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Bloons td 5 challenge guide

(Special Mission) edit part 2 to modify Ground Zero, 2 Appachi Datospus, or 2 Ravba-Plasma Monkey (Super Monkey to 2), this mission is the same way to 100% time NLL (no life lost). To zero the ground, MOABs are nearing the last turn when you first have to bomb it. Then when the remainder is on the screen, attack the bomb. For The Ravba Plasma Monkey Strategy, first track the same place on the left and place the other one behind, a village that gets both of them into its range, and upgrade them to 2, 3 and start round. NLL with both methods each time. For the Approach Datasop strategy, put the helicopters anywhere, upgrade them to 4-2, and put them on the chase. You will get NLL all the time, and maybe Napsphrellus. Strategy 4 (Add RuadasPakas near the end) you just need to spend ~\$31,570 (u is set to strengthen the maolarus in turn, first of all the rest) by luigix1122 strategy to position Z1 before starting a big bomb MOABs. The strategy covers Z1 shape 2, albeit with super monkey cluster bomb strategy #26: Hugo777's strategy. Don't forget to set the canon on strong. Sun God and Bombs (bomb tower need not be on strong to get the nana) Strategy 1: Just give it a 1/1 upgrade by put a monkey village above the same center, then add two super monkeys to the center. Upgrade them to upgrade the Ravba-Monkey and Plasma Vision. During the round, add a super monkey near the small bump on the far right. Give it 1/0, then 1/1, then 1/2, then 2/2. You will win before you can upgrade it again. Strategy 2: Keep a 4/2 spacter in medium and speme momoallars at the beginning. Make sure they are close to the track. Most of the blotons will not even get past the 4th line. (A few blyons will escape. It may finally be stopped by having a spec factory). Strategy 3: 2/3 Use all your money on dart storm, their place around the middle, not the necessary strategy in changing the path 4: Start with a sun God at the top of the first turn so that it can also hit one of the middle bends. Then put a plasma vision monkey at the very beginning so it will also hit the end part. Then get a 2/4 waxother near this plasma monkey. Use the rest of your money for 2 spik factories at the end of the trail and upgrade them both to 3/2 but immediately you will not get enough money until you start playing and use the money with it. (Note: The picture does not describe this strategy.) Strategy 5: First, put a monkey village in the middle of the map. Then put a super monkey near the village and upgrade it to sun God. Get another super monkey and upgrade to plasma vision. Start round, then get the Ravba Monkey. Add the range upgrade to Sun God. Strategy 6: Put 2 0/3 before The Momollars in the first U turn. Next up a 3/0 super monkey his turn Put. Finally keep 1/3 of the spike factory. Start away, then a lot Put a 2/0 super monkey of the track so it could also hit the end of the track. Strategy 7: Keep two glucose monkeys (3, 2) immediately after the first time and after targeting them first. Place 7 Mamovilas (0, 3) initially, four strong at the door and have been targeted on more than three routes (not far from america's turn) targeted at first. Then, place 7 more momoallars. With the rest of your cash, put some powerful crowd control tower near the exit. Just time: put a technical terrorism in between. Many Moabs wait for him to be in full range by using his ability. Sell it, re-create another technical terrorism and use special input once again. It helps a lot to keep the cursor on the tower. A big bomb by Luigix1122: Buy a ground zero monkey aka and then wait for the first moka to get near the end. Use special in-force, then sell the land zero, buy another again. 2-Tower Strategy: The monkey needs ground zero (0/4) for the aka. First, 2 monkey aqas will be upgraded anywhere 0/4. Then start round. When MOABs are nearing the exit (about the last surf where they are leaving and changing down), use 1 ground zero capacity. The last compound comes (should be less than 10), use your second and last ground zero. Mission: Complete the Makru Manial Dart Strategy: Buy 3 0/4 Super Monkey Fan Club and 7 4/0 Joggarnavts. After starting, 1, second, then use each other when it ends. Used after 2nd, using 3rd. Strategy of tanking: Buy 8 3/0 tanking sprays and 2 fire ingots. Strategy 13: Buy a 0/4 Aka and 0/4 Super Monkey (in the center). First use zero ground, then wait until all the tech stake is close to terrorism. Use the