

Plants vs. Zombies (video game)

Plants vs. Zombies is a tower defense and strategy video game developed and originally published by PopCap Games for Windows and OS X in May 2009. It has been ported to consoles, handhelds, and mobile devices. In *Plants vs. Zombies*, the player takes the role of a homeowner in the midst of a zombie apocalypse. To defend their home from zombies, the player puts down plants that fire projectiles at, or have other detrimental effects on, a horde of advancing zombies, which approach along several parallel lanes. The player collects a currency called "sun" with which plants can be bought. If a zombie makes it to the house on any lane, the level is over.

The game was designed by George Fan. It was initially conceptualized as a more defense-oriented sequel to the fish simulator game *Insaniquarium*, before developing into a tower defense game featuring plants fighting against zombies. Other inspirations for *Plants vs. Zombies* include *Magic the Gathering*, *Warcraft III*, and *Swiss Family Robinson*. Rich Werner helped with the art style of the game and Laura Shigihara was the composer for the game's music.

The game received critical acclaim and was nominated for multiple awards. It won the "Download Game of the Year" and "Strategy Game of the Year" as part of Golden Joystick Awards 2010. *Plants vs. Zombies* received praise for its simplistic but engaging gameplay and humorous art style and at the time of its release. The game was the fastest-selling video game developed by PopCap Games and by 2010, had sold over a million copies worldwide.

A few years after the release of *Plants vs. Zombies*, PopCap Games was bought by Electronic Arts (EA). George Fan and 49 other employees were laid off by EA to mark a change of focus to mobile and social gaming. After the buyout, *Plants vs. Zombies* was followed by two direct sequels, three third-person shooters, and two spin-offs; most of which have received positive reviews.

Contents

Gameplay

- Adventure Mode
- Other game modes

Development

- Concept
 - Name
- Design
- Characters

Plants vs. Zombies



Developer(s)	<u>PopCap Games</u>
Publisher(s)	<u>PopCap Games</u>
Designer(s)	<u>George Fan</u>
Programmer(s)	<u>Tod Semple</u>
Artist(s)	<u>Rich Werner</u>
Writer(s)	<u>Stephen Notley</u> ^[1]
Composer(s)	<u>Laura Shigihara</u>
Series	<i><u>Plants vs. Zombies</u></i>
Engine	<u>PopCap Games Framework</u>
Platform(s)	<u>Microsoft Windows</u> <u>OS X</u> <u>iOS</u> <u>Xbox 360</u> <u>PlayStation 3</u> <u>Nintendo DS</u> <u>DSiWare</u> <u>Android</u> <u>Windows Phone</u> <u>PlayStation Vita</u>

unlocked after level 3–4.^{[6][1]} Crazy Dave offers boosts that players use to upgrade already-placed plants and gardening tools for the player's Zen Garden.^{[5][6]} The Zen Garden is unlocked after the player beats level 5–4,^[1] and has the player water and maintain a group of plants^[5] that are randomly dropped after a zombie is killed.^[1] In return, the plants give the player money.^[5] The fifth level of every stage has a mini-game challenge of some sort, often utilizing a conveyor belt that gives different types of plants to the player.^[4] The tenth level of every stage has plants being given to the player through a conveyor belt without a mini-game type gimmick.^[1] Stages one, three, and five take place in daytime, while stages two and four take place in nighttime.^{[1][9]}

The game has the player use the fungi plants during the nighttime stages due to their lower cost and sun not being generated during the night.^{[1][9][4]} Stages three and four take place in the backyard of the house, which has six lanes and features a pool that takes up the middle two lanes.^{[1][9]} The pool requires the player to place the plants on Lily Pads; these can be placed directly on pool lanes, while most other plants cannot.^[4] Stage five takes place on the roof of the house.^[11] The roof has the player use catapult plants rather than the normal shooting plants due to the roof slanting upward in the middle.^[1]

The last level of the game has the player facing against Dr. Zomboss, an evil scientist and the animator of the zombies. He crushes the player's plants with his Zombot's feet and vans, and can place fire and ice balls that roll across a lane. The player can subdue these by using Jalapeños and Ice Shrooms.^[12] After beating Adventure mode, the player can choose to play through Adventure mode again, this time with the plants unlocked from the previous course of playing Adventure mode and with three randomly selected plants at the beginning of each level.^{[13][14]}

Other game modes

There are three game modes the player can also play after beating Adventure mode: Mini-Games mode, Puzzle mode, and Survival mode. In Mini-Games mode, the player selects from a collection of twenty mini-games.^[5] The levels pose the player with many unique challenges that use some sort of gimmick,^[15] often utilizing variants of a conveyor belt to give the player certain plants.^[16] Before beating Adventure mode, the player can play three levels from Mini-Games mode after collecting a gift box in level 3–2.^[1] In Puzzle mode, the player can play two types of levels, "Vasebreaker" and "I, Zombie".^{[5][17]} In "Vasebreaker", the player breaks open a set of vases that can contain either a plant or a zombie. The game ends when all the vases are smashed and all the zombies have been killed.^{[1][5]} In "I, Zombie", the player places zombies to get past pre-placed cardboard cut-outs of plants to eat the brain at the other side of each lane.^{[5][7][1]} Survival mode offers the player a selection of levels that have the player choose plants between each wave to fight increasingly challenging waves of zombies.^{[5][18]}

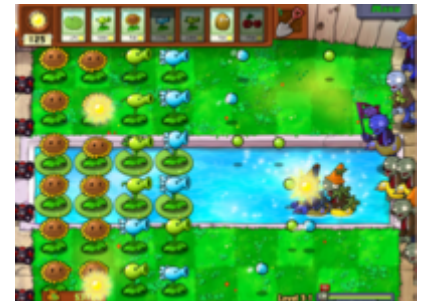
Development

Concept

WW: January 30, 2013

Genre(s) Tower defense, strategy

Mode(s) Single-player, multiplayer



A pool level is currently in progress. Zombies are progressing from the right in order to reach the house. The player has to place down plants in order to defend their house from the zombies.

Plants vs. Zombies was designed by George Fan. He was inspired to make the game a tower defense game after both thinking of a more defense-oriented version of a previous title of his, *Insaniquarium*, and playing some *Warcraft III* tower defense mods.^[19] Fan had the idea of a sequel to *Insaniquarium* for the Nintendo DS. In the initial concept, each screen was to represent a separate fish tank; one stacked on top of the other. Aliens would attack the top fish tank, and, if successful, would break into the bottom fish tank. The gameplay in the top fish tank would be focused on defense against the aliens, while that in the bottom fish tank would be focussed on resource generation, akin to *Insaniquarium*.^[20] But, inspired by the towers in *Warcraft III*, he felt that plants would make good defensive structures. He wanted to bring something new to the genre with his game, and he found common tower defense game-play elements such as mazing and juggling to be too awkward, causing him to use the five- and six-lane set-ups that were used in the final version.^{[17][21]} Originally, enemies were going to be the aliens from *Insaniquarium*. But while sketching concept art, Fan drew a sketch of what he considered "the perfect zombie", and the theming was reworked.^[22]

Some of the characteristics that defined *Insaniquarium* influenced the development of *Plants vs. Zombies*. Players advance at a similar pace by receiving new plants. Also, the way plants are chosen at the beginning of each level was derived from the way pets are chosen in *Insaniquarium*.^[21] Another inspiration for the game's mechanics came from a scene in the film *Swiss Family Robinson* in which the family defends against pirates.^{[19][23]} Fan included elements from the trading card game *Magic: The Gathering*, which he had played with his girlfriend, Laura Shighihara. Showing her how to customize their card decks inspired him to design *Plants vs. Zombies* with seed packets rather than his original idea of using a conveyor belt that produced randomly selected plants, due to the greater complexity of the seed packet method. While the conveyor belt idea was dropped from the more common game mode, it remained as a special element in select levels.^[17] The use of five lanes was influenced by the game *Tapper*.^{[17][21]}

Name

When the game featured aliens, its working title was *Weedlings*.^{[20][23]} It was changed to *Plants vs. Zombies* after the enemies were changed to zombies. *Plants vs. Zombies* was initially a placeholder name.^[24] The planned name for most of the development was *Lawn of the Dead*, a pun on the title of the George A. Romero zombie film *Dawn of the Dead*.^[25] However, Romero did not allow Fan to use the name. Fan sent Romero a video of Fan dressed as a Zombie Temp Worker grunting and programming on a computer with the subtitles saying something about runtime errors. The video was a plea to let Fan use the name. Romero still did not allow usage of the name.^{[20][24]} There were many other planned names including *Bloom & Doom*, which would later be used as the branding on the seed packets in-game, and *Residential Evil*.^{[24][26]}

Design

Fan designed the tutorial to be simplistic and spread throughout *Plants vs. Zombies* to get casual gamers into the game.^[27] During development, it was discovered that newcomers to the genre of real-time strategy may have had a hard time learning the concept behind sun collection. So, the price of the income-generating Sunflowers was dropped from 100 to 50 to encourage players to buy them over the attacking Peashooter. As a result, the balance between plants and zombies had to be restructured—a move that Fan said was worth the effort.^[21] Adventure mode was focused on for much of the first year of development. Upon finishing some items ahead of schedule, the programmer, Tod Semple, began working on ideas that would later be used for Mini-Games mode.^[17] Some ideas for the Puzzle mode section would later be tweaked and moved into Adventure mode; "Vasebreaker" and "I, Zombie", for example, came from single-level concepts for Mini-Games mode. During testing, Fan found that Mini-Games mode and Puzzle mode seemed to detract from the focus on Adventure mode, so the additional modes had most of their levels locked, requiring advancement within Adventure mode in order to become unlocked.^[17]

The final designs of the zombies and the plants were similar to how they were initially. After searching for an artist, Fan discovered Rich Werner, who Fan thought clicked with his design intentions. He attributed the intrigue of the design to its animation scheme; Semple suggested that they animate it in Flash and export it into the game. Fan worried that this would look like it was cut out from paper, and would resemble South Park too much, but was satisfied in the end, attributing this to Semple and Werner's talents.^[17]

Characters

In the final game, 49 plants can be unlocked.^[1] Of the plants, Fan was most proud of the Tall-Nut, Torchwood, and Cob Cannon plants. He explained that the Tall-Nut has character, citing its "determined gaze" and how it sheds a single tear when hurt. Shigihara could not stand to see this and protected it with a Pumpkin, which can protect plants inside it. He felt that the Torchwood – which gives Peashooters flaming ammunition – required players to think of how plants interacted with each other.^[21] Another favorite plant of Fan's was the Squash, due to how its name suggested its purpose; to squash things.^[28] A plant was proposed that is similar to the defensive item Umbrella Leaf, which would be planted above other plants to protect them from Bungee Zombies and Catapult Zombies. However, it was difficult to visualize their positions.^[17] The Umbrella Leaf that made into the final game did protect plants from Bungee Zombies and Catapult Zombies, but they had to be placed next to a plant.^[29] Concept art of many of the plants were drawn for *Plants vs. Zombies*, but a lot of them did not make it into the final game.^[19] The human character, Crazy Dave, was a parody of a person Fan knew in real life, but more insane.^[25]

In the final game, 51 zombies were added in.^[30] Fan's favorite zombie was the Pole Vaulting Zombie, due to the hilarity involved when a player encounters it for the first time, using a specific example where a player tries to block it with the Wall-Nut, only to have the zombie jump over it.^[21] Newspaper Zombie was initially just a zombie reading a newspaper. However, Rich Werner drew Newspaper Zombie to make it look like the zombie was on the toilet before turning into a zombie. This led to Fan being asked by his brother, "Was Newspaper Zombie based on Dad?" as Fan's father would often read the newspaper, oftentimes on the toilet. Despite Fan claiming no such intention, Fan considers this his favorite story behind a zombie.^[25] Originally, Dancing Zombie resembled Michael Jackson from the music video "Thriller".^[3] Though the Jackson-inspired zombie was present in the game before Jackson's death (which occurred a month after this game's original release), the estate of Michael Jackson objected to its inclusion more than a year after his death; PopCap agreed to remove the Jackson-inspired zombie and replaced it with a more generic disco-dancing one for all future patches and releases of the game.^[31] There were many other zombies originally designed for *Plants vs. Zombies*, but a lot of them were cut during development.^{[20][25]}

