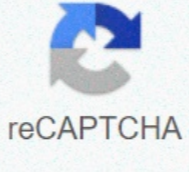




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Bloons td 5 flash math

Tower Defense Video Game Series Featuring Popping of Enemy Balloons Video Game SeriesBloons Tower DefensesThe Bloons TD Logenre (s) Tower Defensedevloper (s) Ninja Kiwi Digital Goldfish Ltd. (iOS) Publisher (s) Ninja Kiwiplatform (s) Android, Browser (Flash), IOS, MacOS, Nintendo DSI, PlayStation Portable, Microsoft Windows, Xbox One, PlayStation 4, Nintendo SwitchFirst Sleepkbloons TDMID 2007lated Sleesebloons Tedaur Tdau: July 14, 2018Sea: July 14, 2018Ww: 28 August 2018 Bloons Tower Defense (also known also as Bloons TD) is a series of tower defense games under the Bloons series created and produced by Ninja Kiwi. The game was initially developed as a browser game, built on the Adobe Flash platform and released at half of 2007. Subsequent games in the extended series to support various mobile platforms, including Android, iOS, Windows Phone, Portable PlayStation and Nintendo DSI. In the game, players try to prevent balloons (defined "in-game blouses") to reach the end of a set set by placing towers or road objects along it that can explode Blous in a variety of ways, generally using the power of monkeys. Some towers can block bloons and give other time towers to make them expect freezing and pasting bloons. The money is acquired by ticking Bloons, completing the levels and collection of bananas from existing bananas farms that can be spent for new towers, updates for existing ones or temporary objects such as pineapples and pecks of stroots in explosion. Gameplay The main objective of Bloons TD is to prevent balloons, known in-game as "Bloons", from achieving the end of a trace defined on a map consisting of one or more inputs and releases for the Bloons. The game is a tower defense game and therefore the player can choose various types of towers and traps to put around the track to defend the bloons, earning 1 in-game dollar for each bloom layer. [1][2] If a bellera reaches the end of a path, the player loses lives (or in later games, health). Once these are all sold out, the game ends. [3][4] The Blouses always follow the set path of the map on the track until it reaches the output (s), is checked or moved to a previous part of the track from a tower abracency. There are two classes of Bloons in the game: regular (Unnamed in the game) and Moab class. Starting from Bloons TD 6, the regular blouses consist of: red, blue, green, yellow, pink, black, white, lead, zebra, rainbow, purple and ceramic bloons. The Bloons of the Moab class are in the shape of an airship and consist of: The Moab (Massive Orny Air Blimp), the BFB (Brutal Flying Behemoth), the DDT (Dark Diriscit Titano), the Zomm (Zeppelin by Mighty Gargantuances), and The bad (great airship of destiny). The most difficult variants of most of the types of Bloon contain a number of specified weaker ones. [5] In the later versions of the game, regular blouses sometimes possess special features such as camo (which most of the towers cannot detect), regrowth (bloons capacity slowly grow up their original size), and fortified (which doubles the Health of the most difficult blouses), which resist certain types of tower. [6] With each level, the intensity of Bloom's waves increases proportionately. [7] The towers are the main defensive utility in the Bloons TD series. Each tower has its own purpose, power and unique use, with some powerful against specific blouses but unable to direct others effectively. [8] Each tower can be updated to increase power and other capacities by spending the game currency, simply known as "money", which is earned by bursting bloons and at the end of each round. [8] In Bloons TD 4 onwards, Towers like banana farms can be placed to produce additional money during a round (round end in Bloons TD 4), [9] in subsequent games, there are multiple levels of difficulty. For example, in BTD5, there are four levels of difficulty and in Bloons Monkey City there are five. The greater the difficulty that the player plays, the least lives they have and more tower and upgrade cost. There are also different types of maps evaluated for difficulty, in general, there are more types of maps in the most recent games. [10] Top Timeline Release 2007 Bloons Tower Defense and Bloons Tower Defense 22008Bloons TD 32009Bloons TD 420102011 Bloons TD 52012Bloons TD Battles20132014 Bloons Monkey City2015201620172018Bloons TD 6. Bloons Adventure Time TD There are currently six numbered games released in the Bloons TD series apart from various additional packages and spin-offs such as Bloons TD 4 Expansion and Bloons Monkey City. [11] The new version, Bloons TD 6, was released on June 14, 2018. [12] The series was withdrawn from Bloons Tower Defense to Bloons TD in 2009 due to breach of the Tower Defense: trademark owned by Com2uS.