They came from the sky.

Silent, floating. No-one knew why they had come, or what they wanted.

They only knew that they had to run. Flee from the unstoppable advance of the…



REBUILD!

You are a monkey. For ages, this world has been under attack by the mysterious Bloons, which swoop down and carry away any poor monkey unlucky enough to be caught in their path.

What for? Nobody knows. Maybe they carry them off to a secret Bloon factory, to be used as labor making more of the silently floating horde. Maybe they are the weapons of some distant land, used to try and conquer the planet. Maybe they simply carry them up into space.

Whatever the reason behind the Bloons, some Monkeys still resist, and you will be given **+2000 CP** in order to join them. That's right, double points to start with. Good luck.

ORIGIN

You are a Monkey Commander. One of the leaders of the resistance against the Bloon forces. You will assemble your forces later on in this document, but for now, select the focus of your style of command.

Basics: You are focused on the very basics, focusing on simple tactics that can allow even ordinary monkeys to be trained into effective bloon-fighters.

Military: You work to instill military discipline and training on your monkeys, and in ensuring they are capable of using the latest in military hardware.

Magic: You focus on harnessing more esoteric forces of magic to help provide an edge against the Bloons.

Support: You focus on logistics and on supplementary devices that can help to aid your monkeys in combat.

Subcommanders

You can spend **50 CP** to import or create a ‘subcommander’, a Companion that will aid you in your fights, or who can independently combat the Bloon threat elsewhere for you. If you spend **300 CP**, you can import or create a full set of eight. This can be done multiple times. Each subcommander will gain **+600 CP** to spend in the Army section, and they can take marked Drawbacks for extra CP.

Invites

You may encounter some particularly “Heroic” monkey during your time here, who have abilities above and beyond the common Monkey. Any such monkeys you wish to invite to join you as a Companion can accompany you, at a **100 CP** cost per Monkey. You can either pay this in advance to have an invitation ready if you find an opportunity to use it, or you can pay it out of the CP from your next Jump. Failure to pay during your next Jump will result in the monkey simply returning here.

COMMANDER PERKS

The first of two sections you can make purchases from in this document. These are various perks to aid you in commanding your army, and which can affect your army as a whole. To start with…

Monkey Commander [Free and Mandatory]: During this Jump, you will be able to hire various monkeys to fight for you in various battles. The cost of hiring them will vary based on the expected difficulty of the battle. You will start each battle with a small amount of Golden Bananas for this purpose, and more will be earned with each Bloon popped. Golden Bananas can also be spent to upgrade monkeys in various ways. Monkeys you have purchased in the Army section of this document can always be summoned each battle, and may come pre-upgraded, though they can still be upgraded further. During battles in this Jump, monkeys will be assigned a position to defend, and the Bloons will follow set paths. Beware, if you break these rules and have your monkeys run wild, the Bloons may do the same.
After this Jump, you will only be able to summon the monkeys that you have purchased in the Army section, but you will be able to summon them in and out of combat, and manually train them to be better as well. This army and the ability to summon them will collectively count as a Perk for you, but you can also use a Companion slot to import them, thereby allowing them to share in the benefits of future Jumps.

Sharper Darts [50 CP]: Can be taken multiple times. You, and any individuals fighting under your command, will gain a boost in the damage caused by your ranged weapons and attacks. The boost increases each time this perk is purchased, starting at 25%, and then increasing to 75%, 150%, 250%, 375%, 525%, 700%, and so on in that pattern.

Faster Darts [50 CP]: Can be taken multiple times. You, and any individuals fighting under your command, will gain a boost in how quickly you can launch your ranged weapons and attacks. The boost increases each time this perk is purchased, starting at 25%, and then increasing to 75%, 150%, 250%, 375%, 525%, 700%, and so on in that pattern.

Long-Range Darts [50 CP]: Can be taken multiple times. You, and any individuals fighting under your command, will gain a boost in the range of your ranged weapons and attacks. The boost increases each time this perk is purchased, starting at 25%, and then increasing to 75%, 150%, 250%, 375%, 525%, 700%, and so on in that pattern.

Camo Detection [100 CP]: Can be taken up to three times. Camouflaged and hidden Bloons can be a real pain to deal with, but now you can see them coming. You are able to detect invisible or camouflaged enemies, and have a generalized danger sense that warns you of danger specifically when you wouldn't normally be able to see it coming. If taken a second time, you can share this ability with up to a couple dozen individuals who are allied with you or fighting under your command. If taken a third time, you can share this with all individuals that are allied or fighting alongside you.

Damage Normalization [100 CP]: It can be frustrating to launch an attack and see it simply bounce off the surface of your enemy. Now, all of your attacks are guaranteed to do at least a little bit of damage, and they ignore resistances or defenses that would make them less effective (such as lead blocking radiation). If taken a second time, you can share this ability with up to a couple dozen individuals who are allied with you or fighting under your command. If taken a third time, you can share this with all individuals that are allied or fighting alongside you.

ARMY

Ordinarily, it costs Golden Bananas for you to hire monkeys to fight for you and then to upgrade them during each phase of a battle. However, your purchases below will give you a strong core for your army that will fight for you for free, and which may begin a battle already upgraded. Each base purchase comes with a set number of units, and each upgrade will add to or multiply the number of available monkeys by a set amount (multipliers stack and multiplication happens after addition). Each purchase here also grants a personal benefit to you, which will take the form of either a Perk or Item, depending on how it is marked. Specific units are free or discounted by 50% to specific Origins, as indicated. For all marked Free (except for Dart Monkeys), subsequent purchases for their Origin will be discounted. Each of the following pages represents a single unit. The base unit must be purchased before any upgrades can be purchased for it, and all upgrades can only be purchased once.

Basics Units	
• Dart Monkey	[50 CP, 1 Free to All, 3 Free to Basics]
• Boomerang Monkey	[100 CP, 1 Free to Basics]
• Glue Gunner	[100 CP, 1 Free to Basics]
• Bomb Shooter	[100 CP, 1 Free to Basics]
• Ninja Monkey	[200 CP, Discounted to Basics]
• Monkey Buccaneer	[200 CP, Discounted to Basics]
Military Units	
• Sniper Monkey	[100 CP, 1 Free to Military]
• Mortar Monkey	[100 CP, 1 Free to Military]
• Dartling Gunner	[200 CP, Discounted to Military]
• Heli Pilot	[200 CP, Discounted to Military]
• Monkey Sub	[200 CP, Discounted to Military]
• Monkey Ace	[400 CP, Discounted to Military]
Magic Units	
• Ice Monkey	[100 CP, 1 Free to Magic]
• Alchemist	[100 CP, 1 Free to Magic]
• Monkey Wizard	[200 CP, Discounted to Magic]
• Druid	[200 CP, Discounted to Magic]
• Super Monkey	[600 CP, Discounted to Magic]
Support Units	
• Hazard Tower	[100 CP, 1 Free to Support]
• Engineer Monkey	[100 CP, 1 Free to Support]
• Monkey Villagers	[200 CP, Discounted to Support]
• Banana Farm	[200 CP, Discounted to Support]
• Beast Handler	[300 CP, Discounted to Support]

Dart Monkey [50 CP, 1 Free to All, 3 Free to Basics Origin]

An otherwise ordinary monkey with a pouch full of darts and an eye for popping Bloons. Your first purchase of this option gives you 2 Dart Monkeys, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Infinite Dart Pouch** - *Item*. You have a small pouch which holds a single dart inside of it. This dart can be thrown, and 10 seconds after being thrown or 3 seconds after impact, whichever comes first, the dart will vanish and reappear within the pouch.

Triple Shot Upgrade [50 CP, Free to Basics Origin]: All of your Dart Monkeys are able to throw three darts simultaneously, with the same level of accuracy they had when throwing one. With practice, they might be able to throw even more darts simultaneously.
Personal Benefit: **Multi-Thrower** - *Perk*. You can release multiple projectiles with the same level of accuracy that you'd have releasing one. Throwing darts, shooting arrows, firing guns, all of these can benefit from this.

Juggernaut Unit [100 CP, Discounted to Basics Origin]: A Monkey controlling a large catapult, which can launch large exploding spiked balls. These large iron spheres can ricochet after tearing through targets. This upgrade grants you one Juggernaut Unit, and multiplies the number of basic Dart Monkeys you get by x2.
Personal Benefit: **Spike-A-Dart** - *Perk*. After throwing a dart or a similar projectile, you can cause it to transform into a large spiked ball in midflight, without changing its velocity.

Crossbow Sharp Shooter Unit [100 CP, Discounted to Basics Origin]: A Monkey wielding a crossbow with lethal accuracy for hitting weak points. This upgrade grants you one Crossbow Sharp Shooter Unit, and multiplies the number of basic Dart Monkeys you get by x2.
Personal Benefit: **Crossbow** - *Item*. A crossbow you can summon to your hand at will. Reloads instantly, and will highlight the bolt flight path and weak points in targets when you hold it.

Super Monkey Fan Club Unit [200 CP, Discounted to Basics Origin]: A Dart Monkey decked out in Super Monkey merch. They can throw darts much faster than an ordinary Dark Monkey, and every few hours can temporarily transform themselves and a few nearby Dart Monkeys into temporary Super Monkeys for a few minutes. This upgrade grants you one Super Monkey Fan Club Unit, and multiplies the number of basic Dart Monkeys you get by x2.
Personal Benefit: **Jumper Fan Club** - *Perk*. You can temporarily transform a Companion or ally into a physical duplicate of you for up to 10 minutes. Has a 1 hour cooldown after use.

