategy is to load all your defenses in the end and try to save enough money to put the ice king with the ability of winter weather to slow down the bloons and give his defense enough time to make them stronger. Also know that if you press the lamp in which FP is trapped, it will transform and release several rings of fire to the volcanoes. There is a cooling to this skill but otherwise it can be used infinitely. Honestly, although this is a very difficult track if your heroes just don't have enough strong gear or high enough star levels. Just ignore it if you're caught and come back later. The cursed mirrors have four lanes of which Bloons come out alternately. The characters can only significantly cover two lanes at a time. You will need to address this as the first strategy in the fire trap. Split the characters between both sides and update them as needed. Heroes are their main line of defense in BATTD. These guys are the things that will blow up the invading bloons and keep the land of Ooo safe. Unlock heroes by performing adventures (or purchase of those that can be purchased in the store with real money). Each hero can be upgraded in two ways, increasing their star level with upgrade items or loading them with a strong computer. increasing the star level will increase the number of star stars A hero's team slots have, which indirectly will make them stronger if you have the equipment to fill those slots. Directly, star level also unlocks powerful new skills and strengthens basic skills. The team gives several stat boosts to a hero, greatly increasing his emerging power. These statistics are Damage, Speed, Scope and Pierce.Damage increases the number of layers removed from a Bloon to pop. Normally, if a Green Bloon is hit by Max (Damage of 1), it will generate a Blue Bloon. A damage of 2 means that Bloon himself will instead generate a Red Bloon. Attack rate and range exactly what you could imagine. They are the same as the other heroes. Pierce determines the number of Bloons a single projectile or attack can drill. Increased drilling increases its ability to cope with nearby bloons and fire. A lightning attack with global range. The ice king offers plenty of utility to the team and decent emerging powers when his skills are used. This is not the case with all heroes though; Both Ice King and PB benefit most from having a high rank. There are three types of equipment: weapons, allies and ratchets. Each hero can only equip one weapon, although they can equip several of the other two types. Because they can only equip one of them, weapons tend to be more powerful than an individual ratchet. Don't underestimate the ratchets, however, some of the best pieces of equipment are Trinkets. Those on the right can break up the game. Safely underestimate allies. These are additional characters that you can bring in the game by equipping them to heroes. Most of them are really bad; the only bonuses are generally those aimed at support. There are a lot of heroes, but I will briefly try to tour each one. Max: Max is the hero equivalent of the dart monkey from other BTD games. He's a very, very strong hero. It can appear each type of Bloon only through skills alone and can deal with both Bloon swarms and MOAB class bloons effectively. Many, including me, consider him the best hero in the game. It has extensive damage, attack speed and drilling, its range leaves something to be desired, but when it comes to equipping it is even better to focus on what it already does well. With certain constructions, Max can solo Impoppable. Great End Game Equipment for him are Dragon Fangs, Stone of Ancient Knowledge, Baker's Shard, and Engineers Blueprint. Missiles and chest treasure keys are also great. Upgrade it to 3 stars as soon as you can to unlock even more darts capacity, which greatly increases your emerging power. Juggernaut Max: Juggernaut Max is the hero equivalent of the Dart Monkey catapult path of the other BTD games. It has a very high drilling, which makes it specialized for making large groups of ceramic bloons even. However, their speed of attack and damage are nothing remarkable, very useless against MOAB class bloons. Honestly regular Max can take on Bloon swarms as well as Juggernaut Max can; Juggernaut Max really isn't that powerful. Finn: The Main Character of Adventure Royale Finn doesn't really have a btd equivalent. Finn is a unique melee character so his range is very short. He is very fast though and with good placement can really damage Bloon swarms. Finn excels better at making MOAB class bloons though. With MOAB Ripper and Flying Kick, Finn can solo a MOAB even with very mediocre equipment. Bro Fist is also a great capacity that can really boost your economy. Great early game equipment for him are Katana of thieves, Dagger king thief, bag of lollies, and peacock hat. Throw them over it and put it in the driveway and it will give you a big cash boost. For the final game, with its natural high-speed 4D sword and missiles give it a big boost to its emerging power MOAB class. However, popping MOABs with this skill negates the effect of thinking cannon rod so if you are growing it, Nothing is the preferable sword. Upgrade it to 3 stars as soon as you can to unlock the Flying Kick Ability. Jake: Adv: Adv is the hero equivalent of the thinking cannon rod, equip it and missiles to FP. The Thought Cannon Wand effect applies to any attack, so it will be applied via missiles! Now play tracks