[13] There are currently six mainline games, and many spin-off games based mainly on the Bloons Tower Defense series. [14] Bloons Tower Defense and Bloons Tower Defense 2 A screenshot of the original Bloons Tower Defense. Bloons Tower Defense is the first game in the BTD series, released in mid 2007 as a free flash browser game. [15] In the game players must defend against coloured bloons with monkeys, spear darts and other towers placed around the map.[16] The bloons have a variable number of layers, with each layer being perforated revealing the layer below until the bloon was completely set. If all lives are lost, the game is over. If all the waves have passed, the player will win the game. [5] Bloons Tower Defense 2 was released immediately after the end of 2007.[15] adding new towers, multiple map options, new bloons, and an option for the difficulty of the game. [17] Bloons TD 3 A screenshot of the browser version Bloons TD 3 from 2012 onwards Bloons TD 3 was released on September 5, 2008, months after the release of Bloons Tower Defense 2, named differently due to a trademark dispute with Com2uS.[13][15] As for the second game, new towers, bloons and maps were added. [18] A version based on this game was released for iOS titled Bloons TD; released on October 3, 2009 by the iOS App Store. [7] This version had extra snow-style maps and beach themes.[19] and included the OpenFeint results. [20] The game included five maps, containing a total of 15 different levels to play, with unlocked packages completing the previous levels. [4] This version of the game was also released for PlayStation Portable in 2010. [2] Another version of the game, simply titled Bloons TD, was released for DSiWare in 2011, containing 50 rounds to complete.[21] 4 A screenshot of Bloons TD 4. The two lower allies (Dartling Gunner, Spike Factory) were added to a later update. Bloons TD 4 was released on October 26, 2009 as an online freemium game with an iOS proprietary version released on December 7, 2010, developed in conjunction with Digital Goldfish.[23][24] A sandbox mode allows testing of weapons and enemies, and an apocalypse mode makes continuous gameplay without pausing between levels. [23] The gameplay has undergone changes including a graphic update, the ability to save the current game, and the introduction of a unlock-based leveling system. [3] The tower upgrade system received various changes, including the increase in the number of tower updates.[15] and new maps and game modes were added. [26] iPhone and iPad versions of this title have been purchased over a million times. [27] A version of the game was also released as a DSiWare game in 2012. [28] Bloons TD 4 received a standalone "expansion package" called Bloons TD 4 Expansion which added Dartling Gun and Spike Factory towers, both remain in the games4 new tracks, a new game mode called "Deflation", and a new "Tower Specialties" game mechanic. [29] Bloons TD 5 2011 Video Game Bloons TD 5A Screenshot of Bloons TD 5 Version Iosveluppo (s) Ninja Kiwipublisher (s) Ninja Kiseries Bloons Tower Defense (s) Microsoft windows, Macos, Macos, iOS, Xbox One, PlayStation 4, Nintendo SwitchreLeaseFlash. WW: 13 December 2011Android, iOS: WW: 15 November 2012Macos: [30] WW: 2013steam: WW: 19 November 2014Xbox One: WW: 3 March 2017playStation 4: WW: 9 May 2017Nintendo Switch: WW: WW: June 13, 2018genre (s) Tower DefensEmode (s) single player, multi-player The original Bloons (Flash and Freemium) TD 5 was released on February 13, 2011. The proprietary version of BTD5 was released on November 15, 2012 for iPhone and iPod with improved graphics and additional updates, tracks, towers and bloom types. [8] On November 19, 2014 it was released on steam. [32] Bloons TD 5 Deluxe was released on January 27, 2012 for USD \$24.99, or \$19.99 