

Zombies VS Plants User Manual

Gameplay

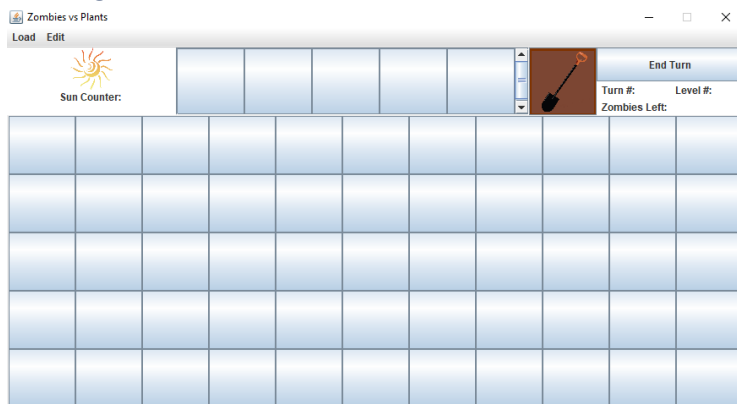
Description Zombies are attempting to cross your yard to eat your brain. To protect yourself, you'll need to fortify your yard with magical plants. Purchase plants using sun counters. You win once you succeeded in clearing the wave. You lose if the zombies reach the end onto the concrete. Except, if there is a lawn mower, consider it as a second chance to protect yourself.

Turns

As a turn base game, you'll need to carefully decide how each turn will span out. Click on "End Turn" once you have completed everything you would like during the turn.

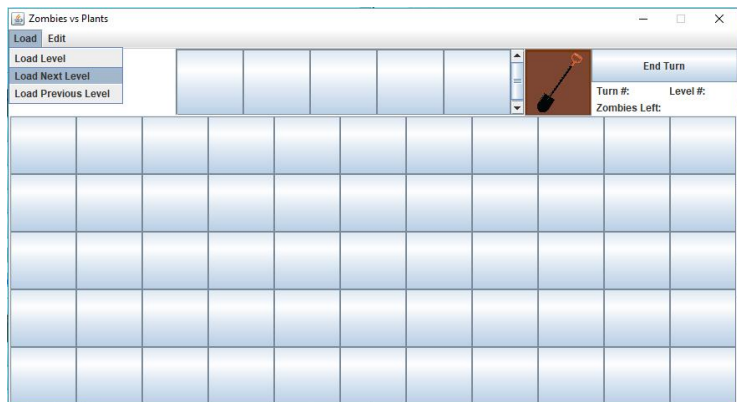
UI

Loading a level

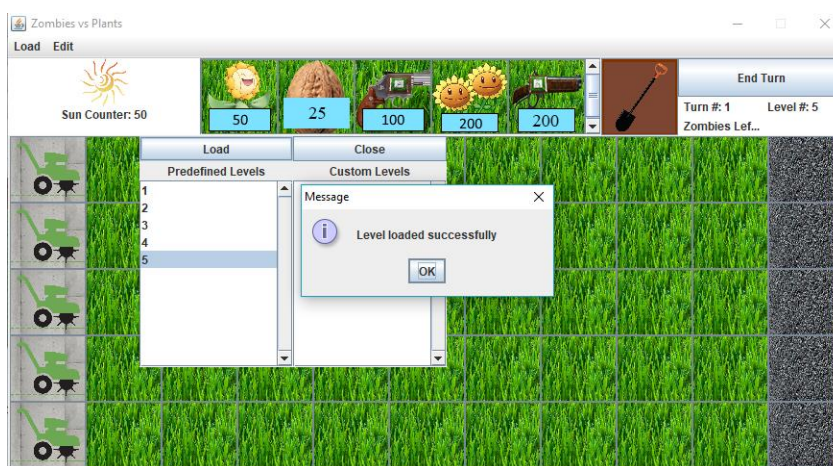
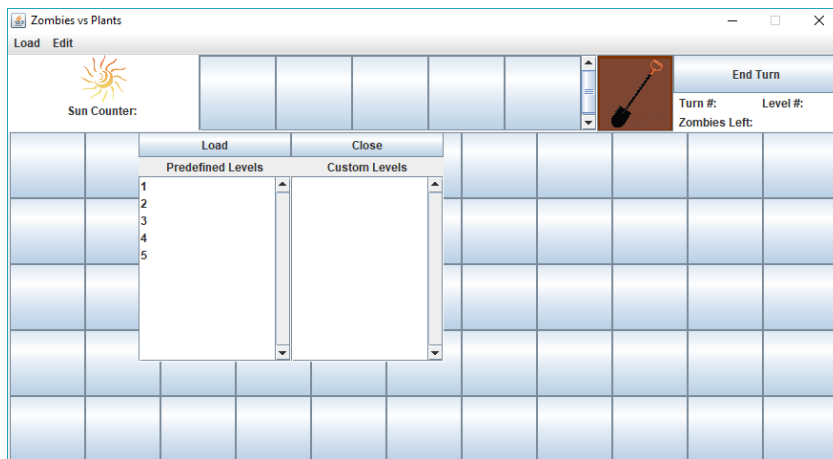


When game is initialize, there is an empty grid.

To start a level, click on "Load" from the menu bar, and select one of the three options. "Load Level" lets the user decide which level they would like to load. "Load Next Level" will load the next level that is yet to be completed. "Load Previous Level" will load the level you loaded earlier.



For "Load Level", you'll have the option to pick from a list of predefined levels or custom levels.



Tiles

- **Grass**

A grass tile can hold a single plant, or multiple of zombies.



- **Road**

A road tile is where the zombies come from. Plants cannot be planted on the road.



- **Concrete**

A concrete tile is where the lawn movers reside, and is the zombies' end goal.



Sun Counter



Displays the in-game currency, which allows you to purchase plants from the shop. The sun counters are generated each turn by the sun, or in addition to sun generating plants.

Shop



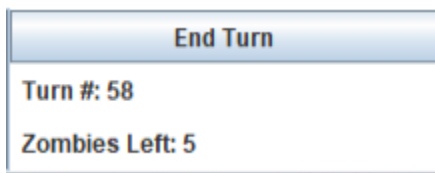
Displays a list of plants that you can purchase. At the bottom of the plants' icon is the amount of sun counters required to purchase the plant

Shovel



A button that allows you to select a tile to remove a residing plant

Game State



- "End Turn" button allows you to end the current turn, allowing zombies to process their turn, and plants to attack.
- "Turn #" displays the current turn number
- "Zombies Left" shows how many zombies are left till the wave is complete

Lawn Mower



Displays lawn mower, the second chance device, at the zombie's end goal.

Units

Plants



- **Sunflower**
Cost: 50 sun
Type: generator
Generate per turn: 25 sun
- **Wallnut**
Cost: 25 sun
Type: shield
- **Peashooter**
Cost: 100 sun
Type: attacker
Damage: 1 pea per turn
- **Duel Sunflower**
Cost: 200 sun
Type: generator
Generate per turn: 50 sun
- **Repeater**
Cost: 200 sun
Type: attacker
Damage: 2 pea per turn

Zombies



- **Walker**
The basic zombie of the game
- **Cone hat**
Slower, but stronger than the walker

- **Bucket Hat**
Slower than cone hat, but much stronger than cone hat
- **Football**
Fastest zombie, but slightly stronger than walker
- **Newspaper**
Faster than bucket hat, but slightly weaker than bucket hat