on Impoppable and play the game normally until round 42. This is when mobs start to appear. For certain tracks with multiple entries, you may want to change the priority of FP targeting to Strong, just in case you lose time cleaning Bloons on the front instead of applying their effect on MOABs. Make sure you its defenses a little far from the start if its characters are too powerful. If the MOAB appears off-screen, the booty that is dropped will not be available for collection. As the MOAB travels along the way, keep your finger rubbing it, rubbing it, spoils being dropped only last until the end of the round, so if the only thing left in a round is a MOAB, you will only have one split second after you have chopped to collect your loot before the end of the round. Once the track is finished you will have a handful of Wish Orbs. Keep what you like and chop the rest. Save for Super Rare or Epic Desire Orbs, it's up to you. You can increase your farming with treasure chest keys though (a super rare ratchet), something you should keep in mind. If an MOAB is sprung by a hero equipped with the treasure chest keys, there is a small chance that a booty-laced chest will be dropped inside. This includes cash, coins, gems or desire orbs. Once you have incorporated treasure chest keys into your agriculture, this will change your construction approach. You want to put your treasure chest keys on the hero who is treating the greatest damage to MOABs as it will increase the likelihood that the keys will be on the last minute hero hitting the MOAB. Also, for the same reason, if this damage dealer can handle it he wants to buff his other characters as little as possible. Which team should I choose from my Desire Orb? Should I roll again? Every piece of equipment that I think is remarkable appears in the remarkable teams section. If your options are not listed there, you can safely assume that none of them should have. If any of them you find nice, take one that you like the sound of. If none of them are attractive, feel free to re-roll. Don't be afraid to experiment either! It is entirely possible you will discover a piece of equipment asleep. How do I select two heroes with Lemonhope? Lemonhope is a very powerful Ally that can buff the attacking speed of a selected character. His encore skill allows him to buff two characters at once. However, the interface for this is quite confusing and, as a consequence, many people are not sure how/iff they have bloons two characters. Here's how Lemonhope's Encore Ability works: Once purchased, press the Select button. Now a quick saying select a character should appear. Tap the first character you want to buff once, and then tap the second character. If successful, the indicator should disappear and you should see musical notes that are lifted from the selected two characters. What heroes is worth buying? It is generally agreed that Tuxedo Jake is the only hero worth buying. It's very good, but by no way necessary. Do the fans stack up? Certain trinkets apply amateurs to various characters and it's hard to know whether they stack up or not. Honestly, because there is no sandbox mode in the game yet, it is currently unclear exactly what stack and non-battery effects. Lemonhope is known not stacked, but the same instrument in different characters do. Googoomamameter and Future Crystal are believed not to be stacked with each other. What's the difference between a Trinket approaching the characters versus one approaching allies? So to be honest no one really asks that specific question, but it is many people are confused about what is worth mentioning. The Trinket/Fire Crown gives +5% range to allies in the range of the equipped hero. This only applies to allies, such as the dart monkey or business men, and not other heroes. The Apple knife from the Trinket Treetrunk gives attack speed of +5% to all characters in the range. This includes other heroes. How can I unlock the fire princess / how can I beat the last level of the fire princess/trap? This is hard, so if you're having problems, don't worry. You may just not be prepared for it. For more details, see the Difficult Tracks subsection in the General Strategy section. What are some track-specific bonuses? There are several hidden features of specific tracks. The acquaintances are: Tear drops (Meadows – Cyclops 3): If you get the cyclops, you will mourn extra lives for you. Fire Trap (Kingdom of Fire - Burning Rubber 3): If you touch the pot that FP is imprisoned in, she will release consecutive rings of fire from volcanoes to damage Bloons.Supermonkey Villa (Lemongrab - Wake Up Call 3): If you tap in the Supermonkey spotlight, You can pay \$1500 in cash to summon a legion of Super Monkeys flying through the screen wiping out all Bloons.Wizard Royale (Badlands - Wizard Battle 2): If you touch the hat, you can remove it for \$250 to create a puddle to place water towers. Why doesn't the Trinket Dart Temple Idol work? Dark Temple Idol is a Trinket Supermonkey that says it gives Sun God an additional range +100%, +2 damage and an additional laser. However, the Trinket itself lists its range and the damage increases in the description of the state, leads some to (very reasonably) believe that these effects apply to Supermonkey normally. Unfortunately, they don't. It is a mistake; the effect only applies to God Alone's Ability of Supermonkey.Page 2 30 comments

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