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them there for 8 seconds. Monkey Sub This vehicle fires homing torp-e-darts at bloons, which have good popping power. The sub is also cheap to build, and is recommended for water maps. The sub lies its weakness. The Monkey Sub can only be placed in water. Barbed Darts allow the sub's homing torps to pop up to 4 bloons and Advanced Intel allows the sub to engage bloons that are within the range of any other tower. Submerge and Support adds a new targeting option to the Monkey Sub - while submerged, it can't fire, but it will strip camouflage from bloons in its radius. Reactor improves the sub's support abilities - as long as it's submerged, it will continue to remove camo, but it will also deal damage to passing bloons and will also reduce the cooldowns of other water towers by 15%. Twin Guns adds another gun to the sub for double the attack speed, while Airburst Darts cause 3 darts to spawn on impact for group popping power. When armed with a Ballistic Missile, subs can do extra damage to Ceramic bloons and MOABs. But for when things get really bad, subs can fire an incredibly deadly missile with their First Strike Capability online - which will seek and destroy the biggest bloon in range, even if it's a ZOMG. COBRA The COBRA (Covert Ops Battles Response Agent)is a special tower that must be purchased either with 5000 medallions or real-life money. This suave simian is equipped with a handgun and can affect the game in ways that other towers cannot. However, it lacks area damage and camo detection, so it must be supported. Wired Funds is the first left upgrade node, and simply gives you 80 extra money at the start of each round. Bloon Adjustment causes every 5th bloon on your opponent's side to be given either a rank up, regen, or camo - but this will only work on bloons that don't already have any special abilities. Monkey Stim reduces Tower Power cooldown by 5 seconds to a minimum of 15 seconds. Offensive Push reduces the round requirement for all bloons by 1, meaning you can send tougher waves at your opponent when they don't expect it. Double Tap doubles the COBRA's attack speed for that extra oomph. Attrition causes the COBRA to either steal 2 lives from your opponent or give you 2 lives, depending on the game mode you're playing. Finish Him! decreases your Bloon Power cooldown by 10 seconds to a minimum of 10 seconds, for that last push. Finally, Misdirection causes the highest-tier bloon within the ability's range to switch to your opponent's side instead. This ability's cooldown depends on the tier of the bloon affected, and can affect up to BFBs. There are several game modes in Bloons TD Battles, each with its own restrictions and quirks. You can tap the question mark for a quick rundown on what changes each arena makes to gameplay. In almost every mode, you'll be asked which 3 of your towers you want to bring into battle, with a 4th random tower assigned to you. If you don't like the random tower you got, you can reroll it at the cost of some energy. You'll also be asked which powers you want to take into battle. You can change your powers by tapping their icons. Assault Mode Assault Mode is the classic Bloons TD Battles experience. You and your opponent split a screen, where you can buy towers or bloons to send at your opponent. Each time you send bloons, your passive money gain increases. To switch between sending bloons or building towers, tap the icon on the lower left or lower right - depending on which side of the screen you're on. The game ends when one player runs out of lives due to bloons leaking. There are three kinds of Assault Mode games. Classic rules, which plays as described above.Speed Battle, where bloons are unlocked faster and move quicker while money generates faster.Old School, where you only have 3 tower choices and can't use powers. Which one, which one... Defense Mode Who will be the first to fall? Defense Mode plays similarly to Assault Mode except for the switch to sending bloons. Neither player can send bloons at their opponent. The bloon panel is replaced by a dedicated economics panel where you can pay increasing amounts of money to improve how much money you get per delivery. Card Battle It's time to duel! Card Battlegames give you and your opponent a 5 card hand. These cards can be used of offense or defense. If you play a card on your side of the field, it becomes a tower. If played on your opponent's field however, it becomes bloons. You can see what tower or bloon a card on the upper and lower parts of a card. Unwanted cards can be trashed by dragging them to the trash can in the middle of the screen. This isn't free though - each discarded card costs you \$50. Practice Mode Your own personal training room. Practice Mode is a single player game mode. The rules are similar to Defense Mode, but you have no opponent. This mode is great for honing your strategies and developing your builds. It's also worth noting that changing stages or rerolling your bonus tower is absolutely free in Practice Mode, so that you can get accustomed to how each of these play out. Bloons TD Battles take place over multiple battlefields, but there are some tips that apply to all Tower Defense games. Here we'll go over some of them, as well as some strategies for getting the most out of your towers in a battle. Pre-Battle Analytics This image cost 2 energy. You're welcome. Where the battle takes place is one of the first factors you'll have to consider - and influence. At the beginning of a match, a stage is randomly selected. If you don't like the stage, you can spend some energy to reroll it. You can also choose to reroll the one bonus tower you get at the cost of additional energy. Build To Your Advantage Water, long straight lanes. Suggested course of action: water tower, line-piercing towers. Getting the most out of your towers first requires an understanding of how they function. Second comes a good idea of where to place your towers. Well-placed Tack Shooters can cover lots of ground. Have a look at the map's features. Does it feature lots of straight paths? Piercing towers would do well. Is there water? Maybe you'd be better off adding a Monkey Sub or a Buccaneer. Lots of curves? Splash damage towers might