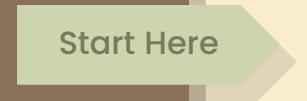


# mAiDO's REBALAnCE mOD

----- the visual guide -----



Start Here

# What is this “visual guide” thingy?

- Well, I made this lil' PPT slideshow as an alternative (and probably more entertaining) way to document and read changes in each update! Also I like making these silly things. Don't judge me.
- This handbook only covers changes I deem interesting or significant, things like slight cost or recharge differences will NOT be included. It is advised that you read the provided changelogs if you are interested.
- Anyway, hope you enjoy the mod! You can always send me feedback through DMs or in the mod thread.

# Some Terminology

- Producer: sun producers (Sunflower, Sun-shroom)
- Attacker: attackers that stay on the lawn until destroyed or shoveled (Peashooters, Fume-shroom, etc.)
- Early Plants: cheap plants that are more effective during the early game (Potato Mine, Ghost Pepper, etc.)
- Multiplier Plants: plants that amplify other plants (Pea Vine, Torchwood, etc.)

## Some Terminology

- Wall: plants with high health meant to stop zombies (Wall-nut, Infi-nut, etc.)
- Semi-wall: plants with above average health with other utilities (Chard Guard, Lychee)
- Instant/Insta: plants that activate immediately when planted (Cherry Bomb, Grapeshot, etc.)

# Sun Producers



Production Cycle: 23.5 sec > 28.5 sec

I believe that sun production in vanilla PvZ 2 is incredibly easy with so many plant options available, plus the 50 sun meta. I want to slow the cycle down a little bit to make every plant require some form of strategies.

# Cherry Bomb



\* Note: reignites torches, also some @!#? are immune to their explosion



Recharge: 30 sec > 50 sec

Cherry Bomb, as well as many other instant-use plants have had their recharge significantly increased as they could be used incredibly frequently. Players are now required to think a bit before planting one of these devastating botanic bombs.

# Grapeshot



\* Note: might catch zombies outside their explosion.  
Also good against graves



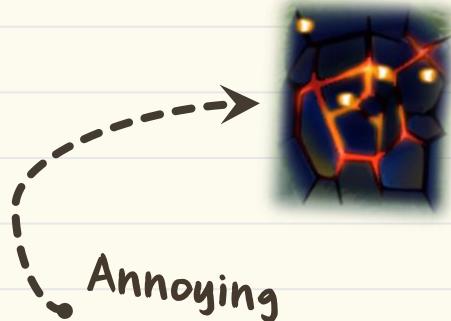
Damage: 1800 > 600

Cost: 150 > 175

Recharge: 30 sec > 50 sec

Grapeshot deserves a massive nerf.  
C'mon, same price as Cherry Bomb, but even more damage? Worry not, though. Its damage is still enough to deal with armored zombies and other light targets.

# Doom-shroom



\* Note: good for clearing lots of graves at once, too

Damage: 1800 > 2700

Crater Duration: 3 min > 2 min

Cost: 225 > 275

Recharge: 35 sec > 75 sec

Doom-shroom received a massive recharge nerf to keep him from decimating literally any level. To compensate, his damage is enough to knock out more targets, and the crater only lasts for 2 minutes, allowing players to keep pace with the faster levels.

# Melon-pult & Winter Melon



Melon Pult

Recharge: 5 sec > 10 sec

Winter Melon

Cost: 500 > 650

Recharge: 5 sec > 20 sec

A slight nerf to Melon-pult, and heavy cost and recharge nerfs to Winter Melon. Both of these plants are simply cracked at destroying zombies. The nerfs aim to slow them down without sacrificing their immense firepower.

# Bloomerang



Fire Rate: 2.7 sec > 2.25 sec

Pierce Count: 3 > 5

Blooperang is the first new face you meet in PvZ2, however, he severely underperforms for his cost. His damage potential has been greatly improved with higher pierce count and ~20% better damage output, making him a fantastic choice to combat the ever-present tombstones in his home world.

