

bloons td 6 bank hack



Monkey Bank (BTD6)

Monkey Bank is the 3rd upgrade on Path 2 for Banana Farm in Bloons TD 6. When a Banana Farm gets upgraded to Monkey Bank, the farm becomes a bank controlled by monkeys. The Monkey Bank no longer drops bananas but instead generates money throughout the round, which is placed in its very own "bank account", separate from that of other Monkey Banks.

It generates \$230 per round which can be upgraded to \$270 and \$310 with the Increased Production and Greater Production upgrades, respectively. It can store up to \$7,000 and its capacity can be increased to \$9,500 with the Bigger Banks Monkey Knowledge. At the end of each round, the currently stored balance earns 15% interest. Therefore, a Monkey Bank can produce at least \$265 per round at bare minimum when interest is taken into consideration.

Despite Path 3 upgrade crosspaths not seeming to be useful at increasing income, Path 3 upgrade crosspaths have utility usage. Monkey Bank with EZ Collect will highlight itself once it is full, while a Monkey Bank with the Banana Salvage upgrade will autocollect its balance when full after one round.

Unlike BTD5, selling a Monkey Bank will automatically withdraw the balance stored in the bank.

It costs \$2,975 on Easy, \$3,500 on Medium, \$3,780 on Hard, and \$4,200 on Impoppable.

Contents.

Tips [edit | edit source]

2-3-0 is usually far superior over 0-3-2, due to the 2-3-0 Bank's far greater income gain per round. With "Bank Deposits" MK, 0-3-2 is still a very viable option once a decent income flow begins, as the top path only affects the original automatic deposits, which would often become redundant compared to the benefit of automatic withdrawals from Banana Salvage. A single 0-3-X Monkey Bank will reach maximum capacity at the same time as a 2-4-0 IMF Loan in almost all conditions. If you're upgrading your banks to IMF Loan, having a 0-3-1 Monkey Bank helps to indicate when all banks are full without having to check them every so often. The "Bigger Banks" (+\$2500 bank capacity) and "Bank Deposits" (allows deposit of cash manually into each bank) Monkey Knowledge are very important MK for maximizing the potential of Monkey Bank farming. Whenever using Monkey Banks, always try pairing with Benjamin. On later upgrades, Level 5+ and 9+, he grants +5% and +12% income for banks, respectively. Benjamin's "interest" buff appears to be erroneous. He apparently does not actually buff the interest rate, but rather improves the total value of the automatic deposits per round by a set percentage. To calculate Benjamin's "interest" buff, multiply the current round's automatic deposit amount by 1.05 or 1.12, respectively, rather than adding percentages into the Bank's natural 15% interest. To reiterate, the Benjamin "interest" buff only affects the automatic deposits per round.

Strategy [edit | edit source]

Summary [edit | edit source]

Monkey Bank's main prowess comes from storing cash over long periods of time. When stored until max capacity, the Monkey Bank becomes one of the most efficient income producers in the entire game. In order to make the most of the Monkey Bank, it is best placed as early as possible but at the same time having a relatively stable long-term defense. Between Rounds 20-30 is generally the best time to start off the first Monkey Bank.

The main disadvantage of the Monkey Bank, however, is that early withdrawals harm its overall income generation efficiency. By having a good defense, the player will be able to keep the Monkey Bank's bank account stored for longer periods, for a far better reward in the long run.

Generally, one should buy more and more banks rather than purchase IMF Loan (or most other income sources, even). This is in order to capitalize on Monkey Bank's incredible efficiency, which is almost incomparable to most other income sources in the game.

Efficiency [edit | edit source]

Income earning per round (12.0-25.2) [edit | edit source]

As of Version 12.0, bank income bonus has decreased from +\$160 to +\$150 by default. Therefore, instead of at least \$240 per round, this income gain is decreased to at least \$230 per round.

Note: The table assumes that the Monkey Bank has been initially upgraded before the first round starts and that the result is given as when the round has ended. (After interest has been applied)

Also assumes that the Bigger Banks MK is known, and no manual deposits from the Bank Deposits MK are done. (See section below for info on Bank Deposits and their profits.)