Apex Plasma Master Unit [400 CP, Discounted to Basics Origin]: A Monkey controlling a large techno-catapult that can launch three massive spiked balls of plasma, which split into smaller balls upon impact. These balls are launched with the same accuracy as a crossbow bolt. This upgrade grants you one Apex Plasma Master Unit, and multiplies the number of basic and other upgraded Dart Monkeys you get by x2.
Personal Benefit: **Plasma Mastery** - *Perk*. You can summon three massive spheres of plasma at will, launching them at high speed as projectiles or projecting beams of burning plasma from them at targets.

Boomerang Monkey [100 CP, 1 Free to Basics Origin]

A monkey wielding a well-made boomerang. Your first purchase of this option gives you 1 Boomerang Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Bloonerang** - *Item*. A polished boomerang you can summon and throw at will. It will always return back towards the hand that threw it.

Red-Hot Rangs [50 CP, Free to Basics Origin]: All of your Boomerang Monkeys can heat up their throwing weapons to the point where they begin to glow, and can handle them without getting burned.
Personal Benefit: **Hot To Handle** - *Perk*. You can heat up items in your hand without damaging them or you. Things that heated objects later come in contact with will still be damaged.

Glaive Thrower [100 CP, Discounted to Basics Origin]: A monkey equipped with razor sharp glaives which have far more cutting power than ordinary boomerangs and which can ricochet between targets. This upgrade grants you one Glaive Thrower Unit, and multiplies the number of basic Boomerang Monkeys you get by x2.
Personal Benefit: **M.O.A.R. Glaives** - *Item*. A set of a dozen discs which can be summoned to your hand and unfolded into glaives. They will not cut you, and can be endlessly vanished and summoned back to your hand after throwing.

Kylie Boomerang [100 CP, Discounted to Basics Origin]: A monkey wielding a massively oversized boomerang, which is capable of hitting with enough force to knock back even blimp-sized Bloons. This upgrade grants you one Kylie Boomerang Unit, and multiplies the number of basic Boomerang Monkeys you get by x2.
Personal Benefit: **Thrown Press** - *Perk*. When you throw a handheld object, you can make it temporarily swell in size after being thrown, gaining a strong knockback force in the process.

Bionic Boomerang [200 CP, Discounted to Basics Origin]: A monkey that has been given bionic enhancements, allowing it to launch composite alloy boomerangs very quickly. This upgrade grants you one Bionic Boomerang Unit, and multiplies the number of basic Boomerang Monkeys you get by x2.
Personal Benefit: **Bionic Arm** - *Perk*. You can swap your arm with a bionic duplicate at will. This bionic arm will be several times stronger than your base arm, and will otherwise function like a normal arm. It will repair itself while ‘unsummoned’ within a day if damaged.

Glaive Dominus [400 CP, Discounted to Basics Origin]: A hooded bionic monkey surrounded by orbiting energy glaives and capable of hurling streams of oversized energy glaives at targets. This upgrade grants you one Glaive Dominus Unit, and multiplies the number of basic and other upgraded Boomerang Monkeys you get by x2.
Personal Benefit: **Razor Orbits** - *Perk*. You can instantly summon up to a half-a-dozen spinning energy discs that will orbit around you. These discs can cut through most materials, and function as shields to block incoming attacks automatically.

Glue Gunner [100 CP, 1 Free to Basics Origin]

A monkey in protective gear, wielding a large gun that can fire globs of sticky glue. This glue will weigh down any Bloons it hits, and can stick them in place temporarily if you're lucky. Your first purchase of this option gives you 1 Glue Gunner, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Glue Glob** - *Perk*. At will, you are able to summon a large glob of glue in your hand, and then launch it at a target. You can also ignore the stickiness of glue.

Glue Hose [50 CP, Free to Basics Origin]: All of your Glue Gunners gain a secondary mode, where they can shift to firing a stream of glue instead of individual globs. The stream is thinner, but constant.
Personal Benefit: **Glue Stream** - *Perk*. Your Glue Glob perk is modified to allow you to shoot streams of glue if you wish instead.

Bloon Liquifier [100 CP, Discounted to Basics Origin]: A Glue Gunner that has added an extremely strong corrosive element to the glue that they are using, allowing it to dissolve through most Bloon materials. This upgrade grants you one Bloon Liquifier Unit, and multiplies the number of basic Glue Gunners you get by x2.
Personal Benefit: **Caustic Touch** - *Perk*. You are able to alter the chemical state of sticky substances you touch, such as glue, to grant it a significant boost in acidity. You are immune to this added acidity.

Glue Storm [100 CP, Discounted to Basics Origin]: A Glue Gunner that fires larger globs, and can summon a rain of glue across the field every few minutes. Magically, this glue will not hinder this unit's allies, only its enemies. This upgrade grants you one Glue Storm Unit, and multiplies the number of basic Glue Gunners you get by x2.
Personal Benefit: **Selective Sticky Rain** - *Perk*. When using a large-scale attack, such as a rain of glue from the sky, your attack will magically miss allies within its range of effect.

Super Glue [100 CP, Discounted to Basics Origin]: A Glue Gunner that uses a formulation of glue that is far stronger and more lasting. This glue is strong enough to pin even massive blimps in place. This upgrade grants you one Super Glue Unit, and multiplies the number of basic Glue Gunners you get by x2.
Personal Benefit: **Super Glue Formula** - *Item*. You have a set of instructions on how to make Super Glue, and ways to fine tune it to stick even better to certain substances or enemies.

Super Solvent Soaker [300 CP, Discounted to Basics Origin]: A Glue Gunner with four hoses extending from a massive pack, who can fire streams of strong and corrosive glue vast distances across the field. This upgrade grants you one Super Solvent Soaker Unit, and multiplies the number of basic and other upgraded Glue Gunners you get by x2.
Personal Benefit: **Super Solvent Pack** - *Item*. A large pack with several nozzles that can auto-target and fire very precise streams of glue at whatever you want to target.

Bomb Shooter [100 CP, 1 Free to Basics Origin]

A monkey manning a large cannon, which fires large explosive spheres at a relatively slow rate. Your first purchase of this option gives you 1 Bomb Shooter, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Bomb Bag** - *Item*. A small pouch that contains a compact but powerful explosive sphere in it. This sphere can be set to detonate on impact or on a timer, and reappears in the bag 10 minutes after exploding.

Missile Launcher [100 CP, Free to Basics Origin]: Your Bomb Shooters can replace their cannons with missile launchers. Missiles are somewhat more potent and fly under their own power, and thus have greater range and accuracy than launched bombs.
Personal Benefit: **Finger Missiles** - *Perk*. You are able to launch small explosive missiles from your fingertips. They are around an order of magnitude weaker than Missile Launcher missiles, and each finger 'reloads' 10 minutes after firing.

Bloon Impactor [200 CP, Discounted to Basics Origin]: A Bomb Shooter whose projectiles cause much stronger explosions. These explosions can be tuned to focus more on heat, pressure, kinetic knockback, or stunning those caught in them. This upgrade grants you one Bloon Impactor Unit, and multiplies the number of basic Bomb Shooters you get by x2.
Personal Benefit: **Stunning Blow** - *Perk*. Your attacks have a strong chance to stun targets.

Recursive Cluster [200 CP, Discounted to Basics Origin]: A Bomb Shooter whose projectiles will split out into smaller versions of themselves upon impact, causing minor secondary and tertiary explosions around the impact site. This upgrade grants you one Recursive Cluster Unit, and multiplies the number of basic Bomb Shooters you get by x2.
Personal Benefit: **Cluster Attacks** - *Perk*. Your ranged attacks can be set to burst into half-a-dozen to a dozen smaller versions of themselves upon striking a target, with the lesser versions spreading out in all directions to hit nearby targets.

MOAB Assassin [400 CP, Discounted to Basics Origin]: A Bomb Shooter that can summon a powerful missile strike down upon spotting a MOAB or larger enemy, which deals massive damage to them. This upgrade grants you one MOAB Assassin Unit, and multiplies the number of basic Bomb Shooters you get by x2.
Personal Benefit: **Assassinator** - *Item*. A single-use missile launcher that can have a target programmed into it. Launches a highly maneuverable missile and has a very variable yield, allowing it to deal massive damage to a large target, or very precise damage to a single person in the middle of a crowd without harming those near them. Reloads one day after use.

Blitzkreig Eliminator [600 CP, Discounted to Basics Origin]: A Bomb Shooter wielding a massive launcher that fires gigantic missiles that can split into smaller and smaller potent and self-guiding missiles to strike at a target. This upgrade grants you one Blitzkreig Eliminator Unit, and multiplies the number of basic and other upgraded Bomb Shooters you get by x2.
Personal Benefit: **Skystrike** - *Perk*. Once per day, you can call down a missile strike on a location within 1 mile of you.

Ninja Monkey [200 CP, Discounted to Basics Origin]

A monkey that has been trained in the ninja arts. A master of disguise, deception, and throwing shurikens very accurately. Your first purchase of this option gives you 1 Ninja Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Ninja Training** - *Perk*. You have been given ninja training of your own. You can move quickly and silently, disguise yourself very well, detect others who are sneaking around, and throw things like shuriken very accurately.

Ninja Tools [100 CP, Free to Basics Origin]: Your Ninja Monkeys' arsenals expand from just shuriken to include things like caltrops and small flash bombs for disorienting their targets. Their shurikens also now have some homing capabilities.
Personal Benefit: **Ninja Tool Set** - *Item*. You have a set of a dozen shuriken, several flash bombs, and a few dozen caltrops, all of which will restock after being used within a few minutes.