# Iceberg Lettuce



\* Note: freeze and chill are enough to stall a target forever, with only small movements between uses

Freeze Duration: 10 sec > 12 sec

Chill Duration: 12 sec

Iceberg Lettuce's overall potency has been greatly increased to better compete with plants in its price range, namely Stunion. While Stunion can stun all enemies in a small area, Iceberg Lettuce excels at locking down a single enemy for an extended period of time.

# Ice-shroom

Freeze Duration: 5 sec > 7.5 sec

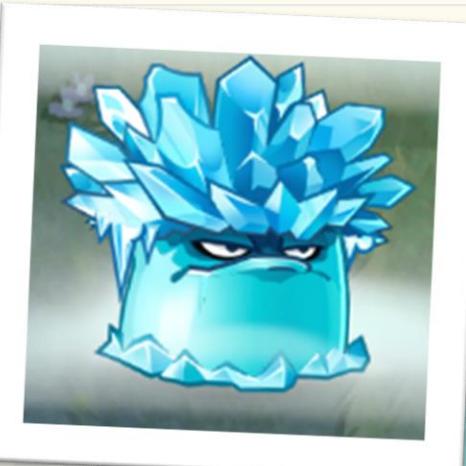
Rest Time: 25 sec > 45 sec

Chill Duration: 5 sec > 15 sec

Cost: 300 > 425 sec

Recharge: 30 sec > 45 sec

Toughness: 700 > 300



\* Note: proper cycling between 2-3  
Ice-shrooms can keep zombies  
frozen almost indefinitely

|That's a lot of nerfs. But all  
|deserved. Ice-shroom were capable  
|of cheating almost all levels  
|thanks to his absurd stalling  
|power. The new Ice-shroom is much  
|more difficult to obtain and  
|protect, but also more rewarding.

# Spring Bean



Knockback Distance: 1 > 3

Rest Time: 10 sec > 12 sec

Cost: 25 > 50

The infamously horrible Spring Bean can now indefinitely stall a single zombie for the cheap price of 50 sun thanks to its greatly increased knockback!

# Pepper-pult



\* Note: Plant Food  
aims at plants  
instead of zombies.  
Good for thawing  
frozen veggies

Cost: 200 > 175

Recharge: 20 sec > 8 sec

Pepper-pult had a 20-second cooldown. Can you believe that? No more, I say! Pepper-pult is now both a reliable attacker and heater with its new 8-second recharge!

# Intensive Carrot



\* Note: VERY strong with wall plants, especially ones like Lychee



1500 HP > 2250 HP

Cost: 100 > 75

Recharge: 20 sec > 15 sec

Health Returned: 50% > 150%

Intensive Carrot used to make you lose slower. Well, now he gives you a chance to bounce back from a potential loss with his ability to OVERHEAL defeated plants, giving them 50% more health than when they were first planted!

# Explode-o-Nut



\* Note: damage is armor-piercing, still good against cones and buckets



About to have a  
bad time

Damage: 1800 > 450 Toughness: 3000 > 1500

Cost: 50 > 150

Recharge: 10 sec > 20 sec

A Wall-nut that also explodes  
when eaten. With the same price.  
And recharges faster, too.  
Wow.

# Phat Beet



\* Note: Plant Food can destroy all buckets in an area.  
Neat!

Damage: 15 > 20

Crit Damage: 45 > 50

PF Damage: 800 > 1100

Recharge: 5 sec > 10 sec

Phat Beet has been made a significantly more effective main attacker. His critical hits and Plant Food effects now have a lot more “Oomph” to them, as they should be.

# Primal Potato Mine

Just 5 seconds!



\* Note: can still deal with armor, but naturally tough enemies (e.g. bullies) might survive the blast

Damage: 1800 > 480

Cost: 50 > 75

|-----|  
| Simple changes, but entirely |  
| switches up how Primal Potato |  
| Mine is used. The plant now excels |  
| at dealing with swarms of weaker |  
| enemies over a wide area, while |  
| regular Potato Mine is great |  
against single high health enemies!

