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Carrot fantasy desert 10

Carrot Fantasy is a new game IOS tower defense, has been for some time the top 1 in the App Store list. It is more and more popular among players, even more popular than plants vs Zombies. Lots of players show their achievements and golden carrots, but we found it not easy to get a golden carrot in some desert theme levels, you need more skills and strategies. Here we will show you the solution for level 8, 9 and 10, our goal is to collect all the objects and get a golden carrot. Desert Theme Level 8: 30 Waves Monsters The difficulty of this phase is that the path of the monster is shorter and is basically around the peripheral map, for the initial keep radishes not chewing \bar{A} is really difficult. . So our strategy is to place the sun, which groups can attack at the entrance to the monsters and keep them modernized. Later, buy some planes definitely. Aircraft can provide an attack group, and its attack force is greater. After we collect hidden objects in the central position of the map, what we need to do is place four to five frozen stars in the route interval position, upgrade them if you get any coins. In the last level, we recommend you sell towers near the entrance to monsters when monsters go to the center of the map. Upgrade weapons at the end of the route with coins you have. Then you get a golden carrot easily. Desert Theme Level 9: 20 Waves Monsters Monsters Journey is indirect, but we can only choose three weapons (shit, poison needle and airplane), and there are few positions to place weapons. So at the beginning of the game we have to place a lot of planes on the left side of the map. In this level hidden weapons are random, if you are lucky enough, then you can get frozen stars that will help a lot. Upgrade any weapons can slow down monsters quickly, then the group attacks with planes. In the middle period of the level you need to place a poison needle definitely, upgrade them if you have multiple coins. Rockets are also very important, they are on the bottle map, so be sure to upgrade. The most important thing in this level is the action at the beginning of the level. Desert Theme Level 10: 25 Waves Monsters Many players said it's easy to complete a level but difficult to get a golden carrot. This is because there are few positions to place weapons, and you don't have any coins. So what we need to do is destroy the stones behind the poisonous needle before the third wave of monsters comes. At the same time, we must ensure that the second wave of monsters \bar{A} are all destroyed. If you have removed the first six waves of monsters, then you just need to get hidden weapons in the middle term levels. You will find that planes are great, they are powerful to kill lingering monsters. He froze the boss at the final level, sold the weapons at the entrance and upgraded his weapons at the end of the route. You need to be more patient at this level, you have to try it several times. Mr carrot fantasy game walkthrough \bar{A} Sky, Jungle and Desert Theme Carrot Fantasy iOS Game Desert Theme Walkthrough Carrot Fantasy is a great iOS game with beautiful graphics and fun called Towers. The game is easy to start because it starts with tutorials. Your task is to protect the beautiful carrots, do not let the monster eat. In the game there are three themes: Sky, Jungle and Desert. Some levels are easy, but some of them are really difficult. Here we will show you some screenshot of difficult levels along with a video tutorial for jungle theme. Sky Theme Level 6 Solution: Sky Theme Level 9 Solution: Jungle Theme Level 7 through 9 Solution: Desert Theme Level 5, 6, 7, 8, 9, 10, 12 Solution: Jungle Theme Complete Video Tutorial: Carrot Fantasy iOS Game Desert Theme Instructions for Carrot Fantasy Desert Theme Instructions Level 8, 9, 10 Golden Carrots You will have an important role in this online game -- to prevent different creatures from eating carrots. Since this is a classic tower defense game for you can use different watchtowers that should be properly positioned. Then the enemy won't stand a chance. Open the Mac App Store and buy and download apps. Add 15 levels in Winter !!! Really cool, really fun! With over 130 million downloads in just one hundred days, the game has topped the charts in more than 70 countries, ranking in the top 10 games of all time, top 5 games in Asia Pacific and top 25 games from 43 countries in Europe and North America. With 101 countries around the world giving it the highest billing, you don't do yourself any favors unless you try!! This is a beautifully wrapped, adorable TDgame -- !!! Easy to pick up for all ages and hard to put down! Your task is to protect adorable carrots from monsters who want to eat -- Tutorial will take you from novice to expert in 5 seconds! Game Highlights: * 105 levels in 5 beautiful theme packs set in the sky, Jungle, Desert and Deep Sea and Extreme! *35 Extreme modes and hidden levels for you to discover! * 16 unique Boss Mode levels take you to time-limited minigames! * 18 unique towers like Fishbone, Sunflower, Poopoo and Anchor Bomb Towers for you to discover! * Monsters kids drops and collections added to this cute TD game -- collect monsters and kids while defending small carrots. There are 20 to collect! * Newly added monster-raising system: Hatch and raise monster kids to unlock hidden levels! * Obstacles on the map to hide treasures and secret surprises. Destroy them to find treasure! * Over 70 types of hilarious monsters like Woowala, Pinky Ninja and Twisty Fork * Over 100 sound effects -- each monster makes a unique noise when you hit! * Each level has only 15-25 monster waves. Beat time and have fun! * Supports game center. Tons of achievements to be unlocked! December 20, 2020 version 2.0.5 Optimized to customize ios14 This game is  I've been playing it all  day, whether I have commute to work, working (lol), lunch break, I play this game! I also like the sound effects esp when the crowds it's cute! Moreover, it is balanced unlike other TD games I have ever played on my phone. Thank you and keep up the good work!  