
PLANTS vs. ZOMBIES™
BATTLE FOR NEIGHBORVILLE

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INTRODUCTION

Neighborville is a quaint little burg known for its picket fences, tire swings, and zombie invasions. Crazy Dave and his plants usually have no problem putting the lid on Dr. Zomboss and his plans, but this is the biggest invasion yet! Crazy Dave and his plant pals will have to fight stem and leaf to keep the zombies out of the townsfolk's homes–and heads!

NOTE: All *Plants vs. Zombies: Battle for Neighborville™* gameplay requires an Internet connection.

COMPLETE CONTROLS

PC CONTROL INFORMATION

Plants vs. Zombies™: Battle for Neighborville on PC allows you to play the game on a variety of control devices. For the best experience, we recommend using the Xbox One Wireless Controller. The controls listed throughout the manual assume that you are using an Xbox One Wireless Controller.

KEYBOARD CONTROLS

DEFAULT CONTROLS	
Move	**W** / **S** / **A** / **D** (QWERTY layout) **Z** / **S** / **Q** / **D** (AZERTY layout)
Jump	**SPACEBAR**
Action button	**F**
Activate primary weapon	left-click
Zoom / Activate secondary weapon	right-click
Reload	**R**
Turn camera/character	mouse
Ability 1	**Q**
Ability 2	**2**
Ability 3	**E**
Strategies	left arrow
Gestures	right arrow
Favorites	up arrow
Play random gesture from Favorites	down arrow
Game menu	**ESC**
Social menu / Region map / Scoreboard	**TAB**

XBOX ONE WIRELESS CONTROLLER

NOTE: The control instructions in this manual refer to the Xbox One Wireless Controller configuration.

DEFAULT CONTROLS	
Move	L
Jump	A
Reload / Action button	X
Activate primary weapon	RT
Zoom / Activate secondary weapon	LT
Turn camera/character	R
Ability 1	LB
Ability 2	Y
Ability 3	RB
Strategies	
Gestures	
Favorites	
Play random gesture from Favorites	
Game menu	**MENU** button
Social menu / Region map / Scoreboard	**VIEW** button

PLAYING THE GAME

GAME MENU

NOTE: Accessing the Game Menu does not halt gameplay.

Press the **MENU** button to enter the Game Menu and find your player rank, currencies, and loads of information on your stats and more. The Game Menu is divided into six sections:

Game Menu	Go here to Respawn, Warp Home, Invite Friends, or Resume gameplay, or to learn more about your current character's abilities and status.
Neighborville News	Read all the latest messages and updates (this section is only available in Giddy Park).
Friends	Peek in on your friends' activities, join them, or invite them to join you.
Social	This tab lists all the players in your server and their Groups (this section is only available in Giddy Park).
Challenges	This tab shows you any active challenges you have, as well as daily, weekly, and character challenges to earn valuable prize bulbs
Cool Stats	Check out all your stats, divided into general, regions, plants, and zombies.
Settings	Go here to adjust game controls, audio, accessibility, and UI/HUD.

GAME SCREEN


Current wave / Remaining opponents / Boss Health
Objective
Reticle
Health
XP ticker
Tracked Challenge
Abilities
Ammo
125

GIDDY PARK

Giddy Park: once a fun amusement park, it's now a battleground for crazy plants vs. zombies free-for-alls! Above Giddy Park is Dave Manor and the Zomboss HQ, packed with magical portals, fun activities, and options to customize and improve your characters.

If you are vanquished in Giddy Park, you'll immediately respawn in your team's Base. You earn XP and rewards in Giddy Park, so feel free to battle as much as you please.

Venture forth by yourself or invite up to three friends into your group!

NOTE: Listed below are the available stations in both Dave Manor and the Zomboss HQ (no need to switch teams!), though Region vehicles are team-specific. Step on the help stone near the Base's spawn points to highlight the various stations.

MULTIPLAYER PORTAL

The Multiplayer Portal is your gateway to good times. Use the Multiplayer Portal to jump into online matches of competitive games (such as TVM or Turf Takeover), cooperative modes (such as Plant & Zombie Ops), or weekly events!

REGION VEHICLES

There are four vehicles in Giddy Park that will take you to Regions filled with adventures, collectibles, and hordes of enemies to vanquish! At Dave Mansion, The RV goes to Sundrop Hills in Town Center, and Lil' Steamy will take you to Mount Steep. At the Zomboss HQ, the Busbulance is headed to Pressure Pier in Town Center, and the Submarine is set to Weirding Woods.

CHANGE BOOTH

Use the Change Booth to change your character, upgrades, and appearance. You can also access this menu by using the Respawn option through the Game Menu.