like that. Compress Towers Low on space? Compress. While it may not seem like it, you can actually build towers very, very close to each other. If you're lacking for space, you can smooch towers together. This is great if you're formulating a strategy that focuses on a single point. Think Ahead The most important life is the last one. While "making towers to fit the current round" may seem like an okay plan, you should be planning ahead. At around the 10th level, you'll start running into camo and regrowth bloons which can win the game on their own if you aren't prepared. After these will come special bloons: Leads, Ceramics, and even MOABs. Having a long-term game plan in your head when you select your loadout will work wonders and help you survive the initial horde of bloons. Watch Battles TV A wiser monkey learns from the mistakes of others. If you'd like to see how other players tackle the game, you have the option of watching their replays through Battles TV. This is a great way to get some new ideas if you're stumped on how to beat certain rounds or maps. It takes a long time before anyone gets this good. Any competitive game needs a lot of practice before players can regularly win, and Bloons TD Battles is no different. While we've done our best to arm you with vital information and some tips to help you get started, nothing can beat good old practice. If there are any tips you wish you knew when you were just starting out, or have some other suggestions for new players, let us know in the comments below! This article is over 9 years old and may contain outdated information Much like previous games in the mobile franchise, Bloons TD Battles remains a tower defense game. Unlike previous games, however, this iteration is multiplayer-only, so the opponent you face is going to be a human being capable of countering every move you send their way and defeating you with their own tactics. So, with this in mind, players need to get on top of their game and beat those random players from around the room. Lucky for you, GameSkinny is here to offer a strategy guide for brand new players to the game. We're compiled some tips, tactics, cheats, and strategies to ensure your win-loss ratio is in favor of the former. General Tips: The Tack Shooter is one of the first towers players have access to. Unfortunately, it is also one of the weakest. Until you unlock the fourth-tier upgrades for said tower, you should avoid it. Ring of Fire or Blade Maelstrom are what you are after. Camo Bloons are a pain in the butt, so be sure to have a couple of Ninjas or upgraded Dart Monkeys in order to combat them. Snipers are also great at popping lead camo bloons. Don't plan for the late game, as upon the insertion of MOABs or BFBs, your chances of survival decrease drastically. Use MOAB Maulers with Frag Bombs to pop them quickly. When you acquire enough cash, don't be afraid to spam multiple Snipers or Ninjas, as they can prevent camo bloons and stop other bloons in their tracks effectively. Ninjas are actually pretty useless when it comes to regular bloons sent by an opponent. Instead, use cannons to topple those assaults. The Most Effective Towers: Dart Monkey - Despite being the very first tower you have access to, the Dart Monkey is immensely useful in combating various types of bloons. Along with being the cheapest option available to the player, the Dart Monkey can be upgraded to be faster, shooter farther, and their darts will become far stronger. Boomerang Monkey - The Boomerang Monkey is useful both running solo and as part of a combination assault with Ice Towers, Bombs, or perhaps even Ninjas. The boomerang can be upgraded, plus is quite flexible against various types of bloons. Ninja Monkey - The Ninja Monkey is probably your best option against the more powerful bloons. They have immense stopping power, and their upgrades improve their effectiveness tenfold. Combine a Ninja with a Cluster Bomb and you have a well-rounded defense against almost anything. Bomb Tower - The Bomb Tower is probably the most useful tower you can get your hands on. It is flexible, has a large radius, and stalls bloons for other towers to pop. Strategy #1: The first strategy that is immensely useful for new players is this: Ninja, Sniper, and two Optional towers. Begin the game with a single Ninja Tower, then upgrade it as fast as possible to 2/1 to receive seeking shurikens. To combat your opponent, begin spamming them with bloons. A highly effective method is to send 2 grouped sets of bloons, then 1 spread apart, then repeat the process. Should your opponent send bloons of his own, however, simply place a second Ninja Tower and upgrade it to 2/2, then upgrade your first one to the very same. You can, obviously, place more Ninja Towers as they are needed. Upon fully upgrading the aforementioned towers, you can - and should - place a Sniper Tower. Upgrade this to 1/0. Be sure to set their combat targeting to 'Strong'. Upon unlocking regrow bloons to send to your opponent, begin spamming them as often as possible. This simple attack should defeat your opponent with ease. Strategy #2: Begin this second strategy by using a single Ninja Tower, upgraded to 2/3, and then begin sending bloons to your enemy almost immediately. After acquiring enough money, drop a Bomb Tower, upgraded to 3/2, as soon as possible. Continue sending bloons while doing this. Your third tower should be another Ninja, which you want upgraded to 3/2. A Sniper, upgraded to 1/2, will be next. Then another Ninja. Stop for a moment and take a look at your enemy's defenses now. If they are strong, then you should upgrade the most recent Ninja Tower to 2/3. If not, then buy another one and upgrade this one to 3/2. You should be receiving around 400 - 500 coins every couple of seconds by now, if you've done everything correctly. If not, then the chances of you losing are rather high, unfortunately. Save up around 6000 coins, then send 3-4 MOABs or a single BFB to the other player. This act should ensure you win the game. The above strategies and guides should give you enough basic knowledge of Bloons TD Battles to ensure you win multiple rounds against a human opponent. Remember, this is only a basic guide. 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