Benjamin.

Benjamin is a Hero in Bloons Tower Defense 6. He costs \$1,020 on Easy, \$1,200 on Medium, \$1,295 on Hard, and \$1,440 on Impoppable. Benjamin was released in the 3.0 update on August 22nd, 2018. It costs 3,000 to unlock him.

Unlike other heroes, Benjamin does not attack bloons directly. Instead, he uses his hacking skills to primarily provide extra money, as well as lives

at Level 6+. He does gain a Bloon Trojan attack starting at Level 7, where affected bloons spawn no children when destroyed. At Level 10+, he gains an ability that downgrades all incoming bloons (except DDTs and BADs) by one rank as well as doubling cash per pop for all affected bloons (triple at Level 20). Benjamin levels 1.5x slower than the base four heroes (Quincy, Gwendolin, Striker, and Obyn), or 0.66x as fast.

In version 11.0, he was given a new skin called DJ Benjamin', or just Benjamin', who has new voice lines and graphics. He wears slacky white clothes and a white cap which he wears backwards, and his computer is replaced with a DJ turntable and a laptop. This skin costs 2,500 to unlock. A Sushi Bento skin was added in version 24.0, replacing Benjamin's laptop and desk with a sushi mat.

Contents.

Upgrades [edit | edit source]

Benjamin will start upgrading himself every round upon placement. He earns more XP each round to unlock his next upgrade irrespective of how many bloons he pops. His upgrades can also be immediately bought with cash, though the amount of cash required to purchase the next upgrade will typically increase as the upgrades get higher, making self-upgrading an important element for his overall power.

Benjamin requires 1.5x as much experience points to upgrade towards each level compared to Quincy, Gwendolin, Striker Jones, or Obyn Greenfoot.

Levels/Upgrades [edit | edit source]

Level 1: Hacks in income of \$100 at the end of every round. Level 2: Income increased from \$100 to \$150 per round. Level 3: Biohack Activated Ability - For 6 seconds, grants +1 damage to the nearest 4 Monkeys. Affected Monkeys are disabled from attacking for 2 seconds after the buff expires. Cooldown is 30 seconds. Level 4: Skimming - Earns +\$1 for every new Bloon spawned. Level 5: Bank Hack - All banks earn +5% income. Level 6: Cyber Security - Restores 5 lives at the end of each round up to maximum. Level 7: Bloon Trojan - Every 5-7 seconds sends a Trojan software virus to random Bloon. Affected Bloon spawns no children when destroyed and produces extra cash (+ rank). If target is destroyed before the Trojan reaches it, it can choose a different target. Cannot target Camo Bloons. Level 8: Income increased from \$150 to \$250. Level 9: Bank hack increased from +5% to 12%. Level 10: Syphon Funding Activated Ability - For 10 seconds, downgrades all new Bloons other than DDTs or BADs by one rank, and downgraded Bloons give double cash. Cooldown is 65 seconds. Level 11: Income increased from \$250 to \$300. Level 12: Skimming increased to \$2 per Bloon. Level 13: Biohack adds +2 damage to 6 Monkeys for 8 seconds. Level 14: Cyber Security adds 10 lives per round and can go up to 100 over starting lives (except on Impoppable and CHIMPS). Level 15: Income increased from \$300 to \$500. Level 16: Bloon Trojan is sent every 3-4 seconds and produces more cash (+2* rank). Level 17: Income increased from \$500 to \$800. Level 18: Bloon Trojan can affect BFBs, DDTs, and Camo Bloons. Level 19: Biohack adds +3 damage and lasts 9 seconds with no cooldown. Level 20: Syphon Funding lasts 20 seconds and cash per pop is tripled for affected Bloons.