Soundtrack

The soundtrack for *Plants vs. Zombies* was composed by Shigihara. It borrows elements from pop music as well as a console chiptune songs.^[32] Before the inception of *Plants vs. Zombies*, Fan asked his girlfriend, Shigihara,^[17] if she would like to compose the music for his next title due to his admiration of Shigihara's music. She accepted, owing to his creativity. She drew influence from Danny Elfman's soundtracks, drawing from a wide range of musical styles. For example, one song uses marching band percussion and swing beats; another utilizes techno beats with "organic" sounds.^[32] K. J. Donnelly, a scholar of film and film music, found the music to be bright and "cartoonish". He noted that rather than the music being dynamically tied to the gameplay, it instead progresses independently from the game. He also noted that the songs are designed in a progressive style, "almost in parallel to the unfolding of the game[play]".^[33]

Shigihara described the music as "macabre, yet goofy". Using the night stage as an example, she explained that she used a combination of Big Band and swing beats with "several haunting and serious melodies". The songs "Loonboon" and "Brainiac Maniac" were written towards the end of production. She stated that these

were reactionary songs that she wrote to fit the feel of *Plants vs. Zombies* after having played through it twice.^[32] Shighihara also composed and performed the music video shown during the credits of the game, titled "Zombies on your Lawn".^[10] All the tracks in the game were eventually released as part of a soundtrack album for download.^[33]

Promotion and release

On April 1, 2009, PopCap released a music video for the song "Zombies on your Lawn" to promote *Plants vs. Zombies*.^{[34][35]} While this was initially thought by many PC gamers to be an elaborate joke for April Fools' Day,^[36] a PopCap spokesperson, Garth Chouteau, revealed in an *IGN* interview that *Plants vs. Zombies* would be released soon on PC and Mac.^[37] On April 22, 2009, PopCap released an official game trailer of *Plants vs. Zombies* on YouTube.^{[38][39]} PopCap Games eventually released a demo version of the game that allowed you to play the game for thirty minutes.^[40] *Plants vs. Zombies* was officially released on May 5, 2009, for PC and Mac.^{[1][41]} A free flash version of *Plants vs. Zombies* was released on September 23, 2009.^[42]

A Game of the Year edition of *Plants vs. Zombies* was released on July 11, 2010.^[43] It was made available on Steam on August 11, 2010,^[44] and anyone who had already purchased a copy of *Plants vs. Zombies* could have the game update to the Game of the Year edition for free.^[45] The Game of the Year edition adds in a Zombatar feature that allows the player to customize a zombie's face.^[a] The edition also has support for Steam Cloud, a feature that lets players access save data of a video game from different computers.^[44]

Mobile phone versions

During the announcements for *Plants vs. Zombies*, PopCap Games revealed that after the release on PC, *Plants vs. Zombies* would be ported to other platforms.^{[37][38]} On August of 2009, it was announced on *IGN* that *Plants vs. Zombies* would be ported onto the iPhone near the end of 2009.^[46] The trailer was released onto YouTube in February 2010, announcing the port's release date.^[47] The iPhone port was officially released on February 15, 2010.^{[48][49][50]} The port included a tweaked interface for iPhone users and a Quick Play mode that allowed the player to play any level in Adventure mode, but removed the Mini-Games mode, the Puzzle mode, and the Survival mode.^{[36][51]}

In March 2010, Emily Rose of PadGadget revealed that the updated iTunes interface included upcoming game titles including ports of iPhone games for the iPad, with *Plants vs. Zombies* being one of them. If the upcoming games are clicked, an error message will appear, saying "the item you've requested is not currently available in the US store".^{[52][53][54]} The iPad port of *Plants vs. Zombies*, named *Plants vs. Zombies HD*, was released on April 5, 2010.^[55] The port utilized the iPad's 11 touch sensors,^[56] and added back in the Survival mode and the Mini-Games mode,^[57] which includes an iPad-exclusive mini-game called "Buttered Popcorn".^{[58][59]}

In May 2011, PopCap Games officially announced that *Chuzzle* would be available on the Amazon app store for Android devices for the next two weeks with *Plants vs. Zombies* becoming available later in the month. They would both be free on launch day and cost \$2.99 afterwards.^[60] On May 31, 2011, *Plants vs. Zombies* was released onto the Amazon app store.^[61] In December 2011, it was announced through a press release that PopCap Games would be releasing *Plants vs. Zombies* and *Peggle* through the Android Market.^[62] It was officially made available on Google Play Store on December 15, 2011.^[63]

Plants vs. Zombies has been ported to other mobile devices. On June 23, 2011, the game was ported to the Windows Phone as part of Xbox Live.^[64] On November 14, 2011, and January 30, 2013, *Plants vs. Zombies* was ported to the Kindle Fire^{[65][66]} and Blackberry 10^{[67][68]} respectively as a launch app. The game was

later ported to another BlackBerry device, the BlackBerry Playbook.^[69] *Plants vs. Zombies* was ported to Nook HD and Nook HD+ on November 14, 2012.^[70]

Console versions

Plants vs. Zombies was announced for the Xbox 360 in July 2010.^{[71][72]} It would be available as both a singular copy and bundle copy with *Peggle* and *Zuma*.^[71] The game was ported to the Xbox 360 at Xbox Live on September 8, 2010.^[73] To make the game feel natural when using the controller, the cursor was locked onto the lawn's grid pattern and sun could float towards the cursor.^[74] A versus mode, a co-op mode, and new mini-game were added to the port.^[72] The versus mode had one player play as the plants and another player as the zombies.^[75] The goal of the zombies is to get past the plants to the house and the plants' goal is to kill three of the five target zombies at the right side of the lawn.^[76] A PlayStation Network port of *Plants vs. Zombies* was announced on January 28, 2011^[77] and was released on February 8, 2011.^{[78][79]}

The DS port of *Plants vs. Zombies* was announced in August 2010.^{[80][81]} The port was released on January 18, 2011, in North America^[82] and May 6, 2011, in Europe and Australia. The port included in the Zombatar feature and the versus mode from the Xbox Live version. It also added four new exclusive mini-games.^{[83][84]} On March 14, 2011, the DSiWare port was released in North America. It was released on May 6, 2011, in Europe and Australia.^[85] The main difference between the DS version and the DSiWare version is that the in the DSiWare version, with the exception of Adventure mode and Mini-Games mode, all the game modes were removed. The only levels in Mini-games mode were the exclusive mini-game levels in the original DS version and a new mini-game level called "Zombie Trap".^[85]

The PlayStation Vita port was announced in December 2011^[86] and released on February 21, 2012, in North America, and in Europe as a launch title on February 22, 2012.^{[87][88]} The port allows the player to play using either the touch screen or the controllers. It also introduces the ability to shake the PlayStation Vita in order to collect suns and money. The game does not have multiplayer, unlike other console versions.^{[89][90]}

Reception

Reception	
Aggregate score	
Aggregator	Score
<u>Metacritic</u>	PC: 87/100 ^[91] <div>iOS: 92/100^[92]<div>(iPad) iOS: 93/100^[93]<div>X360: 89/100^[94]<div>DS: 81/100^[95]<div>PS3: 85/100^[96]<div>(DSiWare) DS: 73/100^[97]<div>PSVita: 77/100^[98]</div></div></div></div></div></div></div>

Review scores	
Publication	Score
<u>1Up.com</u>	A− ^[10]
<u>Destructoid</u>	10/10 ^[14]
<u>Edge</u>	9/10 ^[2]
<u>Eurogamer</u>	9/10 ^[9]
<u>GamePro</u>	★★★★★ ^[11]
<u>GameSpot</u>	PC: 8.5/10 ^[5] X360: 8.5/10 ^[99] DS: 8/10 ^[100]
<u>GameSpy</u>	★★★★★ ^[7]
<u>IGN</u>	9/10 ^[102] DS: 8/10 ^[83]
<u>GamesRadar+</u>	★★★★★ ^[6]
<u>Gamezebo</u>	★★★★★ ^[101]

Sales

On May 20, 2009, it was reported that *Plants vs. Zombies* was the fastest-selling video game created by PopCap Games, though the number of sales was not initially reported.^{[103][104]} In a presentation at Game Developers Conference China 2010, James Gwertzman revealed that *Plants vs. Zombies* had sold 1.5 million copies internationally.^[26] Fan estimated that half of the game's sales are from hardcore gamers.^[104] Larry Hryb, director of programming for Xbox Live, reports that *Plants vs. Zombies* was the thirteenth most purchased 2011 game on Xbox Live Arcade.^[105] *Plants vs. Zombies* was particularly successful when it was added to the iOS app store.^[24] According to PopCap, the iOS release of *Plants vs. Zombies* sold more than 300,000 copies in the first nine days it was available on the App Store. This generated more than \$1M in gross sales, making it "the top-grossing iPhone launch".^{[106][107]}

Critical reviews

Plants vs. Zombies has received critical acclaim. According to *Metacritic*, all versions have received generally favorable reviews, with the exception of the iOS versions, which received universal acclaim,^{[92][93]} and the DSiWare version, which received mixed or average reviews.^[97] Some reviewers felt that while the game's core mechanic was easy to understand, the game itself was challenging^{[3][2]} with GamesRadar+ author Tom Francis saying "...it's casual only in the sense that it's easy to understand. There's nothing casual about the 30 goddamn hours we've spent, effectively, gardening"^[6] and Seth Schisel from *The New York Times* saying that both kids and adults will enjoy the game.^[108] Not every reviewer agrees,^[7] with *GameSpot* editor Chris Watters saying "Tower defense veterans will have to endure a lot of simple, familiar action in order to find a real challenge, and the wait may prove too long for some"^[5] and *GamePro*'s Tae Kim commenting that the game is not particularly easy or hard and that he never had to restart once despite him claiming to be "terrible at these sorts of games."^[11] John Walker of *Rock, Paper, Shotgun* found that the difficulty at some moments felt artificial.^[16]

Despite his criticism concerning the game's difficulty, Watters praised *Plants vs. Zombies* for its constant introduction of new units keeping the game fresh.^[5] *Eurogamer* editor Christian Donlan agrees, saying "Every new enemy forces you out of your comfort zone, while each additional weapon promises a fresh strain of mischief, or a tactic you simply hadn't considered yet."^[9] Many critics have commended *Plants vs. Zombies* for its minimalistic tutorial allowing for experimentation^{[2][109]} with some believing that the entire Adventure mode is a long tutorial or a warmup for other game-modes.^[18] Many critics praise the game for its additional game modes, which offer replay value,^{[5][16]} with Francis saying "By the time you finish the Adventure, the obscene wealth of other things to do already outweighs it for entertainment value."^[6]

The art style and music of *Plants vs. Zombies* has also been praised.^{[16][10]} Susan Arendt from *the Escapist* said "The music is excellent, the art is charming and adorable, and the game's sense of humor will really have you grinning."^[13] Many reviewers have called the graphics from *Plants vs. Zombies* adorable.^{[7][11][5]} Watters said "All of the units are cleverly realized and adorably animated." He further clarified "From angry jalapenos to spacy wall-nuts, each unit has a great sense of personality".^[5] Some have also noted its humor,^[14] with *Wired*'s Earnest Cavalli saying "You'd think that slaying hundreds of reanimated bodies would be somber or terrifying, but every level of the game offers something to laugh about"^[3] and Marc Saltzman from *Gamezebo* finding humor in the many ways to kill the zombies.^[101] IGN editor Daemon Hatfield praises the soundtrack of *Plants vs. Zombies*, calling it a "catchy, organic soundtrack that becomes more intense as your yard is flooded with enemies".^[34] In contrast, Walker found the soundtrack "disappointing", saying "After the promise of the gorgeous music video, the hope of similarly catchy in-game tunes is not kept."^[16]

The iPhone port of *Plants vs. Zombies* was commended by critics for being faithful to the PC version and addition of quick play mode, but many were disappointed by the lack of most of the game-modes.^{[36][110][51]} Many critics praised the iPad port adding back the Mini-Games mode and the Survival mode along with "Buttered Popcorn", the new exclusive mini-game.^{[57][58][59]} The Xbox 360 port of *Plants vs. Zombies* was praised for its addition of exclusive game-modes, including a Co-op mode and a Versus mode.^{[4][111][76]} The Nintendo DS port was commended for the addition of four new mini-games and the Versus mode from the Xbox 360 version, but was considered inferior in its animation and graphics.^[83] The port was criticized for its high price compared to other ports, the top screen of the DS only being used for the player to indicate how far they have progressed in the level, and the frame rate dropping when zombies and plants filled the screen.^{[112][100]}