during the pre-order promotional period. This offline Flash version of the game added 2 new towers (The "Blotchipper" and "Monkey Engineer"), 6 new tracks, 4 tracks brought by Bloons TD 4, a "mobile platform", three new towers "Special Agent" and four more "special resignments". All the premium features of the game, which were paid with BTD5's "Ninjakiwi Coin" digital currency, were also made in free unlockable options that could be unlocked with the earnable currency in play. This version of the game also has high resolution graphics. [33] Following an update for the mobile version of BTD5, a new BTD5 Deluxe tower called "Monkey Sub" was also added. The submarine was added to the online version on July 20, 2015. Bloons TD 5 Deluxe was discontinued and is no longer available for purchase in November 2014 in favor of the new steam port, which all Deluxe owners received free -mail. [34] As with previous games in the series, the player must protect the exit against enemy balloons (indirected as "Bloons") using various monkeys and monkey-action machines placed in strategic locations to fight them effectively. [35] Compared to previous versions of the series, there is a wider variety of different towers and their updates. [35] [36] This game also has an unlimited round free game mode, which can have Bloons with increasing strengths up to z.o.m.g type m.o.a.b class Bloon. The speed and health penalty also prevents HP BLIMP throughout the round. The steam / mobile version has two bosses in special mode, the dreadbloon and Blastapopoulos. The IOS, Android and Steam versions have 15 languages: English, Arabic, Danish, Finnish, French, German, Italian, Japanese, Korean, Norwegian, Portuguese, Russian, Spanish, Swedish and Turkish. [37] On March 3, 2017, it was released for Microsoft's Xbox One, later released for PlayStation 4 on May 9, 2017, and Nintendo passed on June 13, 2018, which cost \$14.99 USD. [38] Bloons TD 6 Main article: Bloons TD 6 Bloons TD 6 is the latest game in the Main Bloons TD series. After being announced on March 28, 2017, [39] was released for the iOS App Store and the Google Play Store on June 14, 2018. A steam version was released on December 17, 2018. [40] Unlike all previous games, Bloons TD 6 does not have a flash-based counterpart status on the Ninja Kiwi website. Along with 3D graphics, the new features added include three newv types of bentola, each with unique reperites such as magic and fire immunity, extra health or immunity to slow down and reduce. Some maps contain obstacles that block the view of some towers. Some obstacles are able to be removed by paying a sum of in-game money. Bloons TD 6 also included adding heroes, which are in game characters that can be unlocked or purchased with money in play. These heroes are automatically found while the game goes on and should not be updated by the player. Bloons TD 6 presents moreGame modes including double HP Moabs, half cash, c.h.i.m.p.s and improper. If the player completes all the game modes on a map, a black bar will be displayed around the map on the Map Selection page. Spin-off In addition to the main series, Ninja Kiwi has created several BTD games that include coreof BTD but are not numbered sequel. Bloons TD Battles Bloons TD Battles was released on 12 December 2012, [41] and following Android and iOS platforms between 5 and 6 November 2013, respectively. [42] On April 20, 2016, it arrived at Steam as a door version. [43] The gameplay is similar to that in Bloons TD 5 but two players compete against each other in one of the four game modes. In Assault and Battle Arena mode, each player progresses normally through levels that are usually equal to 2x-1 in terms of BTD5 levels. For example, the 7th round in BTD Battles would be around 13 in BTD5. However, players are also given the possibility of buying additional bloons, sending them to the opponent and crushing them. [44] In "defending" mode, players play a natural game with the screen divided vertically. Players can spend money to increase their income. In "Card Battles" mode, players choose a selection of cards to use in their games. The cards have two functions: sending Bloons to the enemy player, which, as in Assault mode, will give to the player who sends extra income bloons; And putting a tower down. All three goals of the game mode are