Bloonjitsu [200 CP, Discounted to Basics Origin]: A Ninja Monkey that has been trained in advanced Bloonjitsu techniques, allowing them to multiply thrown shuriken, create illusory copies of themselves, strike at pressure points, and backstab targets for increased damage. This upgrade grants you one Bloonjitsu Unit, and multiplies the number of basic Ninja Monkeys you get by x2.
Personal Benefit: **Shadow Copy** - *Perk*. You can create a temporary copy of an object or yourself. This object will vanish after a single impact, long enough for a weapon to hit and cause damage, and you can have a few dozen active at a time

Shinobi Tactician [200 CP, Discounted to Basics Origin]: A Ninja Monkey trained in the art of controlling the battlefield, delaying and distracting enemies, causing them to get turned around completely, and boosting other Ninja Monkeys fighting in the area. This upgrade grants you one Shinobi Tactician Unit, and multiplies the number of basic Ninja Monkeys you get by x2.
Personal Benefit: **Quick Distraction** - *Perk*. You can force a target's attention in a given direction or towards a specific object. Doesn't last long, especially against a prepared target, but can be used repeatedly against even a ready foe.

Bomb Sabotage [200 CP, Discounted to Basics Origin]: A Ninja Monkey that has been trained in the art of the boom. Can create and conceal powerful explosives on enemies, set for a variety of triggering events. This upgrade grants you one Bomb Sabotage Unit, and multiplies the number of basic Ninja Monkeys you get by x2.
Personal Benefit: **Subtle Bomb** - *Item*. A very powerful explosive device that can reshape itself to appear to be any mundane object. Restocks after being used within a day.

Ascended Shadow [400 CP, Discounted to Basics Origin]: A true master of Bloonjitsu, capable of transforming weapons in mid-flight, teleporting short distances, and more. This upgrade grants you one Ascended Shadow Unit, and multiplies the number of basic and other upgraded Ninja Monkeys you get by x2.
Personal Benefit: **Shadow Self** - *Perk*. A copy of you, seemingly made of shadows. It can't travel far from you, but it can use your powers and act as a second set of hands.

Monkey Buccaneer [200 CP, Discounted to Basics Origin]

A monkey dressed as a pirate and wielding a pistol that shoots burning grape shots. Can summon a one-monkey dinghy when near water to sail on. Your first purchase of this option gives you 1 Monkey Buccaneer, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Scurvy Gun** - *Item*. A pistol that fires fruit. Typically fires burning grapes, but can randomly fire other fruit with a variety of effects. With practice, can control what fruit is fired.

Cannon Ship [100 CP, Discounted to Basics Origin]: Each Monkey Buccaneer can summon a small but proper ship with a couple of cannons. Temporarily summons a couple of Cabin Monkeys who can't do anything other than help man the ship.
Personal Benefit: **Shipshape** - *Item*. A decent-sized ship that you can summon any time you are near water, which you are able to control by yourself if needed.

Merchantman [200 CP, Discounted to Basics Origin]: A Monkey Buccaneer captaining a merchant ship, which regularly produces gold while it is summoned. This upgrade grants you one Merchantman Unit, and multiplies the number of basic Monkey Buccaneers you get by x2.
Personal Benefit: **Seamonkey Swag** - *Perk*. When you are in battle, each of your foes will drop some loot. Most will drop just a few coins, but significant foes could drop valuable items.

Harpoon Ship [300 CP, Discounted to Basics Origin]: A Monkey Buccaneer captaining a large pirate ship, armed with deadly harpoons perfect for grappling onto other ships or large blimps and hauling them down to be raided. Cabin Monkeys on the ship can help with raiding. This upgrade grants you one Harpoon Ship Unit, and multiplies the number of basic Monkey Buccaneers you get by x2.
Personal Benefit: **Raider's Instincts** - *Perk*. When you are attacking a ship or large structure, you have strong instincts for the best way to get around defenses. You are also always able to summon a large harpoon to your hand for use as a weapon.

Aircraft Carrier [400 CP, Discounted to Basics Origin]: A Monkey Buccaneer captaining a large carrier with three remote-piloted aircraft that can fire darts and drop bombs. This upgrade grants you one Aircraft Carrier Unit, and multiplies the number of basic Monkey Buccaneers you get by x2.
Personal Benefit: **Pineapple Drones** - *Item*. A set of half-a-dozen Pineapple Drones that can be remotely controlled by you. Each of them can fire darts, and can crash into targets and explode. Regenerate after a day if destroyed.

Navarch of the Seas [600 CP, Discounted to Basics Origin]: A Monkey Buccaneer captaining a massive battleship, with multiple turrets, advanced plane drones, grappling hooks, and a loot-generation system. This upgrade grants you one Navarch of the Seas Unit, and multiplies the number of basic and other upgraded Monkey Buccaneers you get by x2.
Personal Benefit: **Lord of the Seas** - *Perk*. When you are near large bodies of water, you experience a significant boost to all of your capabilities in all areas. Oh, and you are also able to walk on water.

Sniper Monkey [100 CP, 1 Free to Military Origin]

A disciplined monkey, trained in the use of a dart sniper rifle. It may take them time to line up a shot, but they will land it on target every time. Your first purchase of this option gives you 1 Sniper Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **DRT-110 Sniper Rifle** - *Item*. A dart firing rifle that reloads every 15 seconds, and can be summoned to your hands at any time.

Bouncing Bullet [50 CP, Free to Military Origin]: Your Sniper Monkeys are able to bounce their bullets off of various surfaces and enemies, setting up long strings of hits with a single bullet. These ricochets can leave non-enemy surfaces undamaged.
Personal Benefit: **Trick Shots** - *Perk*. You have the same training mentioned above, capable of bouncing throws and shots between surfaces and enemies.

Deadly Precision [100 CP, Discounted to Military Origin]: One shot, one kill. A Sniper Monkey that can propel their bullets with even greater force, precisely targeting weakpoints from vast distances away. This upgrade grants you one Deadly Precision Unit, and multiplies the number of basic Sniper Monkeys you get by x2.
Personal Benefit: **Snap Killshot** - *Perk*. You can draw on a portion of this accuracy, allowing you to decide to throw or shoot something, and have your body snap into position for an accurate shot.

Full Auto [100 CP, Discounted to Military Origin]: A Sniper Monkey that has had their rifle upgraded to deliver shots with less than a second between them, while still maintaining accuracy. This upgrade grants you one Full Auto Unit, and multiplies the number of basic Sniper Monkeys you get by x2.
Personal Benefit: **Auto Strike** - *Perk*. You can take any ranged attack, and release a burst of weaker versions instead of a single full-strength one, with the same cost in energy or ammo.

Supply Drop [200 CP, Discounted to Military Origin]: A Sniper Monkey that knows the value of teamwork. Can regularly call down supply caches from the sky with food, ammo, and other necessities. This upgrade grants you one Supply Drop Unit, and multiplies the number of basic Sniper Monkeys you get by x2.
Personal Benefit: **Supply Call** - *Perk*. Once per day, you can call down a supply crate from the sky, containing enough supplies to sustain yourself and twelve others for a day.

Hawkeye Reaper [400 CP, Discounted to Military Origin]: A Sniper Monkey capable of perfectly concealing themself until the time comes to strike, then delivering a set of devastatingly powerful shots to an enemy's weak points. This upgrade grants you one Hawkeye Reaper Unit, and multiplies the number of basic and other upgraded Sniper Monkeys you get by x2.
Personal Benefit: **Stealth Strike Shroud** - *Item*. A covering cloak that can render you completely invisible and inaudible until you decide to attack. Breaking this camouflage gives a significant boost in power to the attack that broke your cover.

Mortar Monkey [100 CP, 1 Free to Military Origin]

A monkey operating a large mortar that can launch a powerful explosive in a high arc down in the general vicinity of a target point on the battlefield. Your first purchase of this option gives you 1 Mortar Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Launch Touch** - *Perk*. You can tap an object up to 500 pounds, and cause it to be launched in a high arc towards a point within 1000 feet.

Burny Stuff [100 CP, Free to Military Origin]: Your Mortar Monkeys can pack their mortars with a variation of napalm, capable of setting most materials on fire.
Personal Benefit: **Burny Recipe** - *Item*. A recipe for creating Burny Stuff from a variety of cheap materials.

The Big One [100 CP, Discounted to Military Origin]: A Mortar Monkey with mortar shells that release powerful shockwaves upon impact that can knock down and stun enemies, even if they aren't hit directly by the blast. This upgrade grants you one The Big One Unit, and multiplies the number of basic Mortar Monkeys you get by x2.
Personal Benefit: **Power Quake** - *Perk*. You can strike the ground to send out shockwaves similar to the Big One, stunning and knocking around enemies that are nearby.

Shattering Shells [100 CP, Discounted to Military Origin]: A Mortar Monkey with mortar shells that are able to shatter and remove defenses and resistances of those that are caught in their explosions. This upgrade grants you one Shattering Shells Unit, and multiplies the number of basic Mortar Monkeys you get by x2.
Personal Benefit: **Shattering Hit** - *Perk*. When you land a direct blow on a target, it has a strong chance to remove a layer of whatever defenses or resistances it might have.

Artillery Battery [200 CP, Discounted to Military Origin]: A Mortar Monkey with a mortar with multiple barrels, which can fire mortars very rapidly in a near constant barrage. This upgrade grants you one Artillery Battery Unit, and multiplies the number of basic Mortar Monkeys you get by x2.
Personal Benefit: **Insta-Artillery** - *Item*. You have your own artillery battery that you can summon to your side in a moment, then aim and fire at distant targets.

Mortarmegeddon [400 CP, Discounted to Military Origin]: A Mortar Monkey with a large mortar that fires a wide variety of rockets, mortars, and other explosives in a constant arc to utterly bombard a target. This upgrade grants you one Mortarmegaddon Unit, and multiplies the number of basic and other upgraded Mortar Monkeys you get by x2.
Personal Benefit: **Rocket Collection** - *Item*. A massive collection of hundreds of different types of rockets and other explosives with all sorts of different effects and yields, which can reshape themselves somewhat to fit into different launching devices. New random missiles restock three days after use.