Awards

Plants vs. Zombies has been nominated for various categories in the 2009 Spike Video Game Awards,^[113] the 13th Annual Interactive Achievement Awards,^[114] the 10th Annual Game Developers Choice Awards,^[115] and the 6th^[116] and 7th British Academy Games Awards.^[117] It has also won in the categories of "Download Game Of The Year" and "Strategy Game Of The Year" in the Golden Joysticks Awards 2010,^[118] and in the category of "Best Casual Game" in the 7th International Mobile Gaming Awards.^[119] EA has claimed that *Plants vs. Zombies* has won more than 30 Game of the Year awards.^[120]

Awards earned by *Plants vs. Zombies*

Year	Award ceremony	Category	Result	Ref.
2009	<u>2009 Spike Video Game Awards</u>	Best PC Game		[113]
		Best Downloadable Game		
2010	<u>13th Annual Interactive Achievement Awards</u>	Casual Game of the Year	Nominated	[114]
		Outstanding Achievement in Game Design		
	<u>10th Annual Game Developers Choice Awards</u>	Best Game Design		[115]
		Innovation Award		
		Best Downloadable Game		
	<u>6th British Academy Games Awards</u>	Strategy in 2010		[116]
	<u>Golden Joystick Awards 2010</u>	Download Game Of The Year	Won	[118]
		Strategy Game Of The Year		
		Portable Game Of The Year	Nominated	
2011	<u>7th International Mobile Gaming Awards</u>	Best Casual Game	Won	[119]
	<u>7th British Academy Games Awards</u>	Strategy in 2011	Nominated	[117]

Legacy

George Fan's layoff and *Octogeddon*

PopCap Games and its assets were bought by EA on July 12, 2011, for 750 million dollars.^[121] Fifty employees were laid off in the Seattle studio of PopCap Games on August 21, 2012, to mark a switch of focus to mobile and social gaming.^[122] After a statement in a podcast, *Roundtable Live*, by Edmund McMillen, creator of *The Binding of Isaac*, rumors circulated around 2012 that Fan was fired by EA because he opposed the implementation of pay-to-win mechanics in *Plants vs. Zombies 2*. Fan did admit in a 2017 tweet that he was laid off and that he did oppose the freemium aspects of *Plants vs. Zombies 2*, but did not make a correlation between the two events.^{[123][124]}

The suggestion that Fan was fired because of his concerns about *Plants vs. Zombies 2* was later debunked by three former PopCap employees, including Allen Murray, a former producer of *Plants vs. Zombies 2*. They said that Fan was laid off as part of the systematic lay-offs in August 2012 and that Fan was not even part of the *Plants vs. Zombies 2* team, as he was working on other ideas for games at the time, including a game called *Full Contact Bingo*. He had lost interest in *Plants vs. Zombies* when EA envisioned the game as a huge franchise.^{[123][124]} After getting laid off, Fan worked on the arcade action-strategy game *Octogeddon*,^[125] originally as part of a Ludum Dare contest.^[126] After the idea was received positively, Fan formed a company along with Werner, the artist of *Plants vs. Zombies*, and Kurt Pfeiffer, the programmer of the Xbox 360 port. He further developed the game for several years.^[127] The game was officially released on February 8, 2018^[128] to generally positive reviews, according to Metacritic.^[129]

Sequels and spin-offs

Since the acquisition of PopCap Games by EA, the game has been expanded into a video game franchise, spanning many consoles and a few different genres. *Plants vs. Zombies Adventures*, a spin-off and social game, was released for Facebook on May 20, 2011^[130] and was closed on October 12, 2014.^[131] A mainline sequel named *Plants vs. Zombies 2* was released for the iOS on August 14, 2013.^[132] *Plants vs. Zombies: Garden Warfare*, a multiplayer third-person shooter, and its sequel were released on February 25, 2014 for the Xbox 360, PlayStation 3, and Xbox One^[133] and February 23, 2016 for the PlayStation 4 and Xbox One^[134] respectively. A digital collectible card game, *Plants vs. Zombies Heroes*, was released internationally for the iOS on October 18, 2016.^[135] The third third-person shooter, *Plants vs. Zombies: Battle for Neighborville*, was released on October 18, 2019 for the PlayStation 4 and Xbox One.^{[136][137]} A third mainline title in the franchise is currently in development for the Android and iOS.^[138]

According to Metacritic, with a few exceptions, all the sequels and spin-offs of *Plants vs. Zombies* received generally positive reviews.^[139] Fan, despite his opposition to the freemium model that *Plants vs. Zombies 2* took on,^[23] has praised the series for delving into different genres, particularly *Plants vs. Zombies Heroes* taking on the digital card collecting genre, and hopes that EA will continue branching the *Plants vs. Zombies* series into more genres, but still keeping the charm of the original.^[25]

Other media

Zen Studios collaborated with PopCap to make a downloadable content (DLC) interactive pinball table based on *Plants vs. Zombies* using official PopCap assets during development of *Zen Pinball 2* and *Pinball FX 2*.^{[140][141]} The DLC was released on September 4, 2012, in North America and September 5 in Europe.^{[142][143]}

In July and August 2013, *Dark Horse Comics* released six issues of a comic book adaptation miniseries onto an iOS app. The miniseries was called *Lawnmageddon* and was written by Paul Tobin and drawn by Ron Chan.^[144] Dark Horse Comics would release issues for the next two years. Starting in 2015, Dark Horse Comics started releasing an issue of the comic series monthly, both in digital and print. Every three issues would be a separate miniseries. The first print miniseries was called *Bully for You*.^[145]

Cultural references

According to Christ Carter, editor-in-chief of *Destructoid*, *Plants vs. Zombies* has been a subject of many homages and references in pop-culture. Fan's favorite homage is the *Magic: The Gathering* card "Grave Bramble",^[25] which was created as part of the *Innistrad* expansion.^[146] A recreation of *Plants vs. Zombies* was added as a mini-game quest known as "Peacebloom vs. Ghouls" to *World of Warcraft* as part of the *World of Warcraft: Cataclysm* expansion.^{[147][148]} Shigihara provided some music for the mini-game quest.^{[149][150]}

See also

- List of most downloaded Android applications

Notes

- There were announcements of the original game before its release that showcased Zombatar,^{[38][39]} but the feature was not included in the original game.

References

1. "Plants vs. Zombies Readme" (<http://www.popcap.com/games/plants-vs-zombies/pc/readme>). *Popcap Games*. Archived (<https://web.archive.org/web/20120106093419/http://www.popcap.com/games/plants-vs-zombies/pc/readme>) from the original on January 6, 2012. Retrieved July 31, 2010.
2. "Review: Plants Vs Zombies" (<https://web.archive.org/web/20120531081012/http://www.edge-online.com/reviews/review-plants-vs-zombies>). *Edge*. May 5, 2009. Archived from the original (<http://www.edge-online.com/reviews/review-plants-vs-zombies>) on May 31, 2012. Retrieved November 24, 2020.
3. "Review: Masterful Plants vs. Zombies Proves Less Is More" (<https://www.wired.com/gamelifelife/2009/05/plants-vs-zombies/>). *Wired*. May 5, 2009. Archived (<https://web.archive.org/web/20090905150515/http://www.wired.com/gamelifelife/2009/05/plants-vs-zombies>) from the original on September 5, 2009. Retrieved September 5, 2009.
4. Orry, Tom (September 10, 2010). "Plants vs. Zombies Review" (<https://www.videogamer.com/reviews/20100910102951-plants-vs-zombies-review>). *Videogamer*. Archived (<https://web.archive.org/web/20201127195129/https://www.videogamer.com/reviews/20100910102951-plants-vs-zombies-review>) from the original on November 27, 2020. Retrieved November 26, 2020.
5. Watters, Chris (May 5, 2009). "Plants vs. Zombies Review for PC" (http://www.gamespot.com/pc/strategy/plantsvszombies/review.html?om_act=convert&om_clk=gssummary&tag=summary;read-review). *GameSpot*. Archived (https://web.archive.org/web/20100228164020/http://www.gamespot.com/pc/strategy/plantsvszombies/review.html?om_act=convert&om_clk=gssummary&tag=summary%3Bread-review) from the original on February 28, 2010. Retrieved March 16, 2010.
6. Francis, Tom (May 11, 2009). "Plants vs. Zombies Review" (<https://www.gamesradar.com/plants-vs-zombies-review/>). *GamesRadar+*. Archived (<https://web.archive.org/web/20200310031718/https://www.gamesradar.com/plants-vs-zombies-review/>) from the original on March 10, 2020. Retrieved November 24, 2020.
7. Scott, Ryan (August 20, 2009). "The Consensus: Plants vs. Zombies Review" (<http://pc.gamespy.com/pc/zombies-on-my-lawn/1016314p1.html>). *GameSpy*. Archived (<https://web.archive.org/web/20160304221908/http://pc.gamespy.com/pc/zombies-on-my-lawn/1016314p1.html>) from the original on March 4, 2016. Retrieved November 26, 2020.
8. Mastrapa, Gus (May 11, 2009). "Plants Vs. Zombies" (<https://games.avclub.com/plants-vs-zombies-1798216455>). *The A.V. Club*. Archived (<https://web.archive.org/web/20200804144224/http://games.avclub.com/plants-vs-zombies-1798216455>) from the original on August 4, 2020. Retrieved November 26, 2020.
9. Donlan, Christain (May 5, 2009). "Plants vs. Zombies" (<https://www.eurogamer.net/articles/plants-vs-zombies-review>). *Eurogamer*. Archived (<https://web.archive.org/web/20200321175206/http://www.eurogamer.net/articles/plants-vs-zombies-review>) from the original on March 21, 2020. Retrieved November 24, 2020.
10. "Plants vs Zombies Review for the PC from" (<https://web.archive.org/web/20150316025609/http://www.1up.com/reviews/plants-vs-zombies>). *1Up.com*. May 8, 2009. Archived from the original (<http://www.1up.com/reviews/plants-vs-zombies>) on March 16, 2015. Retrieved March 16, 2010.
11. Kim, Tae K. (May 5, 2009). "Plants vs. Zombies" (<http://www.gamepro.com/article/reviews/210040/plants-vs-zombies>). *GamePro*. Archived (<https://web.archive.org/web/2009051115355/http://www.gamepro.com/article/reviews/210040/plants-vs-zombies>) from the original on May 11, 2009. Retrieved November 24, 2020.
12. Macgregor, Jody (June 14, 2020). "Great moments in PC gaming: Bowling in Plants vs. Zombies" (<https://www.pcgamer.com/great-moments-in-pc-gaming-bowling-in-plants-vs-zombies/>). *PC Gamer*. Retrieved November 27, 2020.