potential of innulating when the player thinks they are close. Strategy 14: Buy a village 0/0 near an area with many bends and bends as many 3/1 tancana signs as possible. Sell to the village and don't have enough cash to upgrade your two tanking spers e-mail eras from 4/1 until you enroll. Round start, build a fresh new 4/1 tankna shooter (preferably only rings of fire, and keep building 3/1 tanking signs (forget about the village) and win. Nanja and Bandar Aka Strategy: Buy a 0/4 nanja and a 0-4 monkey aka. Use the capacity of the nanja and only when all the moscanace land are using zero capacity. The spner and monkey aka: Like the above strategy, but set on target priority first instead of using a 4-0 Sniper (appendage mo). As about exiting the line track of MOABs, Land Zero Use. Strategy 17: Buy a 2/3 village in the next turn of windmill. Place 3/2 ice tower on its right. Then spend all your cash by fitting into 2/3 bomb tower in the range of minhaj Internet Bureau. Once you're around 2000 cash, a 1/1 spactore just before the October 30th. Bowmaring Strategy: Keep on buying (3, 0) until Bowmaring Tower You have no money left. In-place 5 The place where it can be intended both near the entrance and near the exit. > After keeping 5 there, just keep the rest of the space on the map, unless the limit can be the purpose for the balances in the track. Don't keep close to these ears when it can't attack, otherwise you're wasting money. If you're not comfortable, buy more (3, 0) as The Bowmaring Tower Round Development. It should work, even if you don't buy extra people as the round progresses. Alternative Boomerang Strategy: Put (2, 4) Bowmaring Monkey with the order of bowmtrating to the top with the straight part of the track and to the bottom, upgrade to the fourth level upgrade. Finally, track an Circuit air (3, 2 ice tower) and keep a bowmaring monkey near it (3, 1). After the round starts, first the Bowmad monkey once the first wax capacity button. It should be done away with. If you're not just feeling good with these tower, spem more (2, 4) bowmaring monkey and click on its ability and should do it. Sun aka by deily and atrenalsagi: Get 0/1 monkey village in the middle of the track. Put five 2/3 monkey aqas close to it. Get a 2/0 super monkey at the end of the track. Wait until you buy you after the sun has enough money for God. Moawalar, Cluster, Rockcohet, The R.C., Super. Buy lots of 2/3 momolaros and set all strong. Add 3/2 cluster bombs around the main wells. Get a few Glyve Rocksockets with sound boom and a 3/2-or-2-air rocket near the left of the right most right-most of the right. During the big round, a super monkey at the center of the track and upgrade to 2/2, in any order as soon as possible. You'd like to see the gallery at the top of this page for a diagram of both your initial setup and my game setup. No life lost. Use 4 2/3 momolaros and a 2/4 darelong. Use the ability of the Darlong gun when the moki-parter converts to ceramics, and make sure to microthermix espout other ceramics. So, if you have done the right way, you should have no life lost. Use a 2/3 village, 5-7 2/3 momolaros, next to a 3/2 ice tower. Whatever you want with other money. You can run out of money strategies until you put as many glyve racochats as well. Starting from the last surf, you put the glyve (3/0) on both sides of the track until you run out of money. All you need is two tower: 0/4 Nanja (lines of desperation delivery) and 0/4 monkey aka (ground zero). When you start the round, use the ability to be a dispersor. It will slow down MOABs to the point where all MOABs are on screen. At this time, Ground Zero, Mar-BSP, Win. The momollars, the fire rings, the laser (see picture above) 9 Set the maolarus on the firm to start the track and aim at the other side of the bug, then fire rings on the right side of the track. I always used a 3/0 darlong gun to manually control the goal in the case Sun God and Mohahe Moha (like in picture) place 7 momolaros in place in the picture (they don't have to be on strong to defeat this mission with the nana) and very much like a sun god in the back (like in the picture) to clean up after you can do anything with all your money. The Ravba Monkey, The Support, Blade Myeltraom is a 2/3 super and super in the middle of a 1/3 map (so they can start and hit the middle). Start the goal and upgrade 1/3 to a 2/3. Get 2/2 supported on the first head. Then, blade myeltraom micro (buy, use, sell) until you win. To ensure that you are able to get only 2/3 and 1/3, you can buy and sell a 0/0-cane form to lose money. Get super monkey stake base 22 dart monkeys and upgrade 2 of them and the rest up to 0/3s. When you have done so, get super monkeywith laser blasts. Initially, when you get into the MOABS range, smfc. Upgrade the super monkey to plasma blasts. Micro SMFCs so that each time is active. Get a super monkey laser blast. You will be won before you can upgrade to the other. 