Dartling Gunner [200 CP, Discounted to Military Origin]

A monkey armed with a large mounted rotary machine gun, which can hurl darts down the field at massive speeds. Your first purchase of this option gives you 1 Dartling Gunner, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Mini-Dartling Gun** - *Item*. A smaller version of the Dartling Machine Gun, which still requires two hands to wield. Has infinite darts, and can be summoned to hand at will.

Laser Shock [100 CP, Discounted to Military Origin]: All of your Dartling Gunners can charge their darts with a form of energy that causes lingering damage over time in those that are struck by their barrages.
Personal Benefit: **Shock Shot** - *Perk*. You can infuse your ranged attacks with this energy, stunning those hit by them slightly and causing damage to them over time.

Plasma Accelerator [200 CP, Discounted to Military Origin]: A Dartling Gunner whose gun has been upgraded to instead fire a pulsing laser beam. This upgrade grants you one Plasma Accelerator Unit, and multiplies the number of basic Dartling Gunners you get by x2.
Personal Benefit: **Plasma Attachment** - *Item*. An attachment for your mini-dartling gun or a similar weapon, which converts projectiles fired into a powerful laser. The laser grows stronger the faster and stronger the projectiles are.

Rocket Storm [200 CP, Discounted to Military Origin]: A Dartling Gunner whose gun has been upgraded to fire a barrage of high-speed rockets. This upgrade grants you one Rocket Storm Unit, and multiplies the number of basic Dartling Gunners you get by x2.
Personal Benefit: **Rocket Attachment** - *Item*. An attachment for your mini-dartling gun or a similar weapon, which gives each projectile fired a rocket propelling it and a limited ability to maneuver.

Bloon Area Denial System [400 CP, Discounted to Military Origin]: A Dartling Gunner whose gun has been upgraded to have a much wider cone of fire, and the ability to auto-swivel to help target enemies and fully cover an area in projectiles. This upgrade grants you one Bloon Area Denial System Unit, and multiplies the number of basic Dartling Gunners you get by x2.
Personal Benefit: **Area of Denial** - *Perk*. You can activate this when motionless, causing any approaching enemies or attacks with ill intent that get within 30 feet of you to be met with a barrage of bullets conjured out of mid-air.

Wave Monkey Cannon [600 CP, Discounted to Military Origin]: A Dartling Gunner with a large cannon which fires a massive beam of energy and spirals of missiles and bullets around the beam. This upgrade grants you one Wave Monkey Cannon Unit, and multiplies the number of basic and other upgraded Dartling Gunners you get by x2.
Personal Benefit: **120% Charge Beam** - *Perk*. By sitting for a few minutes and focusing, you can gather a massive charge of energy between your hands, before unleashing it in a massively powerful beam of destruction.

Heli Pilot [200 CP, Discounted to Military Origin]

A monkey piloting a helicopter with twin dart launchers. Deploys with a base helipad for landing their craft. Your first purchase of this option gives you 1 Heli Pilot, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Heli-Pack** - *Item*. A personal collapsible helicopter-turned-backpack, complete with dart launchers, capable of moving at full speed and protecting you from g-forces and wind.

Downdraft [100 CP, Free to Military Origin]: All of your Heli Pilots are able to manipulate the air around their blades to do things like give them a tailwind during flight or unleashing waves of pressure to knock away nearby enemies.
Personal Benefit: **Wind Rotor** - *Perk*. You have a form of aerokinesis that works by spinning air around your hands, and then releasing it in waves. Good for blowing back Bloons.

Apache Dartship [200 CP, Discounted to Military Origin]: A Heli Pilot in an advanced helicopter with dart machine guns and tracking missile launchers. Even includes sharpened rotary blades for use as a melee attack if needed. This upgrade grants you one Apache Dartship Unit, and multiplies the number of basic Heli Pilots you get by x2.
Personal Benefit: **Chopper Blades** - *Item*. A pair of large helicopter blades-turned-swords. Razor sharp and particularly good for spin attacks, each swing can release a blade of wind.

Support Chinnok [200 CP, Discounted to Military Origin]: A Heli Pilot in a large helicopter that has been stripped of its weapons. Instead, it has an incredibly advanced medical suite on-board, and is capable of deploying cables and such to stably relocate people and buildings up to the size of a three story house. This upgrade grants you one Support Chinnok Unit, and multiplies the number of basic Heli Pilots you get by x2.
Personal Benefit: **Healing Crate** - *Item*. A large crate that can unfold to reveal a field medical facility, with treatments good enough to halt death from most injuries, and get soldiers back on their feet in just a few minutes. Can be called down from the sky by you twice per day.

Comanche Defense [200 CP, Discounted to Military Origin]: A Heli Pilot in an advanced helicopter guarded by a small fleet of half-a-dozen heli-drones. Drones are armed, and capable of delivering far more thrust than they should, allowing them to ram and shove around other craft. This upgrade grants you one Comanche Defense Unit, and multiplies the number of basic Heli Pilots you get by x2.
Personal Benefit: **Pet Drone** - *Item*. A small heli-drone that follows you around and will act independently to defend you from threats. Can lift you in an emergency.

Za Choppa [400 CP, Discounted to Military Origin]: A Heli Pilot in a massive helicopter, armed to the teeth with some equally armed escort drones, and a talent for swooping in to the rescue at the nick of time. This upgrade grants you one Za Choppa Unit, and multiplies the number of basic and other upgraded Heli Pilots you get by x2.
Personal Benefit: **Fly To The Rescue** - *Perk*. Backup arrives in the nick of time. This perk doesn't make it impossible to arrive early, but it ensures that you will never be late to assist someone or rescue them.

Monkey Sub [200 CP, Discounted to Military Origin]

A crew of three monkeys in a submarine that can fire homing torp-e-darts at nearby targets. Your first purchase of this option gives you 1 Monkey Sub and crew, and each additional purchase of the base unit adds an additional +1 sub and crew.
Personal Benefit: **Microsub** - *Item*. A small one-person sub with torp-e-dart launchers that you can summon for yourself anytime you are near or in large bodies of liquid.

Advanced Intel [200 CP, Discounted to Military Origin]: All of your Monkey Subs are able to link up to the senses / sensory devices of any other member of your army and use them to form a complete battlefield map for targeting their torp-e-darts.
Personal Benefit: **Aggregate Radar** - *Perk*. You are able to share in the senses of any of your allies, using it to form a map of the battlefield. Somewhat disorienting at first, but with a little practice, it will be completely natural.

First Striker [100 CP, Discounted to Military Origin]: A larger Monkey Sub equipped with a massively powerful missile. Can automatically detect when large threats enter the battlefield, and launch the missile in response. This upgrade grants you one First Striker Unit, and multiplies the number of basic Monkey Subs you get by x2.
Personal Benefit: **Preemptive Strike** - *Perk*. Three times per day, you can lightly twist causality, causing you to launch an attack moments before someone else launches an attack at you.

Armor Piercing Darts [100 CP, Discounted to Military Origin]: A larger Monkey Sub equipped with several extra torp-e-dart launchers, and highly upgraded torp-e-darts that can pierce through most forms of armor. This upgrade grants you one Armor Piercing Darts Unit, and multiplies the number of basic Monkey Subs you get by x2.
Personal Benefit: **Triple Torp Launcher** - *Item*. A small handheld device that launches three mini torp-e-darts at once, which are weaker but have both the homing and armor piercing capability of normal sized torp-e-darts.

Bloontonium Reactor [200 CP, Discounted to Military Origin]: A larger Monkey Sub equipped with an extremely powerful Bloontonium Reactor, which can release pulses of energy that will destroy nearby bloons with radiation, while also empowering allies that are within the energy's radius. This upgrade grants you one Bloontonium Reactor Unit, and multiplies the number of basic Monkey Subs you get by x2.
Personal Benefit: **Bloontonium Aura** - *Perk*. You are able to generate an aura of a unique form of radiation, which will weaken and injure your enemies while empowering your allies.

Nemo's Nautilus [400 CP, Discounted to Military Origin]: A giant Monkey Sub with a prototype reactor, numerous torp-e-darts and missiles, and the ability to launch while submerged and effectively invisible. This upgrade grants you one Nemo's Nautilus Unit, and multiplies the number of basic and other upgraded Monkey Subs you get by x2.
Personal Benefit: **Mobile Nautical Base** - *Item*. A large submarine of your own, capable of near invisibility when submerged, and possessing enough supplies to support a population of a hundred indefinitely.

Monkey Ace [400 CP, Discounted to Military Origin]

A talented monkey flying a plane with special turrets that can fire in all directions. Deploys with a small airstrip for the plane to land on. Your first purchase of this option gives you 1 Monkey Ace, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Personal Craft** - *Item*. A small personal plane you can deploy and pilot. Can take off from virtually anywhere with very little runway needed.

Pineapple Bomb [100 CP, Discounted to Military Origin]: All of your Monkey Aces now have a small bomber bay attached, which they can use to drop pineapple bombs from. These bombs can be set to detonate on impact, or after a short delay.
Personal Benefit: **Fruit Bomb-a** - *Perk*. Pick a fruit. You can now always conjure one of those fruit in your hand. You also have the ability to make any fruit you touch explosive, including your conjured fruit after you summon it. Range and effect of the explosion varies by fruit type.