13. Arendt, Susan (May 5, 2009). "Review: Plants vs. Zombies" (<https://v1.escapistmagazine.com/articles/view/video-games/editorials/reviews/6035-Review-Plants-vs-Zombies>). *The Escapist*. Archived (<https://web.archive.org/web/20201128030207/https://v1.escapistmagazine.com/articles/view/video-games/editorials/reviews/6035-Review-Plants-vs-Zombies>) from the original on November 28, 2020. Retrieved November 28, 2020.
14. Bennett, Collete; Nicolson, Brad (May 5, 2009). "Destructoid review: Plants vs. Zombies" (<http://www.destructoid.com/stories/destructoid-review-plants-vs-zombies-130738.phtml>). *Destructoid*. Archived (<https://web.archive.org/web/20210120183912/https://www.destructoid.com/stories/destructoid-review-plants-vs-zombies-130738.phtml>) from the original on January 20, 2021. Retrieved December 4, 2020.
15. Buffa, Chris (May 11, 2009). "Plants vs Zombies Review (PC)" (<https://web.archive.org/web/20090514171425/http://www.gamedaily.com/games/plants-vs-zombies/pc/game-reviews/review/8604/2287/>). *GameDaily*. Archived from the original (<http://www.gamedaily.com/games/plants-vs-zombies/pc/game-reviews/review/8604/2287/>) on May 14, 2009. Retrieved November 26, 2020.
16. Walker, John (May 5, 2009). "The Plants Vs. Zombies Review" (<https://www.rockpapershotgun.com/the-plants-vs-zombies-review>). *Rock, Paper, Shotgun*. Retrieved January 26, 2021.
17. "Flower Defence" (<https://web.archive.org/web/20100821190932/http://www.next-gen.biz/features/flower-defence>). *Edge*. May 5, 2009. Archived from the original (<http://www.next-gen.biz/features/flower-defence>) on August 21, 2010. Retrieved September 5, 2009.
18. Bergervoet, Erwin (May 14, 2009). "Plants vs. Zombies" (<https://gamer.nl/doc/51586/Plants-vs-Zombies>). *Gamer.nl* (in Dutch). Archived (<https://web.archive.org/web/20090719041117/http://www.gamer.nl/doc/51586/Plants-vs-Zombies>) from the original on July 19, 2009. Retrieved November 27, 2020.
19. Thompson, Michael (March 19, 2010). "Aliens in the garden: the secret origin of *Plants vs. Zombies*" (<https://arstechnica.com/gaming/news/2010/03/george-fan-how-insaniquarium-2-became-plants-vs-zombies.ars>). *Ars Technica* (Interview). Archived (<https://web.archive.org/web/20100322191116/http://arstechnica.com/gaming/news/2010/03/george-fan-how-insaniquarium-2-became-plants-vs-zombies.ars>) from the original on March 22, 2010. Retrieved March 20, 2010.
20. Smith, Graham (November 2, 2010). "George Fan and his cat on the making of *Plants vs. Zombies*" (<http://www.pcgamer.com/2010/11/02/making-of-plants-vs-zombies/>). *PC Gamer*. Archived (<https://web.archive.org/web/20130325024905/http://www.pcgamer.com/2010/11/02/making-of-plants-vs-zombies/>) from the original on March 25, 2013. Retrieved October 19, 2012.
21. "Interview with *Plants vs. Zombies* creator George Fan" (<http://www.gamezebo.com/news/2009/05/22/interview-plants-vs-zombies-creator-george-fan>). *Gamezebo* (Interview). May 22, 2009. Archived (<https://web.archive.org/web/20111223110717/http://www.gamezebo.com/news/2009/05/22/interview-plants-vs-zombies-creator-george-fan>) from the original on December 23, 2011. Retrieved October 19, 2012.
22. "Take a look at some of the earliest designs for *Plants vs. Zombies*" (http://www.gamasutra.com/view/news/342128/Take_a_look_at_some_of_the_earliest_designs_for_Plants_vs_Zombies.php). *Gamasutra*. May 6, 2019. Archived (https://web.archive.org/web/20190506222333/http://www.gamasutra.com/view/news/342128/Take_a_look_at_some_of_the_earliest_designs_for_Plants_vs_Zombies.php) from the original on May 6, 2019. Retrieved May 6, 2019.
23. Takahashi, Dean (May 10, 2019). "How George Fan created the wacky *Plants vs. Zombies* a decade ago" (<https://venturebeat.com/2019/05/10/how-george-fan-created-the-wacky-plants-vs-zombies-a-decade-ago/>). *VentureBeat* (Interview). Archived (<https://web.archive.org/web/20210111194224/https://venturebeat.com/2019/05/10/how-george-fan-created-the-wacky-plants-vs-zombies-a-decade-ago/>) from the original on January 11, 2021. Retrieved January 9, 2021.

24. Walker, James (July 12, 2020). "From Bejeweled to Plants Vs Zombies: How PopCap Got Just About Everyone To Play Their Games" (<https://www.kotaku.com.au/2020/07/from-bejeweled-to-plants-vs-zombies-how-popcap-got-just-about-everyone-to-play>). *Kotaku*. Archived (<https://web.archive.org/web/20210120183935/https://www.kotaku.com.au/2020/07/from-bejeweled-to-plants-vs-zombies-how-popcap-got-just-about-everyone-to-play-their-games/>) from the original on January 20, 2021. Retrieved December 3, 2020.
25. Carter, Chris (May 4, 2019). "It's the 10th anniversary of Plants vs. Zombies: We talked to the creator about the past, present, and future of the series" (<https://www.destructoid.com/stories/it-s-the-10th-anniversary-of-plants-vs-zombies-we-talked-to-the-creator-about-the-past-present-and-future-of-the-series-552073.phtml>). *Destructoid*. Archived (<https://web.archive.org/web/20200928070035/https://www.destructoid.com/stories/it-s-the-10th-anniversary-of-plants-vs-zombies-we-talked-to-the-creator-about-the-past-present-and-future-of-the-series-552073.phtml>) from the original on September 28, 2020. Retrieved December 26, 2020.
26. Gwertzman, James (August 1, 2010). "The Making of PopCap's Plants vs Zombies" (<https://www.slideshare.net/gwertzman/the-making-of-popcaps-plants-vs-zombies>). Archived (<https://web.archive.org/web/20201108091722/https://www.slideshare.net/gwertzman/the-making-of-popcaps-plants-vs-zombies>) from the original on November 8, 2020. Retrieved January 17, 2021 – via *Slideshare*.
27. Curtis, Tom (March 9, 2012). "GDC 2012: 10 tutorial tips from Plants vs. Zombies creator George Fan" (https://www.gamasutra.com/view/news/165359/GDC_2012_10_tutorial_tips_from_Plants_vs_Zombies_creator_George_Fan.php). *Gamasutra*. Archived (https://web.archive.org/web/20201205210122/https://www.gamasutra.com/view/news/165359/GDC_2012_10_tutorial_tips_from_Plants_vs_Zombies_creator_George_Fan.php) from the original on December 5, 2020. Retrieved January 18, 2021.
28. "GameArena Interviews George Fan, Plants vs Zombies Man" (<https://web.archive.org/web/20111001123643/http://www.gamearena.com.au/news/read.php/4948392?latest=1>). *GameArena* (Interview). June 5, 2009. Archived from the original (<http://www.gamearena.com.au/news/read.php/4948392?latest=1>) on October 1, 2011. Retrieved September 5, 2009.
29. PopCap Games (May 5, 2009). *Plants vs. Zombies*. Level/area: Suburban Almanac. "Umbrella Leaf entry: 'Special: protects adjacent plants from bungees and catapults.'"
30. PopCap Games (May 5, 2009). *Plants vs. Zombies*. Level/area: Suburban Almanac.
31. Frustick, Russ (July 27, 2010). "Michael Jackson Estate Forces 'Plants vs. Zombies' Update" (<http://multiplayerblog.mtv.com/2010/07/27/michael-jackson-estate-forces-plants-vs-zombies-update/>). *MTV*. Archived (<https://web.archive.org/web/20100728105628/http://multiplayerblog.mtv.com/2010/07/27/michael-jackson-estate-forces-plants-vs-zombies-update/>) from the original on July 28, 2010. Retrieved July 27, 2010.
32. "Interview: The Terrifying True Story of The Plants vs. Zombies Soundtrack" (<http://www.gamasutra.com/news/originals/?story=23666>). *Gamasutra* (Interview). May 19, 2009. Archived (<https://web.archive.org/web/20091110102040/http://www.gamasutra.com/news/originals/?story=23666>) from the original on November 10, 2009. Retrieved September 5, 2009.
33. Donnelly, K.J. (2014). "Lawn of the Dead: The Indifference of Musical Destiny in *Plants vs. Zombies*". In Donnelly, K.J.; Gibbons, William; Lerner, Neil (eds.). *Music In Video Games: Studying Play*. Routledge. pp. 151–165. ISBN 9780415634441.
34. Hatfield, Daemon (May 5, 2009). "Plants vs. Zombies Review – PC Review at IGN" (<http://web.archive.org/web/20100611154544/http://pc.ign.com/articles/979/979621p1.html>). *IGN*. Archived from the original (<http://pc.ign.com/articles/979/979621p1.html>) on June 11, 2010. Retrieved June 30, 2010.
35. NG, Keane (April 1, 2009). "PopCap Reveals Plants vs. Zombies" (<https://v1.escapistmagazine.com/news/view/90635-PopCap-Reveals-Plants-vs-Zombies>). *The Escapist*. Archived (<https://web.archive.org/web/20190201214040/https://v1.escapistmagazine.com/news/view/90635-PopCap-Reveals-Plants-vs-Zombies>) from the original on February 1, 2019. Retrieved December 3, 2020.

36. Hodapp, Eli (February 14, 2010). "'Plants vs. Zombies' – The Zombies... Are Here!" (<https://toucharcade.com/2010/02/14/plants-vs-zombies-the-zombies-are-coming/>). *TouchArcade*. Archived (<https://web.archive.org/web/20180705150656/https://toucharcade.com/2010/02/14/plants-vs-zombies-the-zombies-are-coming/>) from the original on July 5, 2018. Retrieved July 5, 2018.
37. Ocampo, Jason (April 4, 2009). "No Joke — PopCap Reveals Plants vs. Zombies" (<http://uk.pc.ign.com/articles/969/969145p1.html>). *IGN* (Interview). Archived (<https://web.archive.org/web/20090405054348/http://uk.pc.ign.com/articles/969/969145p1.html>) from the original on April 5, 2009. Retrieved August 11, 2010. "PC and Mac initially, with other platforms under consideration."
38. NG, Keane (April 24, 2009). "Battle Plants With Your Own Zombies" (<https://v1.escapistmagazine.com/news/view/91224-Battle-Plants-With-Your-Own-Zombie>). *The Escapist*. Archived (<https://web.archive.org/web/20210120183920/https://v1.escapistmagazine.com/news/view/91224-Battle-Plants-With-Your-Own-Zombie>) from the original on January 20, 2021. Retrieved December 3, 2020.
39. Walker, John (April 24, 2009). "SPUDOW! Plants Vs Zombies Trailer, Zombie Maker" (<https://www.rockpapershotgun.com/spudow-plants-vs-zombies-trailer-zombie-maker>). *Rock, Paper, Shotgun*. Retrieved January 26, 2021.
40. Chester, Nick (May 4, 2009). "Plants vs. Zombies demo eating brains right now" (<https://www.destructoid.com/stories/plants-vs-zombies-demo-eating-brains-right-now-130844.phtml>). *Destructoid*. Retrieved December 4, 2020.
41. "PopCap Launches Plants vs. Zombies Game for PC and Mac" (<https://www.ign.com/articles/2009/05/05/popcap-launches-plants-vs-zombies-game-for-pc-and-mac>). *IGN*. May 5, 2009. Archived (<https://web.archive.org/web/20180913132436/http://www.ign.com/articles/2009/05/05/popcap-launches-plants-vs-zombies-game-for-pc-and-mac>) from the original on September 13, 2018. Retrieved December 3, 2020.
42. "PopCap Launches Free Flash Version of Plants vs. Zombies" (<https://www.ign.com/articles/2009/09/23/popcap-launches-free-flash-version-of-plants-vs-zombies>). *IGN*. September 23, 2009. Archived (<https://web.archive.org/web/20181109114846/https://www.ign.com/articles/2009/09/23/popcap-launches-free-flash-version-of-plants-vs-zombies>) from the original on November 9, 2018. Retrieved December 4, 2020.
43. Devore, Jordan (July 11, 2010). "Plants vs. Zombies Game of the Year Edition out now" (<https://www.destructoid.com/stories/plants-vs-zombies-game-of-the-year-edition-out-now-180172.phtml>). *Destructoid*. Archived (<https://web.archive.org/web/20210120183922/https://www.destructoid.com/stories/plants-vs-zombies-game-of-the-year-edition-out-now-180172.phtml>) from the original on January 20, 2021. Retrieved December 22, 2020.
44. "Announcing Plants vs. Zombies Game of the Year Edition" (<https://www.ign.com/articles/2010/08/11/announcing-plants-vs-zombies-game-of-the-year-edition>). *IGN*. August 11, 2010. Archived (<https://web.archive.org/web/20181107215938/https://www.ign.com/articles/2010/08/11/announcing-plants-vs-zombies-game-of-the-year-edition>) from the original on November 7, 2018. Retrieved December 22, 2020.
45. Leahy, Brian (August 10, 2010). "Plants vs. Zombies Gets GOTY Edition on Steam; New Features for Free Alongside Mac Version" (<https://www.shacknews.com/article/65072/plants-vs-zombies-gets-goty>). *Shacknews*. Archived (<https://web.archive.org/web/20160309221902/http://www.shacknews.com/article/65072/plants-vs-zombies-gets-goty>) from the original on March 9, 2016. Retrieved December 3, 2020.
46. "Plants Vs. Zombies to iPhone" (<https://www.ign.com/articles/2009/08/20/plants-vs-zombies-to-iphone>). *IGN*. August 20, 2009. Retrieved December 4, 2020.
47. Buchanan, Levi (February 8, 2010). "Plants vs Zombies Coming to iPhone Soon" (<https://www.ign.com/articles/2010/02/08/plants-vs-zombies-coming-to-iphone-soon>). *IGN*. Archived (<https://web.archive.org/web/20210120183832/https://www.ign.com/articles/2010/02/08/plants-vs-zombies-coming-to-iphone-soon>) from the original on January 20, 2021. Retrieved December 4, 2020.

