PLANTS VS. ZOMBIES 2

UNOFFICIAL GAME GUIDE

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Plants Vs Zombies 2 Kindle Unofficial Game Guide

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How to Play

At the time you begin playing the game, you will be offered the option to bypass the game tutorial if you believe you know enough to start playing.

In Plants vs. Zombies 2, the aim of every stage is always to survive all of the zombies which come from the right area of your display. To destroy all of these zombies, you will need to place plants on grassy parts of the garden. The very first vegetable you will be shown would be the Pea Shooter (more info on that below).

To place a plant, pull it from the left side menu upon a grassy area of the yard. The vegetable will then initialize and commence using its powers immediately. Whenever you place a plant, you'll use a small amount of sun to do this. Sun is gathered when it drops through the sky, or is produced by Sun flower plants. Tap the sun to collect it. The moment the zombie influx commences, the Pea Shooters are going to blast peas towards the forthcoming zombies but only when they are placed in the identical strip as the zombie.

An influx of zombies is considered beaten as soon as the very last zombie is killed. At the conclusion of every single level, a huge group of zombies will arrive. Be sure you have many shooters ready at this stage to stop the zombies from hitting you. Whenever a zombie is able to arrive at your house, a garden tractor will trigger, eliminating all zombies in the trajectory. The lawn mower is considered a final option exclusively, and will not be rejuvenated before a level is finished. When you complete stages, you will continually discover new vegetation you can use within the game. You will realize you have unlocked a new shrub by the end of a stage when you collect the card for that particular plant. If you believe you have made an error in planting a plant, you can use the shovel towards the bottom of the screen to clear out a shrub on the yard.

Level Types

In Plants versus Zombies 2 you will have different time regions that you can journey to.

You can travel to such areas as Egypt, Pirates on the high Seas, as well as the Wild West. You will get the chance to go to all these styled places as you complete each and every one, so you will always have something new right around the corner.

The worlds which you will travel in between can be unlocked by gaining stars. Stars are earned by accomplishing stages, together with finishing different assignments within the levels.

Once you gather enough stars, then you can tap within the very last star image inside the map and travel to your next area.

Zombie Types & Strategies

Regular Zombie

The standard Zombie is rather simple. This type is vulnerable to all types of vegetable attack. This zombie also comes dressed as a mummy, cowboy, or pirate on specific levels. Despite the new look, the attributes remain the same.

Flag Zombie

The Flag Zombie is equivalent to an ordinary Zombie except it's a little quicker. It too is vulnerable to every one of the plant attacks. This zombie also comes dressed as a mummy, cowboy, or pirate on specific levels. Despite the new look, the attributes remain the same.

Conehead Zombie

Cone head Zombies really are a normal Zombie with a traffic cone upon its head for defense. As a result the cone makes him twice as difficult as a normal Zombie. They usually are taken utilizing just about any method, so an elementary build ought to be adequate. This zombie also comes dressed as a mummy, cowboy, or pirate on specific levels. Despite the new look, the attributes remain the same.

Buckethead Zombie

Buckethead Zombies can easily take up lots of damage. Usually as much as five times what a regular Zombies are prepared for. Utilize single hit plants such as squash or bombs if your long-range plants lack sufficient strength. You are able to eliminate the bucket using a magnet shroom. This zombie also comes dressed as a mummy, cowboy, or pirate on specific levels. Despite the new look, the attributes remain the same.

Ra Zombie

The Ra Zombie soaks up ten normal damage hit points and its visual appearance changes with the absorption of five normal damage. The left arm falls of just before he dies. When the unit takes ten standard damage points the head falls off. This unit can steal sun points when Sun flowers and Twin Sun flowers are producing this or as soon as the sun is dropping in the atmosphere. When the zombie perishes, it offers the quantity of sun it initially took. There is an accomplishment when getting 10 sunlight through the Ra Zombie. The highest sunshine it may steal will be ten suns.

In the event the Ra Zombie is slowed down by means of The Snow Pea, its staff element is going to be light blue instead of red. If gamers time their strike appropriately, they are able to acquire the red-colored sun before the Ra Zombies attempts to steal it. Gamers may easily kill the Ra Zombie if they make it take sun points, triggering it to cease. It makes a sound when it is attempting to steal sun.

Camel Zombies

This unit comes in three's and protects itself with a board painted with a camel image. The speed is normal and it has no other special attacks.

The most effective plant to use to battle this unit is definitely the Bloomerang, as it can bust through virtually all graphics upon the camel signs. Avoid underestimating it, since they can be tougher without having the Bloomerang. The Camel Zombie with the extra hump graphic is a bit tricky. Potato Mines are not able to destroy the full picture in one attack; the best way to deal more destruction is that you simply utilize Plant Food as your Cabbagepults toss cabbages at all zombies on-screen to damage the Camel Zombie. It's also possible to utilize the Wallnut and Bonk Choy to kill a single zombie at any given time. An Iceberg Lettuce will certainly occasionally also freeze out each portion of the zombie, providing extra time.