# Red Stinger

HP: 300

Damage:  $30 \times 2$



HP: 1500

Damage: 30



HP: 4000

Damage: nah

\*Explorer note: Repeater is still better for heavy firepower

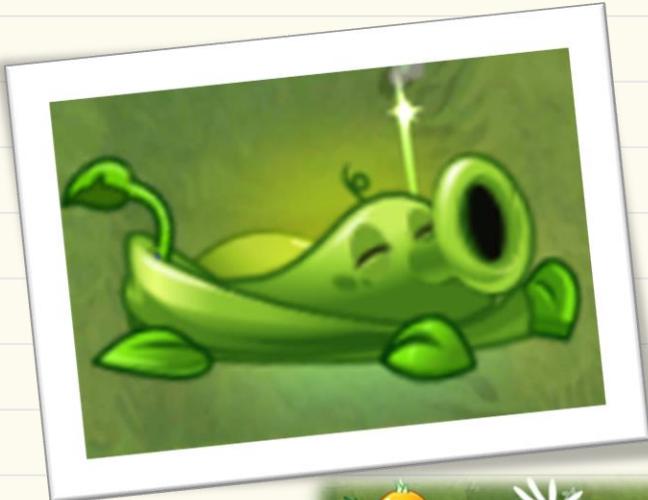
Fire Rate: 1.75 sec > 2.0 sec

Stage 2 HP: 900 > 1500

Stage 3 HP: 1500 > 4000

Red Stinger's overall firepower, while lowered, has been made more consistent across the board; and his defensive forms have been significantly improved. At stage 3, Red Stinger is as tough as a Wall-nut with a 5-second recharge, if you have the sun to afford...

# Pea Vine



\*Note: Can boost more  
than just peas

Fire Rate: 1.35 sec > 1.85 sec

Cost: 100 > 150

Toughness: 250 > 150

Recharge: 5 sec > 8 sec

Pea Vine used to be able to act as a main attacker, something a multiplier plant shouldn't be capable of. After the nerfs, Pea Vine should fulfill their role as intended.

# Gloom Vine

Damage: 45 > 15

Fire Rate: 2.7 sec > 1.5 sec

Toughness: 250 > 150

Recharge: 5 sec > 8 sec



\*Note: Plant Food effect's firepower has been reduced, can only remove cones now

Gloom Vine has been reworked to be more in line with Pea Vine. It's also received a small QoL change in its faster fire rate, but less damage, giving the vine a nice niche in countering chickens.

# Pumpkin



\*Note: Extremely effective with melee plants

Cost: 150 > 125

Toughness: 4000 > 2000

Recharge: 30 sec > 15 sec

Pumpkin has received a slight rework to help it keep up with the faster levels in PvZ 2. Its faster recharge helps its maintenance throughout the battle, while the plant's lower toughness prevents it from cheeving S.O.S levels.

# Floawer Pot



Can be moved to a  
different tile



Note: its Plant Food  
form is also  
tougher, too!

Plant Food Move Time: 2.5 sec > 1 sec

Cost: 100 > 25

Recharge: 10 > 5

Floawer Pot's old sun cost and recharge  
were honestly... questionable? And his  
Plant Food gimmick, while cool, is  
unreliable due to the low movement speed  
and tons of requirements. All of these  
aspects have been greatly improved,  
should Sky City be a world in the  
future.