48. Kuchera, Ben (February 15, 2010). "Plants vs. Zombies on the iPhone: Nut up or shut up" (<http://arstechnica.com/gaming/2010/02/plants-vs-zombies-on-the-iphone-nut-up-or-shut-up/>). *Ars Technia*. Archived (<https://web.archive.org/web/20161023131451/http://arstechnica.com/gaming/2010/02/plants-vs-zombies-on-the-iphone-nut-up-or-shut-up/>) from the original on October 23, 2016. Retrieved December 4, 2020.
49. Chester, Nick (February 15, 2010). "Must buy: Plants vs. Zombies hits App Store, only \$2.99" (<https://www.destructoid.com/stories/must-buy-plants-vs-zombies-hits-app-store-only-2-99-163762.phtml>). *Destructoid*. Archived (<https://web.archive.org/web/20210120183920/https://www.destructoid.com/stories/must-buy-plants-vs-zombies-hits-app-store-only-2-99-163762.phtml>) from the original on January 20, 2021. Retrieved December 4, 2020.
50. Bailey, Kat (February 15, 2010). "Plants vs. Zombies Now Available on iTunes" (<https://www.1up.com/news/plants-zombies-itunes>). *1UP.com*. Archived from the original (<http://www.1up.com/do/newsStory?cld=3177955>) on April 5, 2012. Retrieved February 15, 2010.
51. Hatfield, Daemon (February 13, 2010). "Plants vs. Zombies Review – iPhone Review at IGN" (<https://www.ign.com/articles/2010/02/13/plants-vs-zombies-review-3>). *IGN*. Archived (<https://web.archive.org/web/20201208121213/https://www.ign.com/articles/2010/02/13/plants-vs-zombies-review-3>) from the original on December 8, 2020. Retrieved November 28, 2020.
52. Rose, Emily (March 25, 2010). "Apple Leaks Approved iPad Apps" (<https://www.padgadget.com/2010/03/apple-leaks-approved-ipad-apps.html>). *Padgadget*. Archived (<https://web.archive.org/web/20200808233249/https://www.padgadget.com/2010/03/apple-leaks-approved-ipad-apps.html>) from the original on August 8, 2020. Retrieved December 5, 2020.
53. Buchanan, Levi (March 26, 2010). "Apple Mistakenly Reveals iPad Games" (<https://www.ign.com/articles/2010/03/26/apple-mistakenly-reveals-ipad-games>). *IGN*. Retrieved December 5, 2020.
54. Schramm, Mike (March 26, 2010). "App Store leak hints at iPad versions of Plants vs. Zombies, Worms" (<https://www.engadget.com/amp/201-03-26-app-store-leak-hints-at-ipad-versions-of-plants-vs-zombies-wor.html>). *Engadget*. Retrieved February 8, 2021.
55. "Plants vs. Zombies HD for iPad Available Now" (<https://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-for-ipad-available-now>). *IGN*. April 5, 2010. Archived (<https://web.archive.org/web/20210120183845/https://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-for-ipad-available-now>) from the original on January 20, 2021. Retrieved December 5, 2020.
56. Schroeder, Stan (April 26, 2010). "Playing Games on the iPad... with 11 Fingers" (<https://mashable.com/2010/04/27/ipad-11-fingers/>). *Mashable*. Archived (<https://web.archive.org/web/20201020101643/https://mashable.com/2010/04/27/ipad-11-fingers/>) from the original on October 20, 2020. Retrieved December 5, 2020.
57. Leonard, Shaw (April 19, 2010). "Plants vs. Zombies HD Review" (<https://web.archive.org/web/20121121064418/http://www.slidetoplay.com/story/plants-vs-zombies-hd-review>). *Slide to Play*. Archived from the original (<https://www.slidetoplay.com/story/plants-vs-zombies-hd-review>) on November 21, 2012. Retrieved December 5, 2020.
58. Erickson, Tracey (April 8, 2010). "Plants vs. Zombies HD" (<https://www.pocketgamer.com/article/s/019786/plants-vs-zombies-hd/>). *Pocket Gamer*. Archived (<https://web.archive.org/web/20201028084842/https://www.pocketgamer.com/articles/019786/plants-vs-zombies-hd/>) from the original on October 28, 2020. Retrieved December 5, 2020.
59. Hatfield, Daemon (April 5, 2010). "Plants vs. Zombies HD Review – iPad Review at IGN" (<http://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-review>). *IGN*. Archived (<https://web.archive.org/web/20201207084026/https://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-review>) from the original on December 7, 2020. Retrieved November 28, 2020.
60. Gallegos, Anthony (May 16, 2010). "PopCap Finally Bringing Games to Android" (<https://www.ign.com/articles/2011/05/16/popcap-finally-bringing-games-to-android>). *IGN*. Archived (<https://web.archive.org/web/20210120183920/https://www.ign.com/articles/2011/05/16/popcap-finally-bringing-games-to-android>) from the original on January 20, 2021. Retrieved December 6, 2020.

61. Osborne, Joe (May 31, 2011). "PopCap's Plants vs. Zombies for Android is free on Amazon today" (<https://www.aol.com/2011/05/31/popcap-plants-vs-zombies-android-free-amazon/>). AOL. Archived (<https://web.archive.org/web/20210120183839/https://www.aol.com/2011/05/31/popcap-plants-vs-zombies-android-free-amazon/>) from the original on January 20, 2021. Retrieved December 6, 2020.
62. "PopCap Games Launches Bejeweled® for Google Chrome; Plants vs. Zombies™ and Peggle® for Android Marketplace" (<https://www.businesswire.com/news/home/20111213006294/en/PopCap-Games-Launches-Bejeweled%C2%AE-for-Google-Chrome-Plants-vs.-Zombies%E2%84%A2-and-Peggle%C2%AE-for-Android-Marketplace>) (Press release). PopCap Games. December 13, 2011. Archived (<https://web.archive.org/web/20210120183834/https://www.businesswire.com/news/home/20111213006294/en/PopCap-Games-Launches-Bejeweled%C2%AE-for-Google-Chrome-Plants-vs.-Zombies%E2%84%A2-and-Peggle%C2%AE-for-Android-Marketplace>) from the original on January 20, 2021. Retrieved December 6, 2020 – via Business Wire.
63. "Plants vs. Zombies Is Now Available For Android" (<https://www.ea.com/news/plants-vs-zombies-is-now-available-for-android>). EA Games. December 14, 2011. Archived (<https://web.archive.org/web/20130612051450/http://www.ea.com/news/plants-vs-zombies-is-now-available-for-android>) from the original on June 12, 2013. Retrieved December 6, 2020.
64. "PopCap Games Launches Plants vs. Zombies for Xbox LIVE on Windows Phone" (<https://www.ign.com/articles/2011/06/23/popcap-games-launches-plants-vs-zombies-for-xbox-live-on-windows-phone>). IGN. June 23, 2011. Archived (<https://web.archive.org/web/20210120183834/http://www.ign.com/articles/2011/06/23/popcap-games-launches-plants-vs-zombies-for-xbox-live-on-windows-phone>) from the original on January 20, 2021. Retrieved December 17, 2020.
65. "PopCap Games Launches Plants vs. Zombies™ for Kindle Fire" (<https://www.businesswire.com/news/home/20111114006550/en/PopCap-Games-Launches-Plants-vs.-Zombies%E2%84%A2-for-Kindle-Fire>) (Press release). PopCap Games. November 14, 2011. Archived (<https://web.archive.org/web/20210120183919/https://www.businesswire.com/news/home/20111114006550/en/PopCap-Games-Launches-Plants-vs.-Zombies%E2%84%A2-for-Kindle-Fire>) from the original on January 20, 2021. Retrieved December 6, 2020 – via Business Wire.
66. Ludwig, Sean (November 9, 2011). "Kindle Fire will launch with apps for Netflix, Facebook, Angry Birds and more" (<https://venturebeat.com/2011/11/09/kindle-fire-apps-netflix-facebook-angry-birds/>). VentureBeat. Archived (<https://web.archive.org/web/20161216074910/http://venturebeat.com/2011/11/09/kindle-fire-apps-netflix-facebook-angry-birds/>) from the original on December 16, 2016. Retrieved December 7, 2020.
67. "BlackBerry shows off some of its 70,000 new third-party apps, including Skype, Rdio, Kindle, and Whatsapp" (<https://www.theverge.com/2013/1/30/3932042/blackberry-10-apps-announcement>). The Verge. Archived (<https://web.archive.org/web/20130130213900/http://www.theverge.com/2013/1/30/3932042/blackberry-10-apps-announcement>) from the original on January 30, 2013. Retrieved January 30, 2013.
68. Spoonauer, Mark (November 12, 2012). "BlackBerry 10 launches Jan. 30 with two new phones" (<https://www.nbcnews.com/technology/technolog/blackberry-10-launches-jan-30-two-new-phones-1C6983302>). NBC News. Archived (<https://web.archive.org/web/20201124173124/https://www.nbcnews.com/technology/technolog/blackberry-10-launches-jan-30-two-new-phones-1C6983302>) from the original on November 24, 2020. Retrieved December 7, 2020.
69. "Plants vs. Zombies for Blackberry Playbook" (<http://appworld.blackberry.com/webstore/content/70704/>). BlackBerry App World. Research In Motion Limited. February 16, 2012. Archived (<https://web.archive.org/web/20120219042348/http://appworld.blackberry.com/webstore/content/70704/>) from the original on February 19, 2012. Retrieved February 16, 2012.
70. Alvarez, Edgar (November 14, 2012). "EA bringing more games to Barnes & Noble's Nook HD and Nook HD+" (<https://www.engadget.com/2012-11-14-ea-games-for-barnes-and-noble-nook-hds.html>). Engadget. Archived (<https://web.archive.org/web/20210120183910/https://www.engadget.com/2012-11-14-ea-games-for-barnes-and-noble-nook-hds.html>) from the original on January 20, 2021. Retrieved December 7, 2020.

71. Makuch, Eddie (July 19, 2010). "Plants vs. Zombies XBLA priced and dated" (<https://www.gamespot.com/articles/plants-vs-zombies-xbla-priced-and-dated/1100-6269960/>). *GameSpot*. Retrieved December 12, 2020.
72. Robinson, Martin (July 19, 2010). "Plants vs. Zombies Getting Co-op & Versus" (<https://www.ign.com/articles/2010/07/19/plants-vs-zombies-getting-co-op-versus>). *IGN*. Archived (<https://web.archive.org/web/20130303024914/http://www.ign.com/articles/2010/07/19/plants-vs-zombies-getting-co-op-versus>) from the original on March 3, 2013. Retrieved December 12, 2020.
73. "Plants vs. Zombies XBLA Dated, Awesome" (<https://web.archive.org/web/20100806191046/http://xboxlive.ign.com/articles/111/1110056p1.html>). *IGN*. Archived from the original (<http://xboxlive.ign.com/articles/111/1110056p1.html>) on August 6, 2010. Retrieved August 18, 2010.
74. Orland, Kyle (September 27, 2010). "Interview: Popcap's Johnston on Plants vs. Zombies' Tricky XBLA Shift" (https://www.gamasutra.com/view/news/121273/Interview_Popcaps_Johnston_On_Plants_Vs_Zombies_Tricky_XBLA_Shift.php). *Gamasutra*. Archived (https://web.archive.org/web/20131115001532/http://www.gamasutra.com/view/news/121273/Interview_Popcaps_Johnston_On_Plants_Vs_Zombies_Tricky_XBLA_Shift.php) from the original on November 15, 2013. Retrieved December 12, 2020.
75. "Xbox Live snags Plants vs. Zombies but with new element: versus, co-op modes" (<https://www.sfgate.com/business/article/Xbox-Live-snags-Plants-vs-Zombies-but-with-new-3178548.php>). *San Francisco Chronicle*. February 9, 2012. Archived (<https://web.archive.org/web/20210120183911/https://www.sfgate.com/business/article/Xbox-Live-snags-Plants-vs-Zombies-but-with-new-3178548.php>) from the original on January 20, 2021. Retrieved December 12, 2020.
76. Hatfield, Daemon (September 7, 2010). "Plants vs. Zombies Review – Xbox-360 Review at IGN" (<https://www.ign.com/articles/2010/09/07/plants-vs-zombies-review>). *IGN*. Archived (<https://web.archive.org/web/20201207101408/https://www.ign.com/articles/2010/09/07/plants-vs-zombies-review>) from the original on December 7, 2020. Retrieved November 28, 2020.
77. Green, Jeff (January 28, 2011). "Plants Vs Zombies Coming Soon to PSN!" (<https://blog.playstation.com/2011/01/28/plants-vs-zombies-coming-soon-to-psn/>). *Playstation Blog*. Archived (<https://web.archive.org/web/20200930155910/https://blog.playstation.com/2011/01/28/plants-vs-zombies-coming-soon-to-psn/>) from the original on September 30, 2020. Retrieved December 23, 2020.
78. Green, Jeff (February 8, 2011). "Plants vs Zombies hits PSN Today With All The Trimmings" (<https://blog.playstation.com/2011/02/08/plants-vs-zombies-hits-psn-today-with-all-the-trimmings/>). *Playstation Blog*. Archived (<https://web.archive.org/web/20201025030352/https://blog.playstation.com/2011/02/08/plants-vs-zombies-hits-psn-today-with-all-the-trimmings/>) from the original on October 25, 2020. Retrieved December 23, 2020.
79. "PopCap Launches Plants vs. Zombies for the Playstation Network" (<https://www.ign.com/articles/2011/02/08/popcap-launches-plants-vs-zombies-for-the-playstation-network>). *IGN*. February 8, 2011. Archived (<https://web.archive.org/web/20210120183930/https://www.ign.com/articles/2011/02/08/popcap-launches-plants-vs-zombies-for-the-playstation-network>) from the original on January 20, 2021. Retrieved December 12, 2011.
80. Webster, Andrew (August 23, 2010). "Plants vs Zombies coming to DS, bringing exclusive content" (<https://arstechnia.com/gaming/2010/08/plants-vs-zombies-coming-to-ds-bringing-exclusive-content>). *Ars Technia*. Archived (<https://web.archive.org/web/20210120184115/https://arstechnia.com/gaming/2010/08/plants-vs-zombies-coming-to-ds-bringing-exclusive-content>) from the original on January 20, 2021. Retrieved December 17, 2020.
81. Newton, James (August 23, 2010). "Plants vs. Zombies Eyes Up DS, Licks Rotting Lips" (http://www.nintendolife.com/news/2010/08/plants_vs_zombies_eyes_up_ds_licks_rotting_lips). *Nintendo Life*. Archived (https://web.archive.org/web/20170927173042/http://www.nintendolife.com/news/2010/08/plants_vs_zombies_eyes_up_ds_licks_rotting_lips) from the original on September 27, 2017. Retrieved December 22, 2020.

