**My Bloons TD 6 Knowledge and Strategy (Up to Round 80)**

Here, I’ve written down my BTD6 knowledge, which I use to plan for each specific map. I’m not entirely sure what potential strategies, stronger tower combinations, or better upgrade paths I might be missing — especially for challenging rounds like 29, 40, 59, 63, and 78. I usually play on **Hard mode** up to round 80. (I've reached round 180 several times, but the notes here focus only on the first 80 rounds — so I'm not currently considering DDTs, BADs, or boss events.)

Towers are listed roughly in order of how often I use them.

**Hero**

**Main: Sauda**, occasionally **Benjamin** if I don’t expect early difficulty and want to earn more money later.  
Sauda is excellent for early rounds due to her low cost and the ability to solo through to around level 20. Her abilities are especially useful on rounds like 34, 63, and 79.

**Sniper Monkey**

I use Snipers almost every game and often start with them on advanced or expert maps. I usually upgrade to **2-0-5** (sometimes stop at **2-0-4**) to handle grouped bloons, and occasionally add a **4-0-2** for MOABs. I place them under a **Village** — mainly for camo detection and sometimes for extra pierce. I usually build a **0-2-0 Village** around round 42 and upgrade it later to **3-2-0**.

**Tack Shooter**

Very strong in the early game, even in the **2-2-0** form. I almost always upgrade Tack Shooters to **4-2-0**, making sure to reach at least **3-2-0** by round 29 for lead detection. I position them on curves and under a Village to enhance range and hit camo bloons.

**Alchemist**

A **4-0-0 or 4-2-0 Alchemist** makes Sauda and other nearby towers incredibly strong. The combo of **Sauda + Alchemist 4-2-0 + Village 2-3-0**, supported by towers like **Druid 1-4-0** and **Tack Shooter 4-2-0**, is extremely powerful through mid-game.

**Druid**

I use Druids frequently. I typically upgrade to **1-3-0** before rounds 30–35 and sometimes to **1-4-0** before rounds 60–70. I occasionally sacrifice lives early to afford a 1-3-0 Druid by round 20. I usually place them under a Village for camo detection. I’m still unsure if the upgrade from 1-3-0 to 1-4-0 is always worth the additional cost in terms of performance and income.

**Heli Pilot**

On most maps, I buy a Heli before round 33 and upgrade it to **2-0-3** before round 40 (my go-to MOAB killer), then to **2-0-4** by round 60. I typically place it under a Village for camo detection and performance buffs.

**Monkey Sub**

I use Submonkeys for three main purposes:

1. **3-0-0**: Cheap, permanent camo detection (especially if I don’t want to build a Village).
2. **2-3-0**: Great map-wide power for both MOABs and bloons — cost-effective and strong.
3. **2-0-5 (Sub Commander)**: Highly effective against MOABs and reasonably priced for its value.

I’m still unsure whether having Snipers and Heli Pilots on the map expands the range of Advanced Intel for the Sub (or if Tack Shooters help too).

**Monkey Village**

I almost always build a Village and try to place key towers like **Heli 2-0-3/2-0-4**, **Druid 1-3-0**, **Sniper 2-0-4/2-0-5**, and **Tack 4-0-2** under its range. I upgrade the Village to **0-2-0** by round 42 and then to **3-2-0** if three or more towers are in range (especially Tack Shooters). This is one of my main solutions for camo-lead bloons (like round 59). Lately, I’ve also been using the **2-3-0 path** to allow all towers under its influence to hit all bloon types.

**Banana Farm**

I don’t often get the chance to build Farms on advanced maps. But if I can build one or more before round 45, I upgrade them to **2-0-2** immediately and sell them before round 78 if I need the money (e.g., to upgrade a Sniper from 2-0-4 to 2-0-5). I’m aware there are more advanced farming strategies, but I haven’t explored them much yet.

**Glue Gunner**

I use **2-0-3** or **2-0-4** mainly to slow bloons and MOABs, especially during round 63 where crowd control becomes critical.

**Super Monkey**

I use the **0-2-3** path occasionally for its powerful long-range attacks — especially at the start of a track. I add it if my combination of Heli, Sniper, and Tack Shooters under Village isn’t enough.

**Ninja Monkey**

I sometimes use **4-0-2** early for camo detection and rapid popping power, especially on maps where there’s no better low-cost option. Occasionally, I also use its **path 3** upgrades for MOAB damage.

**Buccaneer**

I rarely use this tower unless the map forces it (e.g., Erosion), or if I have excess money. It’s helpful when I need affordable range and camo detection (**2-0-2 or 3-0-2**). If I use it, I usually upgrade to **4-0-2** or **4-2-0** depending on my camo detection coverage.

**Wizard Monkey**

I used to use Wizards more often, but not much recently. I typically go for **0-2-2** for camo and lead popping, then upgrade to **0-4-2**. Sometimes I go up to **0-2-5** for later rounds (close to round 100).

**Monkey Ace**

I’ve been using it occasionally. I find **3-2-0** and **3-0-2** to be decent depending on the map. It offers good value for its cost, though I don’t rely on it heavily.

**Bomb Shooter**

I use it situationally depending on the map. I typically go for **0-3-1**, **0-3-2**, or **0-4-2**. A **2-0-4 Bomb Shooter** combined with a **Glue Gunner** works great for crowd control, especially during round 63.