Pharaoh Zombie

This zombies appearance is based on a Pharaoh and after the protective casket is broken it will speed up substantially.

This zombie may not be demolished by Instantaneous Kills in a single hit until it has taken a great deal of destruction of its protective sarcophagus. It is recommended that Immediate Kills are utilized when the zombie is arriving at low health for its protective shell.

Tomb Raiser Zombie

This unit will throw bones which create tombstones which will prevent you from creating plants. You have to make an effort to quickly destroy it before it creates more gravestones. A couple of Bloomerang plants are recommended to do additional damage on the Tomb Raiser Zombie. Using an Iceberg Lettuce with no Plant Feed in opposition to it is a bad idea, in the event that any other zombie passes the this one, it's going to freeze out the other one. Remember that the Snap dragon and Coconut Cannon plants are usually pointless to make use of so that you can destroy the Tomb Raiser Zombie. By using a Grave Buster whilst generates more Tombstones can also be a lousy concept, because the recharge is slow-moving.

Explorer Zombie

This unit supports a torch that burns up virtually any plant it gets close to. Iceberg Lettuce can certainly put out the torch. Snap dragons and fire peas can light this once more.

Iceberg Lettuce and Winter Melons are good plants to employ in opposition to it because it puts out its fire. Wallnut and Tallnut plants aren't effective since Explorer Zombie will burn them quickly.

Swashbuckler Zombie

This zombie swings on your yard around 4 lines inside. It may possibly also drop into the sea. Swash-buckler Zombie will take ten standard damage points. It loses its arm at 5 hits and in advance of perishing after ten hits.

Seagull Zombie

This zombie travels over various other zombies and smaller vegetation, such as iceberg lettuce, spikerock, and spikeweed and can fly above water. It dies when it's hit by butter, regardless of previous damage it's taken, which makes Kernelpults a good way to take care of these. You are able to halt them by using Wallnut and Tallnut plants. This unit will take 10 hits before it is destroyed.

Imp Pirate Zombie

It's just like a Zombie Bull Rider. A pair of Imp Pirate Zombies are generally within a Barrel-Roller Zombie. This zombie can be fired by the Imp Cannon into the gamer's defensive line. The Imp Pirate Zombie absorbs Ten standard hits and its particular visual appearance adjustments after absorption of Five standard hits before dying at 10 regular damage points.

Imp Cannon

This zombie is located in the Pirate Seas levels. It launches Imp Pirates to your defensive plants. If it's not wiped out for some time, it blows up. This will send Imp Pirate Zombies all over the place on the board.

Barrel Roller Zombie

This zombie will flatten vegetation utilizing its barrel. When the barrel is destroyed, two Imp Pirate Zombies leap into a couple of surrounding lines or sometimes if you are lucky, into the water.

Pirate Captain Zombie

This zombie is similar to a Cone head Pirate given its durability but how it differs is it releases a Zombie Parrot which will steal a gamer's plant. If the zombie is simply not wiped out fast, the parrot will be back again to take yet another vegetable.

Zombie Parrot

This unit is discharged from the Captain Pirate Zombie. This grabs plants similar to Bungee Zombies when not conquered in time.

Poncho Zombie

As soon as this unit is damaged adequately the zombies poncho comes off,

unveiling either a grate or nothing at all. This will then act as a regular zombie in other respects.

Pianist Zombie

This zombie rolls over plants and induces all other zombies to rapidly change lanes. It may also summon cowboy dancers which have got the ability to swap lanes. It's simple to destroy using a Spikeweed or perhaps a Spikerock plant. These are the two plants recommended to eliminate it.

Prospector Zombie

This zombie self destructs and shoots behind your plants. From here it will devour all plants until it gets back to the right side of the level. Prospector Zombie normally takes 10 regular damage hits. It will lose its arm in five hits and will perish after ten shots.

Chicken Wrangler Zombie

When this zombie is weakened, it releases a group of Zombie Chickens that dash in the direction of your crops. Otherwise, it is like a standard zombie. Chicken Wrangler Zombie can take ten standard hits. It releases its flock after 2 normal hits and will lose its arm at five shots before passing away at ten standard hits.

Zombie Bull

This unit runs for the player's vegetation and throws a Zombie Bull Rider off of its back. It really is a robotic unit, and immediately after weakening the Zombie Bull it unveils a robot underneath the Bull's flesh.

Zombie Bull Rider

The Zombie Bull Rider absorbs ten standard hit points and its particular appearance shifts upon the assimilation of 5 shots prior to passing away at 10 normal hits.

Zombie Chicken

This unit is launched from a ruined Chicken Wrangler. They will rapidly dash towards your plants executing huge amounts of damage. Lightning Reed plants are the best solution to deal with them all.

Treasure Yeti

Once you destroy this unit it will drop valuable items that you can keep.

Dr. Zomboss

Dr. Zomboss is the last Zombie leader, and only appears in the last stage. When Dr. Zomboss lowers his head, unleash your lob assault. You can also freeze him using an Ice Shroom to lengthen your own strike period.

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