Leveling up [edit | edit source]

Level Cost / XP Cumulative	1	Base	Base 2	270	270	3	690	960	4	1500	2460	5	2790	5250	6	4920	10,170	7	7770	17,940	8	12,480	30,420	9	14,070	44,490	10	20,430	64,920	11	24,570	89,490	12	21,600	111,090	13	24,975	136,065	14	22,410	158,475	15	24,570	183,045	16	26,730	209,775	17	28,890	238,665	18	31,050	269,715	19	24,705	294,420	20	25,920	320,340.
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Bloon Trojan [edit | edit source]

Analysis [edit | edit source]

As of Version 11.0, the Bloon Trojan ability gives some money back from trojaned bloons, based on the number of layers destroyed by the ability. The Bloon Trojan will not target any bloon weaker than a Pink Bloon. Benjamin cannot target Camo Bloons with the Bloon Trojan ability without being given camo detection until he reaches level 18.

The amount of money a trojaned bloon gives can be calculated using the formula $m = tl + r$ where:

m = the amount of money given by the bloon t = the level of the Bloon Trojan ability. $t = 1$ for levels 7-15 and $t = 2$ for levels 16-20. l = the number of layers a bloon has upon being affected by the bloon trojan. (Despite having fewer layers than a BFB, DDT bloons are considered to have 12 layers by the bloon trojan.) r = the pre round-60 bonus. Trojaned bloons give 1 extra dollar from rounds 1-60.

For example, a Rainbow bloon on round 42 targeted by a level 7 Benjamin will give $m = (1)(8) + 1(1)$ dollars, or 9 dollars. In contrast, a rainbow bloon on round 79 targeted by a level 20 Benjamin will give $m = (2)(8) + 1(0)$ dollars, or 16 dollars.

Other than losing the \$1 bonus after round 60, Benjamin does not give less money as rounds progress, compared to popping bloons normally. Because of this, though Benjamin usually gives less money than popping bloons normally, the bloon trojan will make most bloons give more money than normal as rounds progress. This process is sped up when Benjamin reaches level 16. Bloons become profitable at the following points:

always give more money than normal. , and White, and Purple Bloons give more money after round 50. give more money after round 60. give more money after round 80, or at level 16. give more money after round 80 with level 16. and DDTs give more money after round 100. never become profitable, but they are least unprofitable with level 18 after round 100, where they only lose \$8-9 per BFB.

Activated Abilities [edit | edit source]

Biohack - 4 closest Monkeys pop an extra layer per attack for 6 seconds. Affected Monkeys can't attack for 2 seconds after the effect ends.

Syphon Funding - Downgrades all newly spawned Bloons by 1 rank. Cash per pop from affected Bloons is doubled(tripled at Level 20). Lasts 10 seconds. (20 seconds at lvl 20)

Quotes [edit | edit source]

Benjamin [edit | edit source]

"Rules are made to be broken!" "Let's see what we can do here."

"Target!" "What next?" "Online!" "Yeah?" "What's up?" "Yes?" "You wanna get hacked?" (When annoyed) "That's how you get hacked!" (When really annoyed)

"Level up!" "Nice!" "Ha!" "Haha!" "Dude!" "Oh yeah!" "Yes!" "Awesome!" "There's smart, and there's me smart!" (When Level 20)

When MOAB-Class Bloons Appear:

MOAB appears - "Uh, guys?" BFB appears - "Uh, guys?" (more pronounced) ZOMG appears - "You might want to take a look at this." DDT appears - "Uhh, guys?" (More nervously) BAD appears - "Good night, Vienna."

When Using an Activated Ability:

"Executing hack. " - When activating Biohack "Cash money! Begin syphoning!" - When activating Syphon Funding

When a MOAB-Class Bloon is Destroyed:

"Handled it." "Get rekt."

When Bloons Leak:

"Game over, man!" "Have you tried turning it off and on again?"

DJ Benjamin [edit | edit source]

"Benjammin' is in the houuuuse!" "Let's make some noise!"

"Yo!" "Sup." "What up?" "Yee-heah boi!" "Hey!" (When annoyed) "Put your hands up!" (When very annoyed)

"Let the beat drop." "Yeeeeeet!" "Turn it up!" "Next level!" "Oh-ho-ho yeah, now we can par-tay!" (When Level 20)

When MOAB Class bloons Appear:

MOAB: "Nice beach ball!" BFB, ZOMG, and DDT: "Party crasher!" BAD: "Da-ha-hang! You HUGE!"

