



Sunflower (6):

- Cost: 1 coin
- Action: Produce 1 coin per round.

Peashooter (12):

- Cost: 2 coins
- Action: Shoots a pea down the lane and hits the first zombie/gravestone for 1 dmg.

Jalapeno (1):

- Cost: 8 coins
- Action: Immediately kill every zombie in the lane. After use, place back in hand.

Walnut (6):

- Cost: 3 coins
- Action: block 2 rounds worth of dmg.

Gravestone (4):

- Cost: 2 coins
- Health: 3 health
- Action: Produce 2 coins per round.

Zombie (8):

- Cost: 2 coins
- Health: 2 health
- Action: move 2 spaces per round.

Screen Door Zombie (3):

- Cost: 3 coins
- Health: 3 health
- Action: move 2 spaces per round.

Pole Vault Zombie (1):

- Cost: 8 coins
- Health: 2 health
- Action: move 3 spaces per round, jump over the first plant in its path.
 - If the third tile has a plant on it, the Pole Vaulter will jump to the next spot. Essentially moving 4 spaces.
 - After jumping over a plant, the Pole Vaulter will only move 1 space per round.