82. "PopCap Launches Plants vs. Zombies for Nintendo DS" (<https://www.ign.com/articles/2011/01/18/popcap-launches-plants-vs-zombies-for-nintendo-ds>). *IGN*. January 18, 2011. Archived (<https://web.archive.org/web/20190220122155/https://www.ign.com/articles/2011/01/18/popcap-launches-plants-vs-zombies-for-nintendo-ds>) from the original on February 20, 2019. Retrieved December 17, 2020.
83. Hatfield, Daemon (January 9, 2011). "Plants vs. Zombies Review – DS Review" (<https://www.ign.com/articles/2011/01/19/plants-vs-zombies-ds-review>). *IGN*. Archived (<https://web.archive.org/web/20201208150959/https://www.ign.com/articles/2011/01/19/plants-vs-zombies-ds-review>) from the original on December 8, 2020. Retrieved November 28, 2020.
84. Langshaw, Mark (February 5, 2011). "'Plants Vs. Zombies' (DS)" (<https://www.digitalspy.com/videogames/a305876/plants-vs-zombies-ds/>). *Digital Spy*. Archived (<https://web.archive.org/web/20210120183931/https://www.digitalspy.com/videogames/a305876/plants-vs-zombies-ds/>) from the original on January 20, 2021. Retrieved December 22, 2020.
85. Dillard, Corbie (March 16, 2011). "Plants vs. Zombies Review (DSiWare)" (https://www.nintendolife.com/reviews/2011/03/plants_vs_zombies_dsiware). *Nintendo Life*. Archived (https://web.archive.org/web/20200811043720/https://www.nintendolife.com/reviews/2011/03/plants_vs_zombies_dsiware) from the original on August 11, 2020. Retrieved December 22, 2020.
86. Goldfarb, Andrew (December 22, 2011). "PlayStation Vita Launch Line Up Announced for U.S." (<https://www.ign.com/articles/2011/12/22/playstation-vita-launch-line-up-announced-for-us>) *IGN*. Archived (<https://web.archive.org/web/20120829050612/http://www.ign.com/articles/2011/12/22/playstation-vita-launch-line-up-announced-for-us>) from the original on August 29, 2012. Retrieved December 23, 2011.
87. Green, Jeff (February 21, 2012). "Plants vs Zombies for PS Vita Shambles to PSN Today" (<http://blog.playstation.com/2012/02/21/plants-vs-zombies-for-ps-vita-shambles-to-psn-today/>). *Playstation Blog*. Archived (<https://web.archive.org/web/20200804121538/https://blog.playstation.com/2012/02/21/plants-vs-zombies-for-ps-vita-shambles-to-psn-today/>) from the original on August 4, 2020. Retrieved December 23, 2020.
88. Koller, John (October 27, 2011). "Get Your Hands on PS Vita Early with the First Edition Bundle" (<https://blog.playstation.com/2011/10/27/get-your-hands-on-ps-vita-early-with-the-first-edition-bundle/>). *Playstation Blog*. Archived (<https://web.archive.org/web/20201113025940/http://blog.playstation.com/2011/10/27/get-your-hands-on-ps-vita-early-with-the-first-edition-bundle/>) from the original on November 13, 2020. Retrieved December 23, 2020.
89. Hatfield, Daemon (February 25, 2012). "Plants vs. Zombies Review – PS-Vita Review at IGN" (<https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>). *IGN*. Archived (<https://web.archive.org/web/20201210141531/https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>) from the original on December 10, 2020. Retrieved November 28, 2020.
90. Meunier, Nathan (February 24, 2011). "Plants Vs. Zombies PS Vita Review" (<https://www.gamesradar.com/plants-vs-zombies-ps-vita-review/>). *GamesRadar+*. Archived (<https://web.archive.org/web/20200811193443/https://www.gamesradar.com/plants-vs-zombies-ps-vita-review/>) from the original on August 11, 2020. Retrieved December 23, 2020.
91. *Plants vs. Zombies (PC)* (<https://www.metacritic.com/game/pc/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20171226133832/http://www.metacritic.com/game/pc/plants-vs-zombies>) from the original on December 26, 2017. Retrieved February 18, 2021.
92. *Plants vs. Zombies (iOS)* (<https://www.metacritic.com/game/ios/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180624101029/http://www.metacritic.com/game/ios/plants-vs-zombies>) from the original on June 24, 2018. Retrieved February 18, 2021.
93. *Plants vs. Zombies HD (iOS)* (<https://www.metacritic.com/game/ios/plants-vs-zombies-hd>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180819033239/http://www.metacritic.com/game/ios/plants-vs-zombies-hd>) from the original on August 19, 2018. Retrieved February 18, 2021.

94. *Plants vs. Zombies (Xbox 360)* (<https://www.metacritic.com/game/xbox-360/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180619075201/http://www.metacritic.com/game/xbox-360/plants-vs-zombies>) from the original on June 19, 2018. Retrieved February 18, 2021.
95. *Plants vs. Zombies (DS)* (<https://www.metacritic.com/game/ds/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180420155452/http://www.metacritic.com/game/ds/plants-vs-zombies>) from the original on April 20, 2018. Retrieved February 18, 2021.
96. *Plants vs. Zombies (PlayStation 3)* (<https://www.metacritic.com/game/playstation-3/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180712171826/http://www.metacritic.com/game/playstation-3/plants-vs-zombies>) from the original on July 12, 2018. Retrieved February 18, 2021.
97. *Plants vs. Zombies (DSiWare)* (<https://www.metacritic.com/game/ds/plants-vs-zombies-dsiware>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180612060227/http://www.metacritic.com/game/ds/plants-vs-zombies-dsiware>) from the original on June 12, 2018. Retrieved February 18, 2021.
98. *Plants vs. Zombies (PlayStation Vita)* (<https://www.metacritic.com/game/playstation-vita/plants-vs-zombies>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20180823100848/http://www.metacritic.com/game/playstation-vita/plants-vs-zombies>) from the original on August 23, 2018. Retrieved February 18, 2021.
99. Calvert, Justin (September 13, 2010). "Plants vs. Zombies Review for Xbox 360" (<https://www.gamespot.com/reviews/plants-vs-zombies-review/1900-6275775/>). *GameSpot*. Archived (<https://web.archive.org/web/20161103102710/http://www.gamespot.com/reviews/plants-vs-zombies-review/1900-6275775/>) from the original on November 3, 2016. Retrieved November 24, 2020.
00. Calvert, Justin (January 21, 2011). "Plants vs. Zombies Review for DS" (<https://www.gamespot.com/reviews/plants-vs-zombies-review/1900-6286812/>). *GameSpot*. Archived (<https://web.archive.org/web/20150916084500/http://www.gamespot.com/reviews/plants-vs-zombies-review/1900-6286812/>) from the original on September 16, 2015. Retrieved November 24, 2020.
01. Saltzman, Marc (May 5, 2009). "Plants vs Zombies Review" (<https://www.gamezebo.com/2009/05/05/plants-vs-zombies-review/>). *Gamezebo*. Archived (<https://web.archive.org/web/20171030105516/http://www.gamezebo.com/2009/05/05/plants-vs-zombies-review/>) from the original on October 30, 2017. Retrieved November 24, 2020.

02. Multiple sources:

- PC: Hatfield, Daemon (May 5, 2009). "Plants vs. Zombies Review – PC Review" (<https://web.archive.org/web/20100611154544/http://pc.ign.com/articles/979/979621p1.html>). *IGN*. Archived from the original (<http://pc.ign.com/articles/979/979621p1.html>) on June 11, 2010. Retrieved June 30, 2010.
 - iPhone: Hatfield, Daemon (February 13, 2010). "Plants vs. Zombies Review – iPhone Review" (<https://www.ign.com/articles/2010/02/13/plants-vs-zombies-review-3>). *IGN*. Archived (<https://web.archive.org/web/20201208121213/https://www.ign.com/articles/2010/02/13/plants-vs-zombies-review-3>) from the original on December 8, 2020. Retrieved November 28, 2020.
 - iPad: Hatfield, Daemon (April 5, 2010). "Plants vs. Zombies HD Review – iPad Review" (<https://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-review>). *IGN*. Archived (<https://web.archive.org/web/20201207084026/https://www.ign.com/articles/2010/04/05/plants-vs-zombies-hd-review>) from the original on December 7, 2020. Retrieved November 28, 2020.
 - X360: Hatfield, Daemon (September 7, 2010). "Plants vs. Zombies Review – Xbox-360 Review" (<https://www.ign.com/articles/2010/09/07/plants-vs-zombies-review>). *IGN*. Archived (<https://web.archive.org/web/20201207101408/https://www.ign.com/articles/2010/09/07/plants-vs-zombies-review>) from the original on December 7, 2020. Retrieved November 28, 2020.
 - PS3: Hatfield, Daemon (February 8, 2011). "Plants vs. Zombies Review – PS3 Review" (<https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>). *IGN*. Archived (<https://web.archive.org/web/20201210141531/https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>) from the original on December 10, 2020. Retrieved November 28, 2020.
 - PS-Vita: Hatfield, Daemon (February 25, 2012). "Plants vs. Zombies Review – PS-Vita Review" (<https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>). *IGN*. Archived (<https://web.archive.org/web/20201210141531/https://www.ign.com/articles/2011/02/08/plants-vs-zombies-review-2>) from the original on December 10, 2020. Retrieved November 28, 2020.
03. "Plants vs. Zombies is PopCap's fastest-selling game" (<http://www.joystiq.com/2009/05/20/plants-vs-zombies-is-popcaps-fastest-selling-game/>). *Joystiq*. May 20, 2009. Archived (<https://web.archive.org/web/20090528074720/http://www.joystiq.com/2009/05/20/plants-vs-zombies-is-popcaps-fastest-selling-game/>) from the original on May 28, 2009. Retrieved September 5, 2009.
04. "Analysis: The Universal (Brain-Eating) Appeal Of Plants Vs. Zombies" (http://www.gamasutra.com/php-bin/news_index.php?story=23678). *Gamasutra*. May 20, 2009. Archived (https://web.archive.org/web/20091108204443/http://www.gamasutra.com/php-bin/news_index.php?story=23678) from the original on November 8, 2009. Retrieved September 5, 2009.
05. Hyrb, Larry (January 6, 2012). "Top Games of 2011" (<https://majornelson.com/2012/01/06/top-games-of-2011/>). *Major Nelson*. Microsoft. Archived (<https://web.archive.org/web/20201127140347/https://majornelson.com/2012/01/06/top-games-of-2011/>) from the original on November 27, 2020. Retrieved December 10, 2020.
06. Snider, Mike (February 25, 2010). "'Plants vs. Zombies' makes an iPhone killing" (<http://content.usatoday.com/communities/gamehunters/post/2010/02/plants-vs-zombies-makes-an-iphone-killing/1>). *USA Today's Game Hunters*. Archived (<https://web.archive.org/web/20101204181002/http://content.usatoday.com/communities/gamehunters/post/2010/02/plants-vs-zombies-makes-an-iphone-killing/1>) from the original on December 4, 2010. Retrieved January 14, 2015.
07. Crecente, Brian (February 25, 2010). "Plants vs. Zombies Rakes In \$1M" (<https://kotaku.com/plants-vs-zombies-rakes-in-1m-5480038>). *Kotaku*. Archived (<https://web.archive.org/web/20201207102927/https://kotaku.com/plants-vs-zombies-rakes-in-1m-5480038>) from the original on December 7, 2020. Retrieved November 27, 2020.