TEAM SWITCH BOOTH

Wanna change your loyalties? Use the recruitment tent in either HUB to instantly spawn as a plant or zombie. You can also switch teams by using the Respawn option through the Game Menu or with the Change Booth–the Team Switch Booth, however, is much faster.

WORLD OPTIONS

Via World Options, you can set your Base to one of three categories: Online (join with other players when entering Giddy Park), Private (play in a private version of Giddy Park without AI), and Private with AI (play in a private version of Giddy Park with AI). You can also use World Options to see how many of your friends are online.

PROMOTION STAGE

When your character reaches level 10, make your way to the Promotion Stage to promote them. This will reset their level to 1 and give them new and improved upgrades. Each character can be promoted 5 times.

MR. REWARD-O-TRON 9000

Toss your coins into the Mr. Reward-o-tron 9000 and see what you get! Items range from accessories and gestures to complete costumes. You may even get Legendary items!

RUX'S EMPORIUM

Check in with Rux to pick up special gifts waiting for you. He also sells items in exchange for Rainbow Stars.

CHIP'S VICTORY SLABS

Whenever you vanquish another player, they'll see your Victory Slab. Visit Chip to customize your Victory Slab and its Punchers!

XP TRAINER

Have some characters in need of quick leveling? Use your coins to buy XP for your current character.

NOTE: XP Trainer has a daily limit.

WINGDING'S PRIZE BOOTH

As you earn XP and complete challenges, you'll earn Prize Bulbs that unlock rewards on the Prize Maps at Wingding's Prize Booth. The Prize Board changes monthly, so be sure to fill it out before the end of the month!

MULTIPLAYER PORTAL

Game Modes

Set up a game at the TV Consoles, then jump into the Multiplayer Portal to fight against your friends or other online players. There are a bunch of game modes to choose from, as well as weekly events!

Ops

Ops is a cooperative, defense-based game with plenty of surprises! Fight off waves of enemies with your own prowess, or activate turrets around the map for additional defense. Waves increase in difficulty as you progress, and you'll encounter bonus challenges and powerful bosses along the way. Good luck!

Turf Takeover

One team must fight to reach their objectives over an expanding map–the other team must hold them back. If the attacking team wins the last objective, they win. If the defending team holds them off successfully, they win!

Team Vanquish

Go all out against your enemies! Every plant or zombie vanquished counts as a point, while each revive subtracts a point from the other team.

Vanquish Confirmed
Collect Crazy Orbs from vanquished enemies to earn points for your team–or, deny the opposing team their point by collecting your fallen ally's Crazy Orb first.

Gnome Bomb
Use the mighty power of the gnome bomb to destroy all three of your opponent's tombstones or gardens–but first, you need to find the gnome!

Suburbination
Capture the objectives! Control two or more objectives to add to your team's score.

Battle Arena
Compete in a competitive, 4v4 team-based elimination mode!

REGIONS

Regions are sandbox maps filled with quests to complete, enemies to fight, and items to discover! There are four Regions that can be accessed from Giddy Park: two in Dave Manor (Town Center - Sundrop Hills and Mount Steep), and two in The Zomboss HQ (Town Center - Pressure Pier and Weirding Woods).

MAP

Press the **VIEW** button (or tab to the Region section of the Pause Menu) to open the map of the region. This map shows more than an overview of the Region–it also highlights the Region's Points of Interests and collectibles, lists your current objectives, and contains various information on the Region as a whole.

In the map section, press Ⓨ to toggle collectables on and off (this shows any collectables you've found–information on undiscovered collectables can be bought in the Region Stores). You can also set Waypoints on the map to create a compass in the world to guide you to your desired Point of Interest–on the map, use the left stick to highlight a Point of Interest, then press Ⓐ to set the Waypoint (press Ⓧ to remove the Waypoint).

The map doesn't just contain geographical information: you can also find information on Progress and Medals. From the map, use LT and RT to tab between these sections.



Progress

The Progress menu lists progress for all the activities, quests, and collectable items for the current Region, such as Gnomes, Chests, and Region-specific collectables. This section also notes the objectives remaining in the Region yet to be competed. Can you earn 100%?

Medals

Medals are earned by completing Region-specific requirements. There are five types of Medals: Adventures (related to your main objectives), Sightseeing, Shelf Stuffers, Side Gigs, and Demolition Fans. These Medals unlock the ability to purchase items from the Region Store. In addition, each medal contains some lore about the region that is revealed on medal completion.



REGION STORES

Each Region has its own currency, and a store where that currency can be exchanged for maps, costumes, and accessories. These items are locked behind medal requirements that need to be met before the item can be purchased.

The division of currencies is as follows: Tacos at Town Center and Pressure Pier, Badges at Mount Steep, and Marshmallows at Weirding Woods.