Ground Zero [200 CP, Discounted to Military Origin]: A Monkey Ace whose plane has been upgraded with a massive bomb bay, capable of delivering a terrifyingly powerful bomb strike. This upgrade grants you one Ground Zero Unit, and multiplies the number of basic Monkey Aces you get by x2.
Personal Benefit: **Personal Bomber** - *Item*. Your Personal Craft has been upgraded with vertical takeoff capabilities, and a bomb bay filled with a very powerful bomb.

Dart Storm [300 CP, Discounted to Military Origin]: A Monkey Ace piloting a highly advanced aircraft with many more turrets, capable of literally making it rain darts beneath it. This upgrade grants you one Dart Storm Unit, and multiplies the number of basic Monkey Aces you get by x2.
Personal Benefit: **Deployable Turrets** - *Item*. A set of sixteen dart turrets, which you can conjure on any vehicle or building you own. Each of them is capable of aiming and firing a stream of darts independently of the rest.

Spectre [400 CP, Discounted to Military Origin]: A Monkey Ace in an advanced stealth aircraft, armed with extremely fast homing darts and bombs. This upgrade grants you one Spectre Unit, and multiplies the number of basic Monkey Aces you get by x2.
Personal Benefit: **Stealth Booster** - *Perk*. Any vehicle that you are driving or piloting now has the ability to turn invisible, and also has a general boost to speed and maneuverability and your own reflexes for controlling it.

Goliath Doomship [600 CP, Discounted to Military Origin]: A Monkey Ace piloting a massive flying fortress, armed with numerous tracking darts and escorted by several mini-doomships. This upgrade grants you one Goliath Doomship Unit, and multiplies the number of basic and other upgraded Monkey Aces you get by x2.
Personal Benefit: **Personal Doomship** - *Item*. Your Personal Craft is upgraded to be several times larger, with comfortable personal quarters inside them, and several automated mini-doomships that can be summoned around it to escort and protect you.

Ice Monkey [100 CP, 1 Free to Magic Origin]

A monkey infused with the elemental power of ice, capable of generating and manipulating an aura of cold to freeze targets solid. Your first purchase of this option gives you 1 Ice Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Chill Grip** - *Perk*. You can project intense cold from your hands, enough to encase someone in ice temporarily from a few seconds of grappling with them.

Permafrost [50 CP, Free to Magic Origin]: Your Ice Monkeys can now focus to infuse their cold aura deeper in a target, causing the target to be slowed for a long time even after thawing.
Personal Benefit: **Perk Freeze** - *Perk*. Any of your perks that have lingering effects can now have those effects lengthened somewhat, up to around 25% increase in duration.

Embrittler [100 CP, Discounted to Magic Origin]: An Ice Monkey with a stronger aura that has specialized in using their cold aura to cause objects to become much more fragile and prone to spontaneous breakage. This upgrade grants you one Embrittler Unit, and multiplies the number of basic Ice Monkeys you get by x2.
Personal Benefit: **The Embrittler** - *Item*. A large spiked mace made of ice that gives off an embrittling effect on whatever it strikes.

Snowstorm [100 CP, Discounted to Magic Origin]: An Ice Monkey with a stronger aura that has specialized in spreading their aura wide across the battlefield, directing chilling snow to coat the area. This upgrade grants you one Snowstorm Unit, and multiplies the number of basic Ice Monkeys you get by x2.
Personal Benefit: **Weather Vane** - *Perk*. You can sense and predict the weather up to a day in advance, and can instantly sense when some non-natural force is manipulating the weather.

Cryo Cannon [100 CP, Discounted to Magic Origin]: An Ice Monkey with a stronger aura that can condense that aura into icy projectiles that explode with freezing force and stabbing icicles on impact. This upgrade grants you one Cryo Cannon Unit, and multiplies the number of basic Ice Monkeys you get by x2.
Personal Benefit: **Cryo Cannon** - *Item*. A large white gun that replicates the icy projectiles of the Cryo Cannon Unit.

Ice Age Yeti [300 CP, Discounted to Magic Origin]: A much larger Ice Monkey whose aura extends out much farther, and which can generate and reshape ice in several ways. This upgrade grants you one Ice Age Yeti Unit, and multiplies the number of basic and other upgraded Ice Monkeys you get by x2.
Personal Benefit: **Primal Cold** - *Perk*. You have a general form of cryokinesis, allowing you to summon and shape ice. This power grows stronger when you are feeling strong emotions, but choosing to suppress them.

Alchemist [100 CP, 1 Free to Magic Origin]

A clever monkey with a talent for making magic potions. Each recipe has an instinctive component that an Alchemist must work out for themself. Your first purchase of this option gives you 1 Alchemist, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Potion Mixer** - *Perk*. You have a grounding in the basics of alchemy, enough to make a basic acid and a healing salve. You can develop new recipes given time and study.

Perishing Potions [50 CP, Free to Magic Origin]: Your Alchemists all have access to a potent brew that can slowly strip away buffs and resistances from those it is applied to.
Personal Benefit: **Potion to Make Mortal** - *Item*. A small flask of a mysterious potion. If ingested or absorbed through the skin, it can temporarily disable most forms of immortality or invulnerability. Restocks one day after use.

Berserker Brew [100 CP, Discounted to Magic Origin]: An Alchemist that has discovered the secret to a concoction that can give general boosts to strength and speed of his fellow monkeys. This upgrade grants you one Berserker Brew Unit, and multiplies the number of basic Alchemists you get by x2.
Personal Benefit: **Stimulants** - *Item*. A case containing several stimulants that can boost performance in various ways. Mixing them can be a delicate process, but can provide synergistic results. Each stimulant restocks one day after use.

Transforming Tonic [100 CP, Discounted to Magic Origin]: An Alchemist that has discovered the secret to internalizing alchemical power, allowing them to temporarily transform into a much larger and stronger form. This upgrade grants you one Transforming Tonic Unit, and multiplies the number of basic Alchemists you get by x2.
Personal Benefit: **Ape Out** - *Perk*. You have a personal transformation, allowing you to temporarily gain a larger and stronger form that is essentially just you, but bigger.

Rubber To Gold [200 CP, Discounted to Magic Origin]: An Alchemist that has discovered the secret to alchemically transforming various substances, such as rubber or lead, into gold. This upgrade grants you one Rubber to Gold Unit, and multiplies the number of basic Alchemists you get by x2.
Personal Benefit: **Midas Catalyst** - *Item*. An alchemical concoction which, when applied to an object, will slowly start converting it to gold. Comes with a larger flask of liquid that can be used to halt the process. Larger and more dense or energetic materials will take longer to convert. Both concoctions restock one day after use.

Magnum Ape-Us [600 CP, Discounted to Magic Origin]: An Alchemist that has mastered many secrets of alchemical alteration, capable of shrinking objects, regressing ages, permanently boosting individuals, and much more. This upgrade grants you one Magnum Ape-Us Unit, and multiplies the number of basic and other upgraded Alchemists you get by x2.
Personal Benefit: **Philos-ape-er's Stone** - *Item*. A potent alchemical focus, that can allow alchemical substances you make or use to become orders of magnitude more potent, and dramatically boost your own alchemical abilities when held.

Monkey Wizard [200 CP, Discounted to Magic Origin]

A monkey with a great deal of personal arcane power and training to use it. Largely focused on arcane bolts of various strengths. Your first purchase of this option gives you 1 Monkey Wizard, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Arcane Pool** - *Perk*. You have an internal pool of arcane magic, and the training to turn it into bolts of power that can home in on enemies. Additional study would be needed to do more.

Shimmering Senses [100 CP, Free to Magic Origin]: Your Monkey Wizards have an awakened set of mystical senses, which are capable of detecting the unseen and gaining a deeper understanding of reality.
Personal Benefit: **Third Eye** - *Perk*. An immaterial eye, resting on your forehead, which is able to see through illusions and can allow you to see the flows of magic when it is open.

Monkey Arcanist [200 CP, Discounted to Magic Origin]: A Monkey Wizard that can shape arcane energy into constructs, and detonate both arcane bolts and constructs as needed. This upgrade grants you one Monkey Arcanist Unit, and multiplies the number of basic Monkey Wizards you get by x2.
Personal Benefit: **Solid Magic** - *Perk*. You are able to take magic and spells you can cast and make it solid. These constructs maintain the effects of the base magic.

Phoenix Summoner [300 CP, Discounted to Magic Origin]: A Monkey Wizard that has bonded deeply with the phoenix, developing a strong form of pyromancy in the process. This upgrade grants you one Phoenix Summoner Unit, and multiplies the number of basic Monkey Wizards you get by x2.
Personal Benefit: **Phoenix Flame** - *Perk*. You are able to generate bursts of flame with your magic, which can burn away injuries and disease.

Necromonker [400 CP, Discounted to Magic Origin]: A Monkey Wizard that has delved into darker arts. They gather souls that perish near them into an ‘astral graveyard’, which they can then corporealize as specters to fight for them. This upgrade grants you one Necromonker Unit, and multiplies the number of basic Monkey Wizards you get by x2.
Personal Benefit: **Necromonker Robes** - *Item*. An outfit of dark cloth which allows you and your powers to interact with ghosts, spirits, and other astral entities as if they were physical.

Magister Of Darkest Flame [600 CP, Discounted to Magic Origin]: A Monkey Wizard that has broken barriers between multiple magics and forged their own path. They can generate powerful magical blasts, and use dark flame to fully resurrect dead creatures under their command. This upgrade grants you one Magister Of Darkest Flame Unit, and multiplies the number of basic and other upgraded Monkey Wizards you get by x2.
Personal Benefit: **Darkfire Torch** - *Item*. A large tiki torch, lit with a black fire. This can be used to ignite a body, reviving it temporarily under your command. The black flames that animate it will make it even stronger than it was in life, but will also burn away at it. No corpse will last more than an hour.