1. Mobile Only: Use Apache 2 Daithips, both set to Chase Mode 2. Bean Wang (wall): Put 10 momolaros in front (which will destroy the molyer-pert on 2 observations), and the distance taharvaras after you run out of money after spem 3/0 bowmrang. Not sure about that, tower 5 look very weak in iOS. 03:34, December 17, 2012 (THC) Strategy 3: Upgrade two monkey snows 2/4 and use zero land when needed, it's easy.) Strategy 1: Start with a village (to reduce the parekytag for the tower) after 9 phashikshus. They will be kept very close with each other to fit in. Upgrade every 1 3 times on the other path. You will not have enough cash to do so but once MOABs are starting and cash starts rolling, keep your doubts upgraded! (although not the master of the monkey). When you have finished upgrading them, start upgrading your village. Alternative strategy that works: Start with 1 village and 2 ravba-monkey. A Ravba-Monkey needs its target priority changed to strong first again after a time. Strategy 3: Keep a monkey village in the middle of the phase, and keep technical terrorism. What ever you want with the rest of the money strategy is 4: initially build 2 Ravba-monkeys, and finally to be around 4. Road spikes are essential for this strategy. Strategy 5:4 Bowmarang Tahoveras (fully upgraded to Glive), so they have three sides to track ahead of them. One or two of the bills may leak, but only a few more will be the blues at worst. Put a monkey village to sell it after reducing the upgrade cost and finished the upgrade. Note: Strategy 6 does not work now: Unsteady the aqas on all screens, do not change the path. This tactic only needs a class 12 and also a lot of the tools Monkey to the aka! Strategy 7: First, put the village 2-1 at the center. Then get a 0-4 technical terrorism ahead of it, and put down as many spikes as you can tolerate. Use the capability of fna when M. O. .B. s around technical terrorism. During the goal, you can afford to put as many street spikes. You should have no leaks. Strategy 8 by Oalatom: The first step is shown below in 1 which put 2 super monkeys on the spot. Get a monkey village next and place it as shown below in step 2. Upgrade the first super monkey from 3/2 (Sun God) and 2nd to 2/2 (Plasma Monkey), the monkey village is shown in step 3 like upgrade to maximum speed and range to 2/0, next click start button (Hotkey: Interval Bar). When you get enough money, get super monkey and keep it in place like what is shown in step 4, upgrade it to 0/2. When you get enough money, steps such as upgrading 1/2 (laser monkey) and 2/2 (plasma monkey) are shown in 5 and 6. Strategy 9 (called Robots, Villages, and The Spik): Put a monkey village in the middle of the phase and keep technology terrorism. Monkey Village has upgraded both routes once and has upgraded the space of the spik factory in the top right-hand edge between 3/2. Use the bubble on the capacity of the fna when a m1% of the track is 70% (or when a ceramic bubble when the final head is reached). You get lost between 0-90 lives based on your fortune. Strategy 10: Buy a monkey village near the end (perhaps needs to be tankana ofamasar), don't upgrade it. Next, keep 2 spik factories in the village range, upgrade them to 4/2. Finally, start the round, and wait. Strategy 11: Buy 2 Ravba Monkeys and a Darlong Gun Upgrade 2-3. Once done, start the goal and aim the gun at MOABs. Then upgrade the Ravba monkey. Strategy 12: Just place 4-spectrum in any place. Crazy Strategy (works if you have the Tankana Oysumeser and/or double cash premium): spend all your money on street spikes. Slow Strategy Only Spam Monkey Dart Storm IS USED TO THE LOWEST OF THE BITDS MADNESS, LOSE ANY LIFE-HTTP://www.youtube.com/watch?v=PzN3DEIXVo&list=PL7EC845C2Bb3713&index=1&future=plpp_video THE BTDS MADNESS A TOWER TYPE CHALLENGE- BTDS Madness Five epic epic snouts no monkey village! - THE MOST CONVENIENT WAY TO GET THE BTDS MADNESS- Community content is available under CC-BY-SA unless otherwise stated. Bewarned.

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