Have some extra Region currencies you don't need? Go to the Region Store to convert it to coins!

REGION LOCATIONS

Regions are divided by plants and zombies, and each contains its own items, story, and characters. You don't have to complete a Region before starting another one–jump between Regions as you please!

Town Center - Sundrop Hills

The zombies are capturing plants in traps that force them to dance FOREVER. If all the plants get captured, the town's brains will be defenseless! Report to Major Sweetie in Town Center.

Mount Steep

The zombies have invaded Neighborville's historic Olde Town and are up to something inside Mount Steep. Talk to the plants in the area to see if you can find out more.

Town Center - Pressure Pier

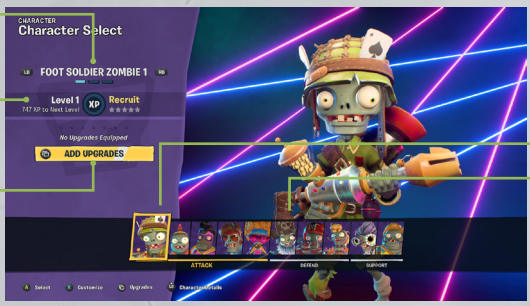
There's an *un*-zombie outbreak in Town Center. The entire zombie way of life is under attack! You must help Dr. Real Doctor find the cure.

Weirding Woods

Zombies are trapped by an invasive plant named Dreadwood in the old Z-Tech Factory. No one has heard from them in a very long time. Get to the factory to see if they're okay.

CHARACTERS

CHARACTER SELECT SCREEN



Both teams have ten classes with their own strengths, weapons, and abilities, which gives each their own advantages. Some characters are better suited for the Attacking Role, like Peashooter and the Soldier Zombie, while others are better at Defending locations and fighting from the perimeter like Captain Deadbeard and Cactus. Others have a more specialized support role, like Sunflower and Scientist, who can provide healing. Try them all to see which characters work best for you!

In the Character Selection menu, you can choose your team and character, or customize your appearance. Every character has their own unique look, stats, and primary weapon. You can further personalize your characters with customizable items. Additional character upgrades are rewarded as you promote characters.

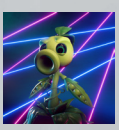
Press ↑ to view character details and learn more about that character's gameplay style and abilities.

Each character has three presets that can be individually customized with different customization items and upgrades.

The Character Customization menu is accessible before starting a game mode or at the Customization Booth at the plant and zombie Bases. You can also customize your character when you Respawn from the Game Menu.

PLANTS

Attack



Peashooter

Peashooters are highly versatile plant combatants. They provide plenty of explosive damage and are effective against smaller targets.

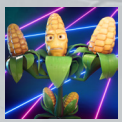
Primary weapon	*Pea Cannon*
Ability 1	*Chili Bean Bomb* Spit an explosive bean that detonates after a delay.
Ability 2	*Pea Gatling* Switch to a high powered turret in a rooted position.
Ability 3	*Pea Suped* Jump higher, fire faster, and move faster. Hover in the air by holding .



Chomper

Close range attacker that can snare and slow opponents and can Burrow underground to instantly vanquish opponents. Don't let them see you coming!

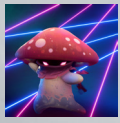
Primary weapon	*Chomp*
Secondary weapon	*Slobber Shot*
Ability 1	*Spikeweed* Launch a snaring trap to stun enemies.
Ability 2	*Burrow* Instantly vanquish enemies by targeting them from underground. Press to eat your target.
Ability 3	*Grody Goop* Immobilize and disarm enemies caught in its toxic cloud.



Kernel Corn

Great attacker who is dangerous at all distances. Highly lethal with Shuck Shot, or can reveal enemy positions with Butter Beacon.

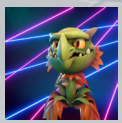
Primary weapon	*Cob Busters*
Ability 1	*Butter Beacon* Reveal enemies for a short time by throwing a pat of tactical butter. Buttered enemies take additional damage.
Ability 2	*Husk Hop* Leap over enemies while launching a volley of explosive kernels downward.
Ability 3	*Shuck Shot* Launch two highly explosive cobs.



Night Cap

Excels at stealth and mobility. Use Shadow Sneak to get in and out of combat, or set up a knockout blow with Fung Fu.

Primary weapon	*Spore Strike*
Ability 1	*Casting Shadows* Hide allies and restrict enemy movement in the shadow's area of effect.
Ability 2	*Fung Fu* Repeatedly strike nearby enemies for massive damage.
Ability 3	*Shadow Sneak* Disappear and move swiftly.



Snapdragon

All about controlling space and doing lots of damage up close. Blazing trail is great at splitting a battlefield or holding a chokepoint.