08. Schisel, Seth (June 13, 2009). "If You Lose Your Mind, You Risk Having It Eaten" (<https://www.nytimes.com/2009/06/13/arts/television/13zombies.html>). *The New York Times*. Archived (<http://web.archive.org/web/20201207064610/https://www.nytimes.com/2009/06/13/arts/television/13zombies.html>) from the original on December 7, 2020. Retrieved November 27, 2020.
09. Moioli, Umberto (May 5, 2009). "Plants vs. Zombies – Review" (<https://web.archive.org/web/20090509070646/https://multiplayer.it/articolo.php?id=54620>). *Multiplayer.it* (in Italian). Archived from the original (<https://multiplayer.it/articolo.php?id=54620>) on May 9, 2009. Retrieved November 26, 2020.
10. Vanhemert, Kyle (November 8, 2011). "Review: Popcap Plants Vs. Zombies" (<https://www.wired.com/2011/11/plants-vs-zombies-app/>). *Wired*. Archived (<https://web.archive.org/web/2016122214904/https://www.wired.com/2011/11/plants-vs-zombies-app/>) from the original on December 22, 2016. Retrieved November 24, 2020.
11. Arendt, Susan (September 22, 2010). "Review: Plants vs Zombies XBLA" (<https://v1.escapistmagazine.com/articles/view/video-games/editorials/reviews/8141-Review-Plants-vs-Zombies-XBLA>). *The Escapist*. Archived (<https://web.archive.org/web/20201208144710/https://v1.escapistmagazine.com/articles/view/video-games/editorials/reviews/8141-Review-Plants-vs-Zombies-XBLA>) from the original on December 8, 2020. Retrieved November 28, 2020.
12. Cowen, Nicj (May 6, 2011). "Plants vs Zombies – review" (<https://www.theguardian.com/technology/gamesblog/2011/may/06/plants-vs-zombies-game-review>). *The Guardian*. Archived (<http://web.archive.org/web/20201208160107/https://www.theguardian.com/technology/gamesblog/2011/may/06/plants-vs-zombies-game-review>) from the original on December 8, 2020. Retrieved November 28, 2020.
13. "Spike TV Video Game Awards Nominees Missing One Big Thing: Social Games" (https://www.aol.com/2009/11/18/spike-tv-video-game-awards-nominees-missing-one-big-thing-social/?guccounter=1&guce_referrer=aHR0cHM6Ly93d3cuYmluZy5jb20v&guce_referrer_sig=AQAAAB4JtUouOKw3VdLHChgRBEQDtunpUSr2ugieCseXWtjKQ8j2YuAJpkAwMwSmtJWloipilBJrEya662FTdAPGuH4ft5Gjdu5HRg-APrfjNQoPfUdd_t24BPg1JD1wfNvo4p5V3y23y9TTcF-3t9_QUO3rXV5pPI3XFPRke_2YJ8-z). AOL. November 18, 2009. Retrieved December 25, 2020.
14. "13th Annual Interactive Achievement Awards Finalists" (https://web.archive.org/web/20100215035543/http://www.interactive.org/images/pdfs/13th_Annual_IAA_Finalists.pdf) (PDF). *Academy of Interactive Arts & Sciences*. January 21, 2010. Archived from the original (http://www.interactive.org/images/pdfs/13th_Annual_IAA_Finalists.pdf) (PDF) on February 15, 2010. Retrieved January 24, 2010.
15. "10th Annual Game Developers Choice Awards" (https://www.gamechoiceawards.com/archive/gdca_10th.html). *Game Developers Choice Awards*. March 11, 2010. Archived (https://web.archive.org/web/20201005223732/https://www.gamechoiceawards.com/archive/gdca_10th.html) from the original on October 5, 2020. Retrieved December 25, 2020.
16. "6th British Academy Games Awards" (<http://awards.bafta.org/award/2010/games>). *British Academy of Film and Television Arts*. March 19, 2010. Archived (<https://web.archive.org/web/20150406023703/http://awards.bafta.org/award/2010/games>) from the original on April 6, 2015. Retrieved December 25, 2020.
17. "7th British Academy Games Awards" (<http://awards.bafta.org/award/2011/games>). *British Academy of Film and Television Arts*. March 16, 2011. Archived (<https://web.archive.org/web/20161102225258/http://awards.bafta.org/award/2011/games>) from the original on November 2, 2016. Retrieved December 25, 2020.
18. Pakinkis, Tom (October 29, 2010). "Golden Joysticks Awards 2010 round-up" (<https://web.archive.org/web/20110726225930/http://www.computerandvideogames.com/272672/golden-joysticks-awards-2010-round-up/>). *Computer and Video Games*. Archived from the original (<http://www.computerandvideogames.com/272672/golden-joysticks-awards-2010-round-up/>) on July 26, 2011. Retrieved December 25, 2020.

19. "Plants vs. Zombies" (<https://www.imgawards.com/games/plants-vs-zombies-3/>). *International Mobile Gaming Awards*. 2011. Archived (<https://web.archive.org/web/20180908223035/http://www.imgawards.com/games/plants-vs-zombies-3/>) from the original on September 8, 2018. Retrieved December 25, 2020.
20. "Plants vs. Zombies" (<https://www.ea.com/games/plants-vs-zombies/plants-vs-zombies>). *Electronic Arts*. Archived (<https://web.archive.org/web/20201119050739/https://www.ea.com/games/plants-vs-zombies/plants-vs-zombies>) from the original on November 19, 2020. Retrieved December 27, 2020.
21. Takahashi, Dean; Lynley, Matthew (July 12, 2011). "Electronic Arts buys PopCap for \$750M" (<https://venturebeat.com/2011/07/12/ea-popcap-acquire-750m/>). *VentureBeat*. Archived (<https://web.archive.org/web/20201104031452/https://venturebeat.com/2011/07/12/ea-popcap-acquire-750m/>) from the original on November 4, 2020. Retrieved January 4, 2021.
22. Goldfarb, Andrew (August 21, 2012). "Report: Layoffs Hit PopCap, International Studios Shuttered" (<https://www.ign.com/articles/2012/08/21/report-layoffs-hit-popcap-international-studios-shuttered>). *IGN*. Archived (<https://web.archive.org/web/20181116100601/https://www.ign.com/articles/2012/08/21/report-layoffs-hit-popcap-international-studios-shuttered>) from the original on November 16, 2018. Retrieved January 4, 2021.
23. Schreler, Jason (November 11, 2017). "Widespread Rumor About EA Firing Plants vs. Zombies Creator Isn't Quite True" (<https://kotaku.com/widespread-rumor-about-ea-firing-plants-vs-zombie-crea-1820649466>). *Kotaku*. Archived (<https://web.archive.org/web/20201127185442/https://kotaku.com/widespread-rumor-about-ea-firing-plants-vs-zombie-crea-1820649466>) from the original on November 27, 2020. Retrieved January 5, 2021.
24. O'Brien, Lucy (November 21, 2017). "Update: Plants vs. Zombies Creator's EA Departure Clarified" (<https://www.ign.com/articles/2017/11/21/plants-vs-zombies-creator-reportedly-fired-by-ea-for-objecting-to-play-to-win>). *IGN*. Archived (<https://web.archive.org/web/20201109034540/https://www.ign.com/articles/2017/11/21/plants-vs-zombies-creator-reportedly-fired-by-ea-for-objecting-to-play-to-win>) from the original on November 9, 2020. Retrieved January 5, 2021.
25. Takahashi, Dean (February 8, 2018). "Octogeddon review — who knew that fighting as a giant octopus could be this fun?" (<https://venturebeat.com/2018/02/08/octogeddon-review-who-knew-that-fighting-as-a-giant-octopus-could-be-this-fun/>). *VentureBeat*. Retrieved January 26, 2021.
26. Takahashi, Dean (February 7, 2018). "Octogeddon: How Plants vs. Zombies creator spent four years on zany octopus game" (<https://venturebeat.com/2018/02/07/octogeddon-how-plants-vs-zombies-creator-spent-four-years-on-zany-octopus-game/>). *VentureBeat*. Archived (<https://web.archive.org/web/20210114004411/https://venturebeat.com/2018/02/07/octogeddon-how-plants-vs-zombies-creator-spent-four-years-on-zany-octopus-game/>) from the original on January 14, 2021. Retrieved January 5, 2021.
27. Bradley, Alan (October 10, 2016). "Plants vs. Zombies designer turns his game jam concept into Octogeddon" (https://www.gamasutra.com/view/news/282931/Plants_vs_Zombies_designer_turns_his_game_jam_concept_into_Octogeddon.php). *Gamasutra*. Archived (https://web.archive.org/web/20201108111955/http://www.gamasutra.com/view/news/282931/Plants_vs_Zombies_designer_turns_his_game_jam_concept_into_Octogeddon.php) from the original on November 8, 2020. Retrieved January 5, 2021.
28. "Octogeddon" (<https://store.steampowered.com/app/525620/Octogeddon/>). *Steam*. Archived (<https://web.archive.org/web/20201109033557/https://store.steampowered.com/app/525620/Octogeddon/>) from the original on November 9, 2020. Retrieved January 5, 2021.
29. "Octogeddon for PC" (<https://www.metacritic.com/game/pc/octogeddon>). *Metacritic*. CBS Interactive. Archived (<https://web.archive.org/web/20201115232028/https://www.metacritic.com/game/pc/octogeddon>) from the original on November 15, 2020. Retrieved January 5, 2021.