# Skyshooter



\*Note: Now only fires  
propeller-peas during  
Plant Food effect

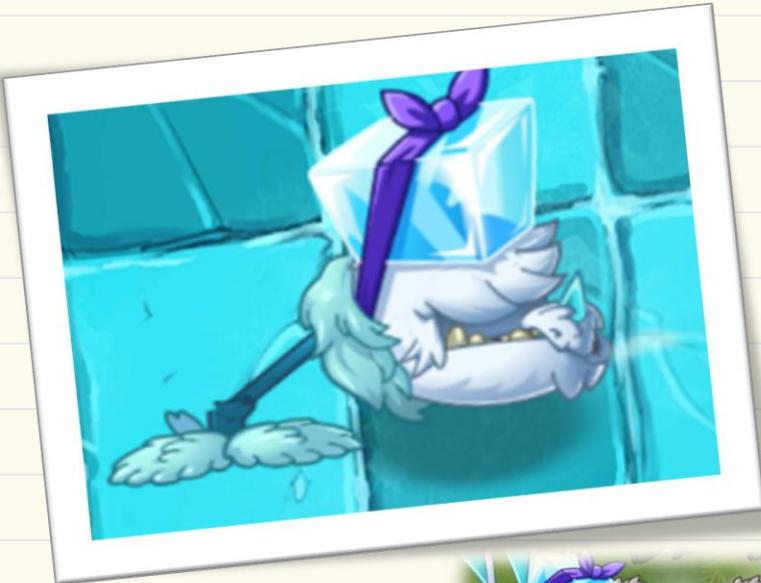
Fire Rate: 0.9 sec > 1.35 sec

Cost: 150 > 125

Peas per Plant Food: 75 > 45

|-----|  
| Skyshooter was simply overperforming |  
| for his cost. He has been toned down to |  
| fill the role of an aerial Peashooter. |  
| His slower fire rate also makes his |  
| knockback significantly less prominent, |  
| allowing zombie advances to be a bit |  
more fair.

# Cold Snapdragon



\*Note:

Plant Food  
effect now  
freezes/chills  
for longer



Cost: 225 > 350

Recharge: 5 sec > 10 sec

Cold Snapdragon was simply too powerful for cost-to-power ratio compared to regular Snapdragon.

Now Cold Snapdragon requires some careful thoughts and protection to avoid getting eaten.

# Gloom-shroom



Damage: 100 > 50

Damage Duration: 0.8 sec > 1.0 sec

Fire Rate: 1.5 sec > 2.0 sec

Poison DPS: 60 > 30

Cost: 250 > 275 sec

Recharge: 10 > 20



\* Note: Gloom-shrooms can poison zombies when shadow-powered, dealing passive damage that ignore armor

Old Gloom-shroom was capable of wrecking hordes of zombies by itself, even when not shadow-powered. The nerfed Gloom-shroom's lower DPS requires proper support from its allies in order to continue shredding zombies.

# Gold Bloom

Cost: 0 > 100

Recharge: 75 sec > 50 sec

Initial Recharge: 0 sec > 30 sec



No longer fully recharged at the start of a level

Gold Bloom was able to invalidate the entire early game thanks to its ability to produce sun without any cost. The new Gold Bloom now functions as a reliable secondary sun producer with its shortened recharge in exchange for an initial fee.

Ya gotta spend sun to earn sun!



$375 - 100 = 275$  sun profit

# Snowdrop



\* Note: Planting 2 or more  
Snowdrops in the same lane can  
stop zombies from moving at all

Fire Rate: 1.35 sec > 2.7 sec

Icicle Chance: 20% > 15%

Cost: 200 > 225

Recharge: 5 sec > 15 sec

Snowdrop's AoE freeze with a high rate of fire make her incredibly potent at stalling zombies. The nerfed Snowdrop's attack rate is kept in line with other lobbers, which also significantly reduces her overwhelming freeze chance.

# Hurrikale



\*Note: Only pushes zombies back roughly 6 tiles now

Blow Duration: 3 sec > 2.5 sec

Recharge: 15 sec > 25 sec

|-----|  
| Hurrikale was one of the best |  
| stallers in the game with its ability |  
| to both reset and slow down zombie |  
| progress. The nerfs aim to, |  
| ironically, slow the plant down and |  
| make it more fair for our undead |  
friend-nemes.