Druid [200 CP, Discounted to Magic Origin]

A monkey that has gained a deep connection with nature. Capable of communing with plants and firing sharp thorns at their enemies. Your first purchase of this option gives you 1 Druid, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Plant Talker** - *Perk*. You can talk to plants. Many aren't great conversationalists, but if you befriend them, who knows what you could convince them to do.

Oakheart Thorns [100 CP, Free to Magic Origin]: Your Druids are able to infuse a potent effect in their thorns, which disrupts regeneration. With some meditation and study, it could be attuned to disrupt other magical effects.
Personal Benefit: **Oakheart Toxin** - *Item*. Several vials of a toxin that disrupts regeneration. Can be applied to weapons to add the property to attacks. Restocks one day after use.

Poplust [200 CP, Discounted to Magic Origin]: A Druid that has tapped into the wrath of beasts and nature, and can empower themself and others in exchange for stoking rage. This upgrade grants you one Poplust Unit, and multiplies the number of basic Druids you get by x2.
Personal Benefit: **Cost of Anger** - *Perk*. You are able to use your anger to fuel supernatural abilities. This can either replace their cost with a level of rage you must experience, or supplement their power with an added cost of anger.

Ball Lightning [300 CP, Discounted to Magic Origin]: A Druid that has tapped into the spirits of the sky and storm. They can cast lightning to attack and summon winds to blow away their enemies. This upgrade grants you one Ball Lightning Unit, and multiplies the number of basic Druids you get by x2.
Personal Benefit: **Sparky Fingers** - *Perk*. You can shoot lightning from your fingertips, which is attracted towards your enemies just like normal lightning is attracted towards grounded metal.

Jungle's Bounty [400 CP, Discounted to Magic Origin]: A Druid that has tapped into the power of an ancient woods, who can summon up vines and cause plants to grow greater bounties of crops. Can even cause golden fruit to grow on trees. This upgrade grants you one Jungle's Bounty Unit, and multiplies the number of basic Druids you get by x2.
Personal Benefit: **Gold Apple Sapling** - *Item*. A small apple tree that grows golden apples. The apples are delicious, with great healing properties, and are still somehow made of pure gold. New apples grow each week, and the tree can grow a different type of fruit if you prefer.

Lord Of Wandering Forests [600 CP, Discounted to Magic Origin]: A Druid that has bound the movement of wind and rage of beasts in the form of trees, allowing them to create mobile trees that can attack at their command. This upgrade grants you one Lord of Wandering Forests Unit, and multiplies the number of basic and other upgraded Druids you get by x2.
Personal Benefit: **Dryadic Blessing** - *Perk*. You can infuse a tree with magic and grant it sentience and the ability to move under its own power. This blessing will also allow it to generate a humanoid avatar to explore beyond its true self easier. The avatar will have minor druidic talents of its own.

Super Monkey [600 CP, Discounted to Magic Origin]

A monkey granted incredible super-powers, possibly from some radioactive banana. It is super strong, fast, and durable, can fly and shoot lasers from its eyes. Your first purchase of this option gives you 1 Super Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Up Up And Away** - *Perk*. You are a Super Monkey yourself, possessing the same basic powerset as one.

Dark Champion [400 CP, Discounted to Magic Origin]: A Super Monkey that has taken up a dark cowl. Fights with dark blades over fists and laser blasts and possesses the ability to teleport across vast distances in a swirl of darkness. This upgrade grants you one Dark Champion Unit, and multiplies the number of basic Super Monkeys you get by x1.5, rounded up.
Personal Benefit: **Darkshift** - *Perk*. You gain the ability to teleport, surrounding yourself in darkness and appearing in a target location within a few hundred miles.

Tech Terror [600 CP, Discounted to Magic Origin]: A Super Monkey that has been fused with an advanced tech suit, increasing their durability dramatically. Their energy is now channeled into twin plasma cannons that can cause massive destruction across a wide radius. This upgrade grants you one Tech Terror Unit, and multiplies the number of basic Super Monkeys you get by x1.5, rounded up.
Personal Benefit: **The Anti-Bloon Suit** - *Item*. You gain a large robotic warsuit that you can summon at will, equipped with powerful plasma cannons in each arm.

Sun Temple [800 CP, Discounted to Magic Origin]: An ancient and sentient edifice. It can summon a few Sun Avatars to defend itself, equal in power to Super Monkeys, and sacrificing beings to the temple can allow it to empower itself and those aligned with it. The nature and power of the sacrifices determines the empowerment potency. This upgrade grants you one Sun Temple Unit, and multiplies the number of basic Super Monkeys you get by x1.5, rounded up.
Personal Benefit: **Sun Ritual Dagger** - *Item*. A golden dagger. If used to kill a sentient being, it will grant the one using it a portion of the power and abilities of the victim. This effect has the greatest potency when used to kill a primate.

Vengeful True Sun God [1000 CP, Discounted to Magic Origin]: A god bound in a techno-organic form. It can channel the raw blazing might of a divine blood-red sun through its eyes and hands, summon duplicates of itself and machine drones that act as vessels of its wrath. This upgrade grants you one Vengeful True Sun God Unit, and multiplies the number of basic and other upgraded Super Monkeys you get by x2.
Personal Benefit: **Rising Sun God's Mask** - *Item*. A large golden mask. When donned by a being of potent strength, such as a Super Monkey, it can light a spark of divinity within them. This divine fire will grow within them, empowering all of their abilities, and will be shaped by their actions and nature. Will you become a benevolent god, or a vengeful one?

Hazard Tower [100 CP, 1 Free to Support]

A purely mechanical tower that can be set to one of three configurations when summoned: Tack Shooter, Spike Factory, or Bloonchipper. Your first purchase gives you 2 Hazard Towers, and each additional purchase adds an additional +2 towers.
Personal Benefit: **Auto-Hazard** - *Perk*. When you seek to fortify an area around yourself, you can cause some basic traps to appear, such as tripwires or small mines.

Re-Configure [100 CP, Free to Support Origin]: Any of your hazard towers can shift to a different configuration over the course of a couple of minutes, without needing to be re-summoned.
Personal Benefit: **Weapon Adapter** - *Item*. A device that can be attached to any weapon, allowing you to transform it from a melee weapon into a ranged weapon, or vice-versa. The weapon will maintain stylistic similarities and the same level of power.

Smart Tower [200 CP, Discounted to Support Origin]: A hazard tower that has been upgraded with an internal AI. Can fire tacks much faster and more accurately, deploy 'smart-spikes' that can shift and leap to attack enemy weakpoints, or compress and organize bricks of material from mulched enemies. This upgrade grants you one Smart Tower Unit, and multiplies the number of basic Hazard Towers you get by x2.
Personal Benefit: **Pocket AI** - *Item*. A small device with an on-board Artificial Intelligence. It has a deep grasp of strategy, and can aid and advise you.

Maelstrom Tower [200 CP, Discounted to Support Origin]: A hazard tower that has been upgraded with saws and fans. Replaces fired tacks with orbiting saw blades, can hurl spikes across massive distances, or can suck in enemies from vast distances. This upgrade grants you one Maelstrom Tower Unit, and multiplies the number of basic Hazard Towers you get by x2.
Personal Benefit: **Omnidirectional** - *Perk*. Any ability you have that can fire a single bullet, beam, or projectile can instead fire a dome or ring of projectiles in all directions at no extra cost.

Pyroclasm Tower [300 CP, Discounted to Support Origin]: A hazard tower that has been upgraded with internal furnaces. Can fire burning streams of flame, can deploy large spiked mines, or can use the furnace to burn through armor faster. This upgrade grants you one Pyroclasm Tower Unit, and multiplies the number of basic Hazard Towers you get by x2.
Personal Benefit: **Pyro Seeding** - *Perk*. Six times per hour, you can create potent seeds of intense fire, which you can either fire directly as projectiles, or hide in your surroundings, leaving it to detonate upon a set trigger.

Death Zone Tower [600 CP, Discounted to Support Origin]: A hazard tower that can manifest all three hazards at once, surrounding itself in a constant storm of burning discs, deploying large mines that suck enemies in before detonating, and having several vacuums to pull in enemies for destruction. This upgrade grants you one Death Zone Tower Unit, and multiplies the number of basic and other upgraded Hazard Towers you get by x2.
Personal Benefit: **Hydra Mech** - *Item*. A large personal three-headed mech that you can ride in, equipped with flamethrowers, powerful vacuums, mine layers, and spike launchers.

Engineer Monkey [100 CP, 1 Free to Support Origin]

A well-educated monkey that knows how to build things such as turrets. Fights with a nail gun and small sentry units it can deploy. Your first purchase of this option gives you 1 Enginner Monkey, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Engineering Training** - *Perk*. You have a general grounding in all areas of engineering and mechanics, with a particular focus in automation and dart-based weaponry.

De-Construction [100 CP, Free to Support Origin]: All of your Engineer Monkeys have a talent for taking devices apart and figuring out what makes them tick, as well as identifying weaknesses in enemy devices.
Personal Benefit: **Rapid Scrapping** - *Perk*. When you are taking any device apart, you can do so several times faster than normal, with no drop in precision or risk of damaging the device.

Sentry Expert [200 CP, Discounted to Support Origin]: An Engineer Monkey that has specialized in the creation and deployment of sentry turrets. Can make turrets out of practically anything, and deploy them strategically to ensure maximal coverage. This upgrade grants you one Sentry Expert Unit, and multiplies the number of basic Enginner Monkeys you get by x2.
Personal Benefit: **Sentry Cubes** - *Item*. A dozen small handheld green cubes. When deployed, they unfold into dart-equipped sentries that can actually move themselves, allowing them to patrol and watch over areas for you. Data feeds can stream back from them to a provided tablet.