Im enjoying this defensive game :) Load ice world please :-(This is my comment 4 years ago) Played again yesterday after 4 years and surprised that this game is as interesting as before. There are changes like I have to start over and grow monsters before I can play the next stage. Although, I really don't mind hehehe It's still fun! I've never seen any TD games like this, it's so cute, and it also offers many challenges at every stage when it comes to having limited defense and you'll find out what defense type thing is more convenient for you. The developer, Beijing Kai Luo Tian Xia Technology Co., Ltd., said the application's privacy practices may include data processing as described below. For more information, see the developer's privacy policy. The following data may be used to track you across third-party-owned apps and websites: Financial Information Location Identifiers Location Diagnostics Usage Data The following data may be collected and linked to your identity: Financial information usage data diagnostics: Financial information usage data diagnostics may be collected but not linked to your identity: Privacy practices may vary depending on , such as the features you use or your age. Learn more about the developer app support privacy policy: This is one of the reasons I bought an iPad mini. I'm not even kidding. Look at me. This is my serious face. Wait, you can't even see how serious I'm getting into this right now. But the writing? This is some serious writing, and I'm not kidding at all! Wow, that was awful. Seriously though, this is one of the main reasons I bought the iPad mini. So that I can play this game that has cute graphics, but the levels are freakin' hard man! Come on, I just wanted to have a golden carrot! Give me! I can't even remember whose gadget I started playing this one as I still have no Apple device and this game only comes in English in the Apple Store. Unfortunately, one for Android is in Chinese, I think. When I started playing this game in 2013, it was the beginning of my relationship with Carrot (wow that's somewhat inappropriate). There were only 3 topics available (not sure, but that's what I remember). This is a tower defense game (?) where you have to defend Carrot, which is at the end of the road. Carrots have 10 lives, which is marked with a number next to it. Every time a monster gets to him, he'll be subtracted from 1 January 2017. But every bite of some of the bigger monsters (who are annoyingly gluttonous) counts as 2 deductions. This game is quite easy, but there are certain levels that I found very hard to get through or get a golden carrot. My goal in almost every level is to clear all obstacles (you can attack them for coins and for clearing the way if it is in the position where you want to build the tower) and get a golden carrot. There are surprise rewards (that I haven't figured out yet on how it works) that drop when playing the game. This is for the Nest. Where you raise child monsters. The things you could get in Surprise Rewards Nest Egg Cookies Milk Pills Apparently, monsters are like kids you can feed milk. And cookies? Let's not forget the pills. Hell, yes, sometimes you have to drug eggs to push baby monsters out of its shell. Idk. But I'm sure they're cute. The nest is where you will hatch eggs. There are different hatching times depending on the monster inside the egg. This is where the pill comes in in case. If you can't wait to see what a cute monster looks like inside your egg, then you can maybe, I don't know, google them? Or use pills. Feeding egg pills is msytery. Maybe the pills are open and the powder is insowing on the egg, or whatever. Then came Extreme Theme along with the winter theme coming soon and coming soon to Carrot Fantasy 2. Extreme Theme have been accessible that time, but from the moment you write this post, Extreme Theme is only accessible if you increase a certain number of monsters. Bummer. Yes, I want to play Extreme Theme, but no, I'm not paying real money to buy digital milk and cookies to speed up the process of raising my baby monster. I also don't have a credit card haha so that's it. To add to the current state of the themes, winter theme is now also available if you raise one particular monster that can be found on an extreme theme. I have no idea when the winter theme came up the last time I played this game, it was still on the way, and now it's here! Yes! Carrot Fantasy 2 though... I have no idea. But I hope it won't be any time soon as I still want to finish this Carrot Fantasy without 2. I mentioned my goal of having a golden carrot that you can achieve if you complete a level with Carrot that has 10 complete lives. Once you've got all the levels in the theme with the golden carrot, then you'll get a medal as a binding thingy says Carrot Defense with 3 stars on it. It's pretty cool. And having to go back to previous levels to try and get a golden carrot helps me collect milk and cookies for my baby monsters. Win-win. Except for Carrot, he always gets eaten, poor thing. There are also Boss Fights, which are larger versions of monsters. Some are heavier, others quite easy. I don't play it all the time as I'm still concentrating on getting the golden carrots and raising the necessary monsters to unlock other themes. Here's my current baby monsters, which I feed a certain number of milks and cookies for them to grow up with, increasing their yield rewards, which are most of the time cookies and milk as well. Other times, there's a nest or an egg thrown with rewards. Bonus: While waiting for monsters to attack, or while the game is suspended try tickling carrots or just it. There are some funny inappropriate noises. Good job! Tasks!

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