# Electric Peashooter



\*Note: Plant Food orbs deals more damage alongside Splash

Damage: 20 > 5

Bolt Damage: 20 > 10

Bolt Frequency: 0.5 sec > 0.25 sec

Bolt Chain: 2 targets > 4 targets

Cost: 200 > 475

Fire Rate: 2.7 sec > 2.25 sec

Recharge: 5 sec > 20 sec

-----  
| Electric Peashooter has been |  
| reworked to be the heaviest |  
| piercing plant in the arsenal. His |  
| single target damage has been |  
| greatly reduced, however, his |  
| crowd control power is now |  
| significantly more powerful. |  
|  
-----

# Electric Currant



\*Note: Linked plants can briefly stun zombies, while Infi-nut deals damage to nearby zombies

Cost: 150 > 225

Toughness: 300 > 600

Linked Stun Duration: 0.25 sec > 0.15 sec

Electric Currant's newfound synergy with Fila-mint Plants granted him a one-way ticket to Nerf City. His main nerf lies in the linked plants' shortened stun duration, while Currant himself received a slight toughness boost to make him more reliable.

# Pea-nut



\*Note: Fire rate increases from 1.35 to 0.45 sec when damaged



\*Note: Heavenly Peach is a good support as they can keep injured Pea-nuts alive longer thanks to weak heals and invincibility buffs

Hurt Fire Rate: 2.7 sec > 0.45 sec

Toughness: 4000 > 2000

Pea-nut is quite a confusing plant in vanilla. But the reworked Pea-nut now prefers to be in front of other plants - where it is most likely to take damage to utilize its massive fire rate boost when badly injured!

# Lychee



\*Note: Plant Food takes 1/2 damage instead of receiving extra armor, so Gargantuars can still kill them in one hit

Damage: 20 > 25    Damage Needed per Hit: 100 > 90

Cost: 150 > 100

Toughness: 3000 > 1500

Recharge: 20 sec > 10 sec

Lychee has been reworked to be the most offensive semi-wall plant available! Every Lychee is guaranteed to deal 420 damage once destroyed, whether through bites or smashes, making it a great plant-and-forget unit!

# Endurian



\*Note: Plant Food now  
doubles both Endurian's  
power and toughness

Damage: 10 > 15

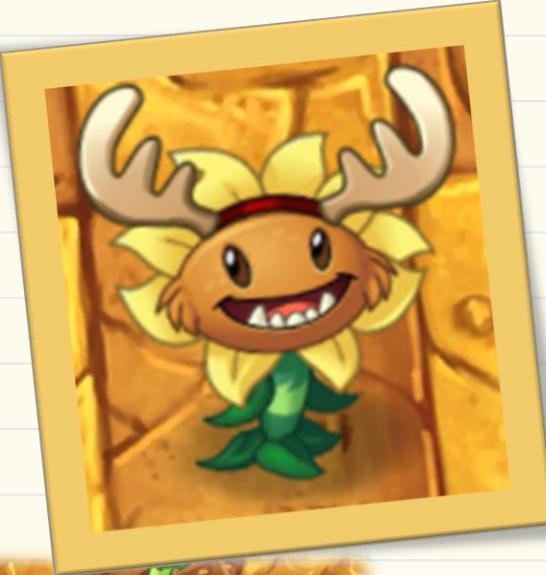
Cost: 100 > 150

Toughness: 3000 > 4000

Recharge: 15 sec > 20 sec

With Lychee as the offensive semi-wall,  
Endurian has also been reworked to be a  
full-fledged, damage-dealing defensive  
wall. He is more difficult to plant, but  
also provide significantly more value on  
the field.

# Primal Sunflower



\*Note: Especially effective against ambushes

Cost: 75 > 100

Toughness: 300 > 900

Recharge: 5 sec > 8 sec

| With the rework brought over from |  
| Reflourished, Primal Sunflower |  
| now functions as the weakest semi- |  
| wall that also consistently produces |  
| sun! You're welcome, folks who love |  
| planting meatshields along the |  
| front line!