Overclock [300 CP, Discounted to Support Origin]: An Engineer Monkey that has the ability to grant a massive boost in speed and intelligence to allies, at the cost of a drop in speed and intelligence when the boost ends. Can maintain up to six boosts at a time. This upgrade grants you one Overclock Unit, and multiplies the number of basic Enginner Monkeys you get by x2.
Personal Benefit: **Attribute Dial** - *Item*. A dial that can be fitted to a person or object, and set to boost a chosen attribute for up to an hour at the cost of the attribute decreasing for the same time after the boost is over.

Bloon Trapper [400 CP, Discounted to Support Origin]: An Engineer Monkey that has specialized in the creation of powerful traps that can store away enemies and convert them into pure gold. This upgrade grants you one Bloon Trapper Unit, and multiplies the number of basic Enginner Monkeys you get by x2.
Personal Benefit: **Attuned Trap** - *Item*. A technological box that can be sent data about a target, which causes a ‘percentage of capture’ gauge to fill on it. The higher the gauge, the more likely a target will be permanently sealed away when the box is triggered.

Master Builder [600 CP, Discounted to Support Origin]: A supergenius Engineer Monkey in a massive construction suit, who can build mega-sentries that can build further devices for them indepedently. This upgrade grants you one Master Builder Unit, and multiplies the number of basic and other upgraded Enginner Monkeys you get by x2.
Personal Benefit: **Tech Genius** - *Perk*. You are a comic-book level super genius when it comes to engineering and robotics.

Monkey Villagers [200 CP, Discounted to Support Origin]

Several monkeys that can work together to create structures and buildings to help house and support your army. Monkeys stationed near the village they make will be a bit stronger, faster, and overall better in most areas. Your first purchase of this option gives you 6 Support Monkeys, and each additional purchase of the base unit adds an additional +6 monkeys. 6 to 10 monkeys are needed to support a proper village.
Personal Benefit: **Luxury Hut** - *Item*. A small remote control that can cause a luxury hut to appear nearby you when used. The hut is full stocked with food and amenities, and has a few monkey butlers to serve you.

Call To Arms [200 CP, Free to Support Origin]: Once per day each, your Monkey Villagers can become basic Monkeys that cost 50 or 100 CP in this document for 10 minutes.
Personal Benefit: **Battle Alarm** - *Item*. A small siren. When pressed, any of your allies that are within hearing range will instantly be shifted to full alert status and be ready for battle, no matter what state they were in when the alarm sounded.

Monkey Mentors [200 CP, Discounted to Support Origin]: Monkey Villagers that have been trained in teaching. They can help monkeys train their skills, even when the mentors don't know the skills in question. This upgrade grants you six Monkey Mentor Units, and multiplies the number of basic Monkey Villagers you get by x2.
Personal Benefit: **Monkey See And Do** - *Perk*. Just watching someone perform some task can help you learn it as if they were giving you personalized instruction.

Monkey Merchants [300 CP, Discounted to Support Origin]: Monkey Villagers that have been trained in commerce. They can help you get the best deals possible, and lower things like recruitment or training costs. This upgrade grants you six Monkey Merchant Units, and multiplies the number of basic Monkey Villagers you get by x2.
Personal Benefit: **Art of the Deal** - *Perk*. You have increased skill in haggling and negotiation.

Monkey Intelligence Bureau [400 CP, Discounted to Support Origin]: Monkey Villagers that have been trained in espionage. They can blend in almost anywhere, and excel at acquiring and analzying all sorts of secret information. This upgrade grants you six Monkey Intelligence Bureau Units, and multiplies the number of basic Monkey Villagers you get by x2.
Personal Benefit: **M.I.B. Intelligence Reports** - *Item*. A folder containing information on the movements of your enemies and dossiers on individuals of import. Updates weekly.

New Monk City Mayor [600 CP, Discounted to Support Origin]: A Monkey who can push one of your villages to a proper city, somehow. Once done, random monkeys will show up in the city, looking to aid you for free, even in future worlds. Some of them can be quite powerful. This upgrade grants you one New Monk City Mayor Unit, and multiplies the number of basic and other upgraded Monkey Villagers you get by x2.
Personal Benefit: **Forced Encounters** - *Perk*. If you honestly wish to meet someone, you can activate this perk, and circumstances will align for you to have a chance to meet them within a week. Can't be used on the same person more than once per month.

Banana Farm [200 CP, Discounted to Support Origin]

A banana tree farm, covering a few acres of land and tended to by a few Monkey Farmers who will care for and sell your crops for you. Shifts landmarks aside rather than overwriting an area when deployed. Your first purchase of this option gives you 1 Banana Farm, and each additional purchase of the base unit adds an additional +1 farm.
Personal Benefit: **Farm Gate** -*Item*. A large wooden door that you can summon at any time. This door can open onto any of your properties, no matter how far away they are. You must return through the gate before you can unsummon it or summon it somewhere else.

Banana Crates [100 CP, Free to Support Origin]: While your Monkey Farmers will still tend to the crops, your bananas will now be automatically shifted into crates after harvest and magically transported to market.
Personal Benefit: **EZ Collect** - *Perk*. You can now reach out and teleport fruit or other crops to your hand from any harvestable plant that you own.

Monkey Bank [200 CP, Discounted to Support Origin]: A Banana Farm with a bank attached to it, and a couple of Monkey Bankers to run it. This bank will act as another source of income for you, as well as acting to store and protect your own funds. This upgrade grants you one Monkey Bank Unit, and multiplies the number of basic Banana Farms you get by x2.
Personal Benefit: **Interest Vault** - *Item*. A large stone vault. Anything that you place in this vault will gain more over time. The rates will vary based on rarity and number of things stored.

Central Market [200 CP, Discounted to Support Origin]: A Banana Farm with a marketplace attached to it and a couple of Monkey Sellers to run it. This market will help sell your goods for the best price, and act as another source of income for you. This upgrade grants you one Central Market Unit, and multiplies the number of basic Banana Farms you get by x2.
Personal Benefit: **Market Catalog** - *Item*. A thick updating catalog full of different things to buy, with numerous regenerating order forms in the back. Fill out the order form, and payment will automatically be extracted, and your order will appear in a crate near you within a day.

Banana Research Facility [300 CP, Discounted to Support Origin]: A Banana Farm with a research facility for creating new fruit attached to it, and a couple of Monkey Researchers to run it. This facility is primarily concerned with fruit, but can research other things for you as well. This upgrade grants you one Banana Research Facility Unit, and multiplies the number of basic Banana Farms you get by x2.
Personal Benefit: **Mysterious Mutation** - *Perk*. Things that you are growing, such as the bananas on your farm, have a moderate chance of spontaneously mutating, gaining some bizarre or interesting powers in the process.

Bananas Of Midas [400 CP, Discounted to Support Origin]: Your Banana Farms will now each have a Midas Banana Tree on them, which produces bananas made out of rare precious metals or other materials. Different materials can be selected for each plant. This upgrade multiplies the number of basic and other upgraded Banana Farms you get by x3.
Personal Benefit: **Midas' Pocket Change** - *Perk*. You get the equivalent of $10,000 per day.

Beast Handler [300 CP, Discounted to Support Origin]

A monkey that has learned how to tame dangerous beasts and lead them in battle. Can call up a piranha, microraptor, and a gyrfalcon to aid them. Your first purchase of this option gives you 1 Beast Handler, and each additional purchase of the base unit adds an additional +1 monkey.
Personal Benefit: **Familiar Egg** - *Item*. A large egg that can hatch into any kind of mundane animal. The resulting animal grows to adulthood in moments and is perfectly loyal to you. Can return to egg form for an hour, then hatch into a different shape.

Tandem Taming [100 CP, Free to Support Origin]: Your beast handlers can aid each other by dismissing their own companions to help empower the companions of a fellow beast handler.
Personal Benefit: **Aid Another** - *Perk*. You can boost an ally's ability to perform some task by temporarily sealing your own ability to perform it, granting your skill in that area to them. Effect is magnified the more of a bond you have with your ally.

Orca Handler [200 CP, Discounted to Support Origin]: A beast handler that can call an orca to aid them, which can call up waves to drag foes down into the depths. This upgrade grants you one Orca Handler Unit, and multiplies the number of basic Beast Handlers you get by x2.
Personal Benefit: **Orca Suit** - *Item*. A suit resembling an orca, which when worn allows you to shoot through the water at high speed, as well as breathe underwater.

Condor Handler [300 CP, Discounted to Support Origin]: A beast handler that can call a massive condor to aid them, which can conjure winds to sweep up enemies to a great height and then send them crashing down to earth. This upgrade grants you one Condor Handler Unit, and multiplies the number of basic Beast Handlers you get by x2.
Personal Benefit: **Condor Wings** - *Perk*. You can call up a pair of spectral condor wings and use them to fly, as well as using them to carry up to three people along with you.

Tyrannosaur Handler [400 CP, Discounted to Support Origin]: A beast handler that can call a tyrannosaurus rex to aid them, which can tear through thick armor with its jaws, and release stomping shockwaves that can stun foes across the battlefield. This upgrade grants you one Tyrannosaur Handler Unit, and multiplies the number of basic Beast Handlers you get by x3.
Personal Benefit: **Saurian Majesty** - *Perk*. You are able to project an aura of intimidation and fear around yourself, which is heightened even further when you shout or roar.