30. Webster, Andrew (May 20, 2013). "'Plants vs. Zombies Adventures' is a Facebook game you'll actually want to play" (<https://www.theverge.com/2013/5/20/4348376/plants-vs-zombies-adventures-facebook-game-youll-want-to-play>). *The Verge*. Archived (<https://web.archive.org/web/20161206033226/http://www.theverge.com/2013/5/20/4348376/plants-vs-zombies-adventures-facebook-game-youll-want-to-play>) from the original on December 6, 2016. Retrieved January 7, 2021.
31. Shaul, Brandon (July 24, 2014). "EA Announces Closure of Plants vs Zombies Adventures on Facebook" (<https://www.adweek.com/performance-marketing/ea-announces-closure-of-plants-vs-zombies-adventures-on-facebook/>). *AdWeek*. Archived (<https://web.archive.org/web/20210109005212/https://www.adweek.com/performance-marketing/ea-announces-closure-of-plants-vs-zombies-adventures-on-facebook/>) from the original on January 9, 2021. Retrieved January 8, 2021.
32. Davis, Justin (August 14, 2013). "Plants vs. Zombies 2 Launching Worldwide Tonight" (<https://www.ign.com/articles/2013/08/14/plants-vs-zombies-2-launching-worldwide-tonight>). *IGN*. Archived (<https://web.archive.org/web/20210111005449/https://www.ign.com/articles/2013/08/14/plants-vs-zombies-2-launching-worldwide-tonight>) from the original on January 11, 2021. Retrieved January 8, 2021.
33. Karmali, Luke (January 16, 2014). "Plants vs. Zombies: Garden Warfare Delayed" (<https://www.ign.com/articles/2014/01/16/plants-vs-zombies-garden-warfare-delayed>). *IGN*. Archived (<https://web.archive.org/web/20140117102658/https://www.ign.com/articles/2014/01/16/plants-vs-zombies-garden-warfare-delayed>) from the original on January 17, 2014. Retrieved January 8, 2021.
34. "Plants vs. Zombies: Garden Warfare 2" (<https://www.ign.com/games/plants-vs-zombies-garden-warfare-2>). *IGN*. Archived (<https://web.archive.org/web/20210111005654/https://www.ign.com/games/plants-vs-zombies-garden-warfare-2>) from the original on January 11, 2021. Retrieved January 8, 2021.
35. Minotti, Mike (October 18, 2016). "Plants vs. Zombies Heroes enters the mobile digital card game arena" (<https://venturebeat.com/2016/10/18/plants-vs-zombies-heroes-enters-the-mobile-digital-card-game-arena/>). *VentureBeat*. Archived (<https://web.archive.org/web/20201108120609/http://venturebeat.com/2016/10/18/plants-vs-zombies-heroes-enters-the-mobile-digital-card-game-arena/>) from the original on November 8, 2020. Retrieved January 9, 2021.
36. Fahey, Mike (April 9, 2019). "New Plants Vs. Zombies Shooter Announced, Goes Live Today" (<https://kotaku.com/new-plants-vs-zombies-shooter-announced-goes-live-tod-1837874728>). *Kotaku*. Archived (<https://web.archive.org/web/20190915024732/https://kotaku.com/new-plants-vs-zombies-shooter-announced-goes-live-tod-1837874728>) from the original on September 15, 2019. Retrieved January 9, 2021.
37. Nelson, Xavier (September 11, 2019). "How EA and Plants vs. Zombies are battling binge culture" (<https://www.polygon.com/2019/9/11/20859185/plants-vs-zombies-ea-release-neighborville>). *Polygon*. Archived (<https://web.archive.org/web/20190914004246/https://www.polygon.com/2019/9/11/20859185/plants-vs-zombies-ea-release-neighborville>) from the original on September 14, 2019. Retrieved January 9, 2021.
38. Forde, Matthew (October 19, 2020). "EA pulls Plants vs. Zombies 3 from soft launch" (<https://www.pocketgamer.biz/news/74798/ea-pulls-plants-vs-zombies-3-from-soft-launch/>). *Pocket Gamer*. Archived (<https://web.archive.org/web/20210107161828/https://www.pocketgamer.biz/news/74798/ea-pulls-plants-vs-zombies-3-from-soft-launch/>) from the original on January 7, 2021. Retrieved January 9, 2021.

39. Plants vs. Zombies 2:

- iOS: *Plants vs Zombies 2: It's About Time* (<https://www.metacritic.com/game/ios/plants-vs-zombies-2-its-about-time>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200720085912/https://www.metacritic.com/game/ios/plants-vs-zombies-2-its-about-time>) from the original on July 20, 2020. Retrieved March 9, 2021.

Plants vs. Zombies: Garden Warfare:

- PC: *Plants vs Zombies: Garden Warfare (PC)* (<https://www.metacritic.com/game/pc/plants-vs-zombies-garden-warfare>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20201126225942/https://www.metacritic.com/game/pc/plants-vs-zombies-garden-warfare>) from the original on November 26, 2020. Retrieved March 9, 2021.
- X360: *Plants vs Zombies: Garden Warfare (Xbox 360)* (<https://www.metacritic.com/game/xbox-360/plants-vs-zombies-garden-warfare>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20201130001116/https://www.metacritic.com/game/xbox-360/plants-vs-zombies-garden-warfare>) from the original on November 30, 2020. Retrieved March 9, 2021.
- XONE: *Plants vs Zombies: Garden Warfare (Xbox One)* (<https://www.metacritic.com/game/xbox-one/plants-vs-zombies-garden-warfare>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20201125015418/https://www.metacritic.com/game/xbox-one/plants-vs-zombies-garden-warfare>) from the original on November 25, 2020. Retrieved March 9, 2021.
- PS4: *Plants vs Zombies: Garden Warfare (PlayStation 4)* (<https://www.metacritic.com/game/playstation-4/plants-vs-zombies-garden-warfare>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200621125951/https://www.metacritic.com/game/playstation-4/plants-vs-zombies-garden-warfare>) from the original on June 21, 2020. Retrieved March 9, 2021.

Plants vs. Zombies: Garden Warfare 2:

- PC: *Plants vs Zombies: Garden Warfare 2 (PC)* (<https://www.metacritic.com/game/pc/plants-vs-zombies-garden-warfare-2>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200912091729/https://www.metacritic.com/game/pc/plants-vs-zombies-garden-warfare-2>) from the original on September 12, 2020. Retrieved March 9, 2021.
- PS4: *Plants vs Zombies: Garden Warfare 2 (PlayStation 4)* (<https://www.metacritic.com/game/playstation-4/plants-vs-zombies-garden-warfare-2>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20201125023722/https://www.metacritic.com/game/playstation-4/plants-vs-zombies-garden-warfare-2>) from the original on November 25, 2020. Retrieved March 9, 2021.
- XONE: *Plants vs Zombies: Garden Warfare 2 (Xbox One)* (<https://www.metacritic.com/game/xbox-one/plants-vs-zombies-garden-warfare-2>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200912094738/https://www.metacritic.com/game/xbox-one/plants-vs-zombies-garden-warfare-2>) from the original on September 12, 2020. Retrieved March 9, 2021.

Plants vs. Zombies Heroes:

- iOS: *Plants vs. Zombies Heroes* (<https://www.metacritic.com/game/pc/plants-vs-zombies-heroes>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20161108061110/http://www.metacritic.com/game/ios/plants-vs-zombies-heroes>) from the original on November 8, 2016. Retrieved March 9, 2021.

Plants vs. Zombies: Battle for Neighborville:

- PC: *Plants vs. Zombies: Battle for Neighborville (PC)* (<https://www.metacritic.com/game/pc/plants-vs-zombies-battle-for-neighborville>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200606160104/https://www.metacritic.com/game/pc/plants-vs-zombies-battle-for-neighborville>) from the original on June 6, 2020. Retrieved March 9, 2021.

- PS4: *Plants vs. Zombies: Battle for Neighborville (PlayStation 4)* (<https://www.metacritic.com/game/playstation-4/plants-vs-zombies-battle-for-neighborville>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20201111232235/https://www.metacritic.com/game/playstation-4/plants-vs-zombies-battle-for-neighborville>) from the original on November 11, 2020. Retrieved March 9, 2021.
 - XONE: *Plants vs. Zombies: Battle for Neighborville (Xbox One)* (<https://www.metacritic.com/game/xbox-one/plants-vs-zombies-battle-for-neighborville>) at Metacritic. Red Ventures. Archived (<https://web.archive.org/web/20200606155821/https://www.metacritic.com/game/xbox-one/plants-vs-zombies-battle-for-neighborville>) from the original on June 6, 2020. Retrieved March 9, 2021.
40. Tach, David (September 4, 2012). "How 'Plants vs. Zombies' pinball table was built from authentic zombie parts" (<https://www.polygon.com/gaming/2012/9/4/3291850/how-plants-vs-zombies-pinball-was-built-from-authentic-zombie-parts>). *Polygon*. Archived (<https://web.archive.org/web/20150518110326/http://www.polygon.com/gaming/2012/9/4/3291850/how-plants-vs-zombies-pinball-was-built-from-authentic-zombie-parts>) from the original on May 18, 2015. Retrieved December 25, 2020.
 41. Davis, Justin (August 31, 2012). "PAX: Plants vs. Zombies Pinball Revealed" (<https://www.ign.com/articles/2012/08/31/plants-vs-zombies-pinball-revealed>). *IGN*. Archived (<https://web.archive.org/web/20181106063728/https://www.ign.com/articles/2012/08/31/plants-vs-zombies-pinball-revealed>) from the original on November 6, 2018. Retrieved December 26, 2020.
 42. Barsanti, Sam (August 31, 2012). "Plants vs. Zombies shambling to Zen Pinball 2 and Pinball FX2 next week" (<https://venturebeat.com/2012/08/31/plants-vs-zombies-shambling-to-zen-pinball-2-and-pinball-fx2-next-week/>). *VentureBeat*. Archived (<https://web.archive.org/web/20171209152629/https://venturebeat.com/2012/08/31/plants-vs-zombies-shambling-to-zen-pinball-2-and-pinball-fx2-next-week/>) from the original on December 9, 2017. Retrieved December 9, 2017.
 43. Martin, Liam (August 8, 2012). "'Zen Pinball 2' PS3 release date announced, PopCap table teased" (<https://www.digitalspy.com/videogames/a398216/zen-pinball-2-ps3-release-date-announced-popcap-table-teased/>). *GameSpy*. Archived (<https://web.archive.org/web/20210120183915/https://www.digitalspy.com/videogames/a398216/zen-pinball-2-ps3-release-date-announced-popcap-table-teased/>) from the original on January 20, 2021. Retrieved December 26, 2020.
 44. Tach, Dave (July 17, 2013). "Plants vs. Zombies comic arrives on iOS, first issue free" (<https://www.polygon.com/2013/7/17/4533042/plants-vs-zombies-comic-ios-released>). *Polygon*. Retrieved March 10, 2021.
 45. Yehl, Joshua (March 11, 2015). "Plants vs. Zombies Monthly Comic Series Coming" (<http://www.ign.com/articles/2015/03/11/plants-vs-zombies-monthly-comic-series-coming>). *IGN*. Archived (<https://web.archive.org/web/20151012033953/http://www.ign.com/articles/2015/03/11/plants-vs-zombies-monthly-comic-series-coming>) from the original on October 12, 2015. Retrieved October 19, 2015.
 46. "Scary Stories, Part 2" (<https://web.archive.org/web/20120411132532/http://www.wizards.com/Magic/Magazine/Article.aspx?x=mtg%2Fdaily%2Fmm%2F162>). *Wizards of the Coast*. September 26, 2011. Archived from the original (<http://www.wizards.com/Magic/Magazine/Article.aspx?x=mtg/daily/mm/162>) on April 11, 2012. Retrieved April 23, 2012.
 47. Smith, Quentin (September 20, 2010). "Plants Vs. Zombies Quest In WoW: Cataclysm" (<http://www.rockpapershotgun.com/2010/09/20/plants-vs-zombies-quest-in-wow-cataclysm/>). *Rock Paper Shotgun*. Archived (<https://web.archive.org/web/20100922201116/http://www.rockpapershotgun.com/2010/09/20/plants-vs-zombies-quest-in-wow-cataclysm/>) from the original on September 22, 2010. Retrieved September 20, 2010.
 48. Funk, John (September 20, 2010). "Cataclysm Adds Plants vs. Zombies Minigame to WoW" (<https://v1.escapistmagazine.com/news/view/103626-Cataclysm-Adds-Plants-vs-Zombies-Minigame-to-WoW>). *The Escapist*. Archived (<https://web.archive.org/web/20181121095350/https://v1.escapistmagazine.com/news/view/103626-Cataclysm-Adds-Plants-vs-Zombies-Minigame-to-WoW>) from the original on November 21, 2018. Retrieved December 27, 2020.

49. Ivan, Tom (September 22, 2010). "PopCap 'Delighted' With WOW's Plants Vs Zombies Homage" (<https://www.next-gen.biz/news/popcap-delighted-with-wow's-plants-vs-zombies-homage>). *Edge*. Retrieved December 27, 2020.
50. Westbrook, Logan (September 22, 2010). "PopCap Delighted With WoW's Plants vs. Zombies Tribute" (<http://www.escapistmagazine.com/news/view/103702-PopCap-Delighted-With-WoWs-Plants-vs-Zombies-Tribute>). *The Escapist*. Archived (<https://web.archive.org/web/20100925052821/http://www.escapistmagazine.com/news/view/103702-PopCap-Delighted-With-WoWs-Plants-vs-Zombies-Tribute>) from the original on September 25, 2010. Retrieved September 22, 2010.

External links

- [Official website \(https://www.ea.com/ea-studios/popcap/plants-vs-zombies\)](https://www.ea.com/ea-studios/popcap/plants-vs-zombies)

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Plants_vs._Zombies_\(video_game\)&oldid=1015083449](https://en.wikipedia.org/w/index.php?title=Plants_vs._Zombies_(video_game)&oldid=1015083449)"

This page was last edited on 30 March 2021, at 15:13 (UTC).

Text is available under the Creative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.