# Primal Peashooter



\*Note: Can single-handedly combat any standard speed zombie

Fire Rate: 2.7 sec > 4.35 sec

Knockback Chance: 50% > 100%

Knockback Distance: 1 > 0.6

Cost: 175 > 225

-----  
| Primal Peashooter now no longer relies on randomness, as his shots will always knock |  
| zombies back! It is recommended to use him |  
| alongside plants like Snow Pea or Sap- |  
| fling to both cover his slow fire rate and |  
| exploit his knockback potential.  
|  
-----

# Chomper



\*Note: Plant Food now swallows 10 zombies instead of 3

Chew Time: 17 sec > 12 sec

Swallow Capacity: 2 > 1

Recharge: 5 sec > 10 sec

Chomper is now the fastest and most affordable eater of its group, but also has the shortest range and lowest capacity. Snap Pea and Olive Pit will be rebalanced accordingly whenever they arrive.

# Toadstool



\*Note: Each zombie swallowed will  
reset the 30-second chew time

Swallow Capacity: 1 > 2

Sun per Zombie: 50 > 25

Cost: 200 > 275

Recharge: 5 sec > 10 sec

While Chomper is the fastest chewer,  
Toadstool takes her time to fully  
digest the larger number of zombies  
she can devour. To compensate for her  
improved eating power, her cost and  
recharge has been increased.

# Dragonbruit



Cost: 50 > 150

Toughness: 100

Recharge: 5 sec > 7.5 sec

\*Note: Baby Bruits  
have also been changed  
to stay consistent  
with the main plant

Poison DPS: 40 > 10      Poison Duration: 3 sec > 4 sec

Damage: 100 > 6      Fire Rate: 7 sec > 5 sec

Cost: 250 > 450      Removed splash damage

Recharge: 10 sec > 20 sec

Dragonbruit now fills the unique role as a poison spreader! Their raw damage output has been significantly reduced, alongside their cost and recharge, and the plant now relies more on its shadow form to have make a splash out of its spits.

# Meteor Flower



\*Note: May scare  
away certain uh...  
"critters"

Meteor Conjured: 2 > 1 Lava Duration: 7 sec > 5 sec

Fire Rate: 7 sec > 5 sec

Cost: 250 > 325

Recharge: 10 sec > 15 sec

Meteor Flower has been reworked to be a heavy-hitting Homing Thistle thanks to its ability to target zombies closest to the house. Its fire rate has been improved, while the meteor number has been lowered to avoid screen shakes, and its lava tiles last shorter to allow easier planting.

# Nightshade



\*Note: Can combat Bucketheads with minor support

Shadow-boosted Damage: 100 > 200

Shadow-boosted Range: 9 > 3

Leaf Regrow Rate: 5 sec > 6 sec

Fire Rate: 2.7 sec > 1.9 sec

Cost: 75 > 175

Continuing the rework chain, this time with Nightshade! The plant is now a very heavy melee plant capable of dealing great damage in a short time. His shadow-boosted form now has shorter range to give him a chance to regrow his leaves, ready for the next target.

# Buttercup



\*Note: Zombies now have a fair shot at actually taking her down

Damage: 100 > 60

Butter Duration: 8 sec > 6 sec

Toughness: 900 > 200

Recharge: 10 sec > 25 sec

Buttercup has been significantly nerfed to be more in line with plants of her price range like Potato Mine or Chili Bean. Her toughness and butter duration has been greatly reduced to mold her into an early game staller that is less effective in later stages of a level.

# Magnifying Grass



\*Note: Plant Food now draws power from more plants, including other Magnifying Grass

Damage: 550 > 700

Sun to Fire: 50 > 75

Fire Rate: 0.33 sec > 0.25 sec

Cost: 50 > 0

Recharge: 5 sec > 10 sec

Magnifying Grass received a nerf to her firing cost, but a significant damage increase, giving her overall more value out of each attack. For Magnifying Grass-centric strategies, her Plant Food now draws power from more plants, and deals a bit more damage, too!