to overcome the opponent in surviving the BLOON attacks. Using the correspondence system based on games of the games, players can be combined with each other. [45] The last mode is Club Battles, in which players can play with up to three of the six modifying cards. The selection of the card can be chosen in advance when playing a friend in a private lobby, but it is random when playing other opponents. Players earn a club ticket every day at 19:00, or they can receive a club ticket from the daily wheel. Another mode is Battle With Friends, in which a player can play one of the four game modes with a friend, not a casual player; inserting a code for the private player's lobby. Bloons Monkey City This section is too based on references to primary sources. Please improve this section by adding secondary or tertiary sources. (February 2015) (Learn as and when removing this template message) Bloons Monkey City was released November 25, 2013. # Like Bloons TD # The battles, the main gameplay is similar to that of BTD5, however, the player must Maintaining a city, expanding the city by capturing areas infested by Bloon called tiles. [46] An important goal of the game is leveling the city. Players earn XP for the city capturing tiles, completing missions or building towers. Earning higher levels with XP guarantees access to certain unique game features, such as Monkey vs. Monkey, Monkey Knowledge, etc. There is also an in-game feature known as Monkey vs. Monkey, allowing players to fight each other; RAIDs can be launched using the "Bloononium" resource. This can be purchased by capturing some tiles or blooniumium generators. If the opponent fails to defend against the RAID during the set period of time, the aggressor earns cities of the city, another resource in the game used to build towers, Bloonstones, the 'premium' coin of the game, and honor Of the city, which has no primary purpose in the game different from the results. A primary difference between this game and the others of the Bloons series is the addition of buildings. [46] Buildings at Bloons Monkey City are needed to use and update towers. Some buildings serve as prerequisites for other buildings, while others are prerequisites to use some RAID bloons. The number of towers that the player can use in a game is determined by those of the corresponding type of construction that the player owns. Some buildings New monkeys, while others unlock updates for these monkeys. Other buildings are required to unlock the level four updates, defense of the Bloom of Camo, and Popping power of the Moab class Bloon (the God God and the ROBO monkey also require buildings). This game contains 3,000 tiles, and a new Bloom Moab-Class, the DDT (or Dark Dirigible Titan). At half of 2014 Ninja Kiwi released a new mode known as contested territory, a mini-game that Bonus Rewards and Pits Players against each other, everyone compete to survive the maximum round for the longest time on a difficult-normal track. [46][47]. This game was released on browsers, but a port for iOS and Android was released on 3 December 2014 and February 18, 2015, respectively. [48][49] The steam version was released on 10 April 2020. [50] Bloons adventure time td 2018 video gamebloons adventure time tddeveloper (s) cartoon network gamespublisher (s) ninja kiseriesbloons tower defensedevloperplatform (s) android, iOS, Microsoft Windows, MacOSSRELEAndroid, iOS: AU: 14 July 2018SEA: July 14, 2018WW: August 28, 2018steam: WW: 16 January 2019 genus (s) Tower DefenseMode (s) Single player Bloons adventure Th TD is a crossover game Among the TD series of the Bloons of the Ninja Kiwi TD series and the temporal series of the adventure of the cartoon network that have been announced through the international news of the Site cartoon network and the blog of the Ninja Kiwi on 8 and 9 March 2018, respectively. The game was launched on July 14, 2018 in Australia, New Zealand, Philippines and Singapore on Android and iOS and subsequently launched internationally. The game is characterized by characters from the adventure time of the cartoon network like Finn The Human, Jake The Dog and Princess Bubblegum and new monkey heroes like Max, Cassie and C4 Charlie. [51] The gameplay is similar to other series games, with a new weapon and a mechanic of the article. There are at least 15 adventures