Legendary Tamer [600 CP, Discounted to Support Origin]: A beast handler that can call a massive draconic beast to aid them, which can move through earth, water, and air with equal ease, and which possesses a massively potent burning breath. This upgrade grants you one Legendary Tamer Unit, and multiplies the number of basic and other upgraded Beast Handlers you get by x3.
Personal Benefit: **Legendary Familiar Egg** - *Item*. Your Familiar Egg is upgraded, allowing it to take the form of mythical animals and gain some of their powers.

DRAWBACKS

Perhaps you have reached this point and found that you do not have enough points to build the army that you desire. In that case, you can take any of the Drawbacks below for extra points to spend on your army. There is no drawback limit, and drawbacks that can be taken independently by your subcommanders are marked as *Companion Compatible*.

Constant Battle [+50]: *Can be taken up to four times. Companion Compatible*. While cowardly, you could simply choose to leave the monkeys to their fate, and run away rather than fighting the Bloons. Unless you take this drawback, in which case you will be compelled to fight a certain number of battles. When taken the first time, you will be compelled to fight in one battle per year. Taken a second time, you will be compelled to fight in one battle per month. Third is one battle per week, and fourth is one battle per day.

Bloon Speed [+50]: *Can be taken up to four times*. It seems like all of the Bloons are moving in fast-forward, while you and your monkeys are stuck at normal speeds. Each time you take this, it will multiply the speed of the Bloons by some amount. Taken once, it multiples their speed by x2. Taken twice, it multiplies their speed by x6 instead. Three times multiplies their speed by x24, and four times multiplies by x120.

Sharing Hearts [+100]: Heart-shaped Bloons are not just healing themselves. Instead, they are now releasing healing pulses regularly which heal all Bloons around them. They are also far more common.

Micro Bloons [+100]: All Bloons are rather smaller than normal, and much more manuverable, often jerking from side to side to dodge attacks.

Bloon Animals [+100]: There are now long Bloons twisted into the shape of animals on the field, each of them moving in a variety of unique ways. Larger and rarer animals can appear with strange powers, such as a lion roaring to stun towers or a dragon that can breathe flames.

The Popback [+100]: Bloons are now actively fighting back, with many Bloons armed with their own dart launchers to attack your monkeys. Layered and stronger Bloons can have more advanced weaponry.

Curse of Bloonarious the Inflator [+100]: All Bloons are filled with a nasty smelling slime, which will spray out when they pop. It is truly rank, and can drift and linger for a long time.

Ascetic Vow [+100]: *Companion Compatible*. You have taken a solemn vow to never eat bananas. You crave them, but you cannot partake.

Nightmares [+100]: *Companion Compatible*. You are plagued with nightmares of your past and of your fears for the future, which can frequently disrupt any sleep you might try to get.

Funky Monkey [+100]: *Companion Compatible*. Monkeys may not bathe regularly, but they do try to groom themselves regularly. You can never seem to remember to do that, and as such, you are constantly emitting truly repulsive smells.

Social Barriers [+100]: *Companion Compatible*. Monkey society doesn't seem that different from human society, but for some reason, it is utterly baffling to you. It just seems impossible for you to connect with and understand those around you.

Dart Magnet [+100]: *Companion Compatible*. Pointy objects like you. You are a frequent target for friendly fire. It will never be any sort of lethal or grievous damage, but any such attack is guaranteed to hurt, regardless of your defenses.

Fear The Skies [+100]: *Companion Compatible*. You have a tremendous fear of heights, to the point where even the thought of sending someone else up into the air nauseates you. You will almost certainly end up ceding control of the air to the Bloons.

Fear The Seas [+100]: *Companion Compatible*. You have a tremendous fear of water, and you don't really trust boats or subs either, so say goodbye to ever deploying them, or deploying anywhere near water.

Camo Counter Countermeatures [+200]: Bloons using camouflage are much, much more common than they might ordinarily be, and some of them have additional camouflage layers that are specifically designed to fool perks and powers that would normally detect concealed units. Better get used to spraying and praying, or find ways to beat the counters that are countering your counters.

Terracotta Bloon Army [+200]: Bloons in lead and ceramics are much more common than normal, and they aren't as slowed down by the weight as they should be either. They will actually act to try and act as shields to protect more vulnerable Bloons.

Too Basic [+200]: *Companion Compatible*. You have Dart Monkeys, what more do you really need? You are obsessed with keeping things simple, using the cheapest and most basic units possible, and are very resistant to actually upgrading any of them. Your strategies also tend to be rather basic as well.

Lead From The Front [+200]: *Companion Compatible*. While you do need to be present to lead your army, that doesn't normally mean you need to be actually out on the front lines. But, if you take this Drawback, you are now compelled to be at the forefront of every battle, throwing yourself bodily in the way of the Bloons if needed to keep them from scooping up the civilians you are guarding.

Itchy Magic [+200]: *Companion Compatible*. Magic and supernatural abilities make you itchy. Like, maddeningly itchy. Any such powers used near you by you or your allies are sure to get you scratching.

Mechanical Breakdowns [+200]: *Companion Compatible*. Complex mechanical devices just seem to have a tendency to fail around you. Guns jam, planes stall, coffee machines burst into flames. Maybe you should just stick to throwing darts.

Army Upkeep [+200]: Turns out, getting units to work for you is not a one-and-done deal. You will now have to pay regular 'upkeep' fees for your army, or they will just leave, with stronger units requiring more money from you. Even those you've purchased in this document will need some upkeep, or they will unsummon themselves for a while. Though their fees are at least far less than those needed by other units.

Gone Bananas [+200]: It seems there is a worldwide banana shortage, and it is making a lot of monkeys quite upset, including your soldiers. All of your monkeys have a chance to suddenly attack each other for a bit, expending their energy fighting each other rather than targeting Bloons.

Fickle Winds [+200]: Every battlefield you are on has constant strange cross-breezes, which will foul the aim of many of your monkeys or cause Bloons to suddenly drift aside from attacks, speeding them up or slowing them down temporarily to avoid danger. Attempts by you or your monkeys to control these winds will fail.

It Came From Underground! [+200]: You are seeing several Bloons equipped with metal drills on them, which they will use to tunnel out shortcuts underground that other Bloons can follow. Better come up with some strategies for how you can target Bloons when they are hiding under several feet of dirt.

Doom Bloons [+300]: You are being pursued by several massive Bloons, larger than Z.O.M.G.s or B.A.D.s, each of which are accompanied by unique Bloon armies of their own. Initially, they will come at you one at a time, and even when defeated they can rise again some time later. By the end of this Jump, you will be frequently facing several of them at once.

Bloons Vs Zombies [+300]: Or rather, Bloons Plus Zombies. Not only are Bloons attacking, but Zombie Monkeys of various flavors and strengths are also starting to pop out of the woodwork. You'll face attacks on two fronts.

M.I.B. Watchlist [+300]: Monkey governments are wary of you, even as they accept your protection, and the Monkey Intelligence Bureau has labeled you as a potential threat. Eventually, you will face monkeys in suits showing up to whisk you off to a prison or lab somewhere, and other forms of tacitly-government-sanctioned harassment and sabotage.

No Path, No Rules [+300]: By the laws of Bloon-Monkey Warfare, Bloons approach a target via set paths, and Monkeys set up alongside those paths and don't move around except via certain specific rare abilities. Now, those rules have gone out the window. Bloons will move as they please across the field, meaning your Monkeys will actually need to maneuver to fight them.

Bottom of the Monkey Barrel [+600]: Any monkeys that fight with you are dumb, no more intelligent than real world monkeys. Some may be intelligent outside of battle, but will be reduced in intelligence the moment it comes time to fight Bloons. This includes any and all Monkeys you may purchase here for your Army. You will have your work cut out for you using these forces to fight off the Bloons.

END OF JUMP

You made it! You managed to survive ten years of Bloon warfare. You now have a choice. You can:

- Stay Here. You've gotten used to the fighting, and maybe you've found a nice monkey you want to settle down with. You can keep fighting Bloons until there are no more to fight.
- Go Home. All this popping has left you exhausted, and you are ready to return to your world.
- Move On. You aren't done yet. You will continue onward and advance through to the next Jump.

Your Monkey Form becomes an alt-form for you, but you can use whatever abilities you gained here in any form.

Changelog

Version 1.1 - Added Beast Handler. Combined Tack Shooter, Spike Factory, and Bloonchipper into Hazard Tower.
Version 1.0 - Rebuild of the original Jump. Everything has changed.

FAQ

Q. I like the old version better. Where can I find it?
A. Here.

Q. I like the old items you removed better. Where can I find them?
A. Here.

Q. How do the units scale?
A. For basic monkeys and towers, they are intended to be around a basic tower, maybe with a couple of first level upgrades. For the upgraded versions that are not the capstone, they should be roughly equivalent to a Tier 4 tower in Bloons 6. For the capstones of each monkey or tower, they are intended to be equivalent to the Paragon units in Bloons 6. Given that only six Paragons are currently released, I had to make many of them up. I may update them when new Paragons are revealed, or I may leave it as is, depending on the Paragon.

Q. Can I upgrade the units I purchase here?
A. While you are here, you can pay the cost to upgrade them like any other monkey or tower you hire, though that upgrade would only last for that battle. After this Jump, they can 'upgrade' simply by training and learning new skills. So, for example, if you trained a bunch of your Dart Monkeys enough in accuracy and crossbow skills after this Jump, they could become Crossbow Monkeys instead.

Q. Why are the costs / discounts uneven?
A. Because there isn't really a great way to balance them. In the end, I just had to basically get 'close enough', and try to give each origin their own general benefits. Basics gets a well-rounded set of potential Monkeys, and a lot of low cost ones so they can get more with less. Military gets a lot of versatile hardware for covering multiple arenas of combat. Magic gets Super Monkeys. Support gets a lot of manpower via Monkey Villagers and generally gets more resources to build with.