When a MOAB-Class Bloon is Destroyed:

"Boom, Bloon, get out the way!"

When Using an Activated Ability:

"Party Monkeys!" - When activating Biohack (Dance music can be heard) "How do ya like me now?" - When activating Syphon Funding (Dance music can be heard)

When Bloons Leak:

"That is not cool!"

Sushi Bento [edit | edit source]

"Sushi time!" "Order up!"

"Special order?" "Hai!" "Yes!" "Ready!" [in an angry tone] "Hai!" (When annoyed) "No sushi for you!" (When very annoyed)

"Tasty!" "All you can eat!" "5 stars!" "Ultimate master chef!" (When Level 20)

When MOAB Class bloons Appear:

MOAB: "Careful with these!" BFB, ZOMG, and DDT: "Big fish!" BAD: "KING SALMON!"

When a MOAB-Class Bloon is Destroyed:

"Sliced and diced!"

When Using an Activated Ability:

[gong sound] "Sushi is power!" - When activating Biohack (also turns the "hacks" into yellow pow speech bubbles with two red exclamation marks each, with the expiry turned into a black illusions on the floor) "I am hungry for vengeance!" - When activating Syphon Funding (yellow pow speech bubbles are played)

When Bloons Leak:

"Someone's not popping bloons!" [in more urgent tone] "Someone's not popping bloons!"

Strategies [edit | edit source]

Summary [edit | edit source]

Benjamin is a strong money-generation source in the earlier rounds, and can be helpful later on by healing lives and attacking bloons with Trojan. In fact, he is very useful in any game mode outside of CHIMPS, even on Half Cash, mostly attributed to his valuable Trojan attack versus early MOABs.

Bank Deposits.

Bank Deposits is one of the last upgrades in the Support Monkey Knowledge tree (It requires Better Sell Deals and at least 14 points purchased into that tree before being available for purchase, it requires a one-off purchase of 1000) that was introduced in Version 18.0. When active, a button will appear on the Monkey Bank screen that allow the player to deposit money into the bank directly.

Contents.

Depositing [edit | edit source]

Monkey Bank with Bank Deposits MK active.

The deposit button allows the bank to receive cash directly from the available in game cash, all cash will be deposited, but it is limited to 50% of the remaining bank storage. However, the bank contains two hidden storage spaces (the player can only see the sum of both), one space receives the end of round interest bonus, but the other does not (deposits are done in here), therefore, deposits will only be considered for the end of round bonus the second time the bonus is applied.

Income tables [edit | edit source]

The following tables consider that a single maximum deposit was done while the bank was empty. "Total cash" is the value at the end of a full round. Values are rounded.

Monkey Bank [edit | edit source]

IMF Loan [edit | edit source]

Version History [edit | edit source]

Bank Deposits is added to the game.

19.0 Manual deposits via Bank Deposits now require 1 round to pass before they count for bank compounding.

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About Me.

Before starting the journey, you may pick one of three difficulty levels. Thanks to the, you can feel the identical map in various ways, which gives the match variety and also unlimited space for imagination. If you successfully complete the degree, you get money that you could invest in upgrading your units. Unlike previous sections of the sequence, Bloons TD 6 includes 3D images, which is why a few things from the game can interfere with your own monkeys, obstructing their screening angle. [How To Get Free Money & Unlock Heroes On Computer](#)|[Free Money & Unlock Heroes Hack Download](#)|[How To Get Money & Unlock Heroes For Free On Pc](#)|[How To Get Money & Unlock Heroes For Free](#)|[Money & Unlock Heroes Generator No Survey No Download 2021](#)|[Free Money & Unlock Heroes On Bloons TD 6](#)|[Free Money & Unlock Heroes Hacks](#)|[How To Get Free Money & Unlock Heroes 2021 Easy](#)|[Money & Unlock Heroes Adder](#)|[Money & Unlock Heroes Online](#)|[Bloons TD 6 How To Get Free Money & Unlock Heroes 2021](#)|[Hacks Bloons TD 6](#).