and 50 maps to play in this act as the game playing phase. [52] Bloons TD Battles 2 Bloons TD Battles 2, The sequel to Bloons TD Battles, is an unpublished game with the release set to be at the end of 2021. [53] It was leaked for the first time in the video YouTube of the Ninja Kiwi for Bloons TD 6 's update 24.0, on an iPad on the side. [54] The gameplay seems to be very similar to the BLOONS TD battles. Two players compete with each other, with three towers and a hero, defending against Round and Bloom regenerated sands from the other player. The game also has a 3-D graphics and more types of Bloon, similar to Bloons TD 6. [53] Reception Aggregate Review Game Scores Year Metacritic Bloons TD 4 2009 OS: 69/100 [55] Bloons TD 5 2012 OS: 79 / 100 [56] Bloons TD Battales 2012 OS: 78/100 [57] Shortly after releasing Bloons Tower Defense, with the same LOR SJÅFÅberg by Wired described the game as cheerful and compelling, calling him "Pop culture at its best". [16] In 2012, Justin Davis of IGN described Bloons Tower Defense as one of the best free tower defense games, despite his "amateur" works of art. [5] Then he noticed the lack of profundness of the first entry and that the sequel has improved this. [17] The entry of IGN Daemon Hatfield said he thought that Bloons TD 3 could stand out in the crowded genre having sufficient mechanics of basic games and adding an individual turning point. [58] The iOS version of the game received mixed reviews from some authors who praise the unique towers and good gameplay, although the user interface, controls and lack of rankings have been criticized. [4] [7] [59] The DS version received a similar reception, with ign lucas thomas that describes it as "good opinion on good old blouges td." [21] The Eurogamer's Kristan Reed gave the PSP 8/10 version, describing it as "transfixing", even if he said the music seemed to be designed to "guide you crazy". [18] Galtozebo Editor Jim Squires gave Bloons TD 4 to 3.5 / 5 evaluation, praised on his well-designed maps and towers and to have a great amount of content, but he criticized the game not to "bring anything new to gender". [23] GamePro Editor Ryan Rigezy gave Bloons TD 4 to 2/5 evaluation, stating that he had the same defense gameplay tower Bloons as the previous titles, and "the screen eventually becomes so hectic that it is no longer fun to play". A problem that many other reviews have also responded negatively to [3][23] [60] Bloons TD 5 was received in a similar way to its previous version, with auditors commenting positively on the number of maps, towers and levels, but criticizing the lack of innovation to the defense of the towerAnd performance problems at higher levels. [8] [9] Both Bloons TD 4 and Bloons TD 5 present between the first 10 iPhone apps paid in the iOS App Store, [61] [62 with Bloons TD 4 which sells over 1 million copies. [27] Bloons TD remained in the first 100 applications for at least 3 months, [19] and Bloons TD 5 was the eighth iPhone application more purchased in 2013. [63] Overall, the game series was Play over 1 billion times on web and mobile devices. [64] Bloons TD 6 received praise for its extended gameplay variety, but it was also criticized for its lack of repeatability despite the increased number of unique elements in the game. [65] The success of the Bloons TD franchise had been given praise by the Modern Times Group digital investment company, with a special note on the continuous work of Ninja Kiwi for pioneer the genus tower of defense in an economically feasible but quality format. [66] Modern Times Group announced that you have acquired Ninja Kiwi on 24 March 2011. [67] References ^ "Bloons TD". PC Welt (in German). 23 August 2007. Filed by the original 2012-03-01. URL consulted on 27 January 2010. ^ A B Jordan, Jon (June 24, 2010). "Bloons TD that comes to PSP Minis." Pocket Gamer. Filed by the original 1 January 2014. ^ A B C Nesvadba, Andrew (January 6, 2011). "Bloons TD 4 Review". Spy app. Filed by the original 2014-01-02. URL consulted on 1 January 2014. ^ A B C Rattray, TIM (October 21, 2009). "Bloons Tower Defense Review". Scroll to play. Filed by the original 2014-01-02. URL consulted on 1 January 2014. ^ A B C Davis, Justin (7 March 2012). "Free Game of the Day: Bloons Tower Defense". IGN. 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