# Tall-nut

Cannot be moved by zombies

Cannot be destroyed by surfboards

Cost: 125 > 150

Recharge: 20 sec > 25 sec

| Tall-nut is now an alternative to |  
| Resistant Radish as a counter to |  
| displacing threats such as Excavators |  
| and Mecha-football Mechs. His ability to |  
| block most threats make him an |  
| exceptional choice in Big Wave Beach to |  
| fight Fisherman Zombies.



\*Note: Cannot be moved  
by displacing zombies

# Bambarrier



\*Note: Baskets do not make Scaredy-shrooms feel safe, unlike Pumpkins

Toughness: 1000 > 2000

Basket Toughness: 2000 > 1200

Cost: 225 > 325

Recharge: 15 sec > 20 sec

\*Note: Name changed from Bamboozle to Bambarrier

Bambarrier's ability to spawn 5 Pumpkin-like walls is simply too powerful. The barrier's toughness was significantly reduced, and the plant itself has received some big nerfs to its sun cost and recharge. His shots now pierce clumped up zombies to make it less frustrating to use.

# Bamburrow

Damage: 20 > 10

Range: 4 tiles > 4.5 tiles

Cost: 175 > 100

Recharge: 5 sec > 3 sec

Bamburrow has been reworked to be a ranged Spikeweed, with the same price and recharge. While Spikeweed does notably more damage in a single tile, Bamburrows can quickly be stacked to dish out multiple layers of damage.



\*Note: Name changed from Bambooshoot to Bamburrow

# Moon Bean



\*Note: Plant Food Sun Bombs do no damage to plants, and extra damage (around 200) to zombies!

Damage: 450 > 160

Radius: 40 > 62 (around 3x3)

Cost: 25 > 0

Recharge: 20 sec > 12.5 sec

Moon Bean has been reworked to be a cheap, fast-recharge plant that focuses on dealing AoE chip damage. Unlike its vanilla counterpart, both of the reworked Moon Bean's options are valid - do you want to use it as a sun producer on par with Twin Sunflowers? Or do you want free damage?

# Banana Launcher



\*Note: Can kill Bucketheads in one hit,  
and Gargantuars in two

Damage: 1200 > 1800

Reload Time: 20 sec > 30 sec

Recharge: 5 sec > 20 sec

-----  
Banana Launcher is now a lot more satisfying and devastating to use! Its bananas now does a boatload of damage, enough to bypass several threshold, in exchange for a much longer reload that requires careful thought and timing to not leave it vulnerable.  
-----

# Missile Toe



\*Note: Proper cycling between Missile Toes can keep zombies at bay for a long time

Damage: 1200 > 150      Freeze Duration: 5 sec > 7.5 sec  
Radius: 1x3 > 3x3      Chill Duration: 5 sec > 15 sec  
Cost: 500 > 275      Reload Time: 20 sec > 45 sec  
Recharge: 5 sec > 20 sec

Missile Toe is no longer a straight upgrade to Banana Launcher, but a plant that applies AoE freeze on demand! Additionally, Missile Toe does light damage over a large radius, enough to remove any pesky Imps or critters caught in the blast.

# Citron



\*Note: Extremely effective against clumped up targets

Damage: 800 > 900

Now does 200 splash damage in one tile

Reload Time: 7.5 sec > 10 sec

-----  
| Citron has received some changes to  
| make him function more like his vanilla  
| counterpart with the slower fire rate.  
| Fortunately, he now deals more damage  
| with some splash to boot! Notably, the  
| damage increase allows him to take out  
| Gargantuars in 4 shots instead of 5.  
|  
-----

# Apple Mortar



\*Note: Plant Food deals good damage in a 1x3 radius that also stuns for 3 seconds

Damage: 30 > 120

Now does 60 splash damage in one tile

No longer stuns zombies

Fire Rate: 1.85 sec > 5.4 sec

Recharge: 7.5 sec > 15 sec

-----  
Apple Mortar now lives up to his namesake - a powerful mortar that does great damage against groups. Compared to plants like Dandelion and Dusk Lobber, Apple provides far heavier damage at a significantly lower rate, requiring support from slowing plants.