Primary weapon	*Flame Blower*
Secondary weapon	*Flare Ball*
Ability 1	*Swoop Slam* Fly up, then crash down to deal damage on impact.
Ability 2	*Blue Blazes* Launch blue fireball that follows enemies.
Ability 3	*Blazing Trail* Create a blazing wall of fire along a straight path.

Defend



Cactus

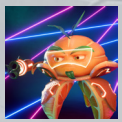
Long range specialists. Use Petal Propeller to get to high ground or take to the air with your flying garlic to attack from above.

Primary weapon	*Spike Strike*
Secondary weapon	*Spike Shot*
Ability 1	*Potato Mine* Plant a highly explosive mine.
Ability 2	*Garlic Drone* Control a flying Garlic Drone.
Ability 3	*Petal Propeller* Get to high ground by flying upwards.

Garlic Drone

Garlic Drones deal moderate damage, but they have very little health. To survive, keep moving and stay a safe distance from opponents.

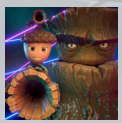
Primary weapon	*Needle Shot*
Ability 1	*Fly Down* Fly downwards.
Ability 2	*Big Bulb Barrage* Launch a volley of explosive garlic.
Ability 3	*Fly Up* Fly upwards.



Citron

Citrons are the mobile team defender. The Peel Shield provides cover for allies. Best to hold strategic locations or help the team break through tough chokepoints.

Primary weapon	*Juice Cannon*
Secondary weapon	*Peel Shield*
Ability 1	*E.M.Peach* Shoots an E.M.Peach that stuns nearby enemies and depletes Z-Mech fuel.
Ability 2	*Spin Dash* Ball dash forward to hurt enemies and knock them back.
Ability 3	*Navel Laser* A precision beam that grows in power.



Oak & Acorn

Acorns work best when they attack in groups. Transform into Oak, and load up with Acorn passengers who'll get increased firepower and survivability.

Solo	*Shell Shot*
Passenger	*Treetop Turret*
Ability 1	*Sap Trap* Launch a sticky knockback explosive. Press LB to detonate.
Ability 2	*Invoke Oak* Transform into an Oak. Joinable by up to 3 additional Acorns.
Ability 3	*Acorn Dash* Quickly spin in the direction you're moving.
Ability 4	*Treeject* Leave Oak.
Ability 5	*Lumber Support* Heal Oak and yourself rapidly.

Oak

Oaks intimidate and provide a lot of explosive firepower to defend an area. They just need to be careful because they are a large target.

Primary weapon	*Wood Grief*
Ability 1	*Super Sap Trap* Launch a massive sticky knockback explosive. Press LB to detonate.
Ability 2	*Treeject* Transform back into an Acorn.
Ability 3	*Roll For Damage* Roll a giant damaging log towards opponents.

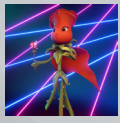
Support



Sunflower

Sunflowers are the plant healers. They revive fallen allies quickly and keep everyone in the fight while providing support fire from a safe distance.

Primary weapon	*Sun Pulse*
Ability 1	*Sunny Side Up* Showers healing sundrops out to help allies.
Ability 2	*Sunbeam* Switch to a high-powered beam turret in a rooted position.
Ability 3	*Heal Beam* Heal an ally and extend their max health.



Rose

Roses support the plants with boosts to speed and damage. Their Goatify spell is great at making enemies scatter.

Primary weapon	*Magic Thistles*
Ability 1	*Jinx* Curse enemies to take more damage.
Ability 2	*Arcane Enigma* Become invulnerable and cast speed aura, boosting team move speed.
Ability 3	*Goatify* Summons gigantic goat spirit spell turns enemies into goats.

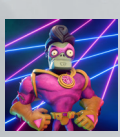
Attack



Foot Soldier

Foot Soldiers are highly versatile attackers. They can hit targets at far ranges, provide cover, and eliminate the largest foes with their ZPG.

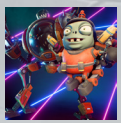
Primary weapon	*Z-1 Assault Blaster*
Ability 1	*Super Stink Cloud* Throw a gas bomb to block enemy–but not your team's–vision.
Ability 2	*Rocket Jump* Leap into the air.
Ability 3	*ZPG* Launch a highly explosive rocket.



Super Brainz

Super Brainz are close-range brawlers. They close gaps by either leaping in or pushing forward with their Alpha Better Shield.

Primary weapon	*Heroic Fists*
Secondary weapon	*Alpha Better Shield*
Ability 1	*Turbo Twister* Spin rapidly, dealing damage to nearby enemies.
Ability 2	*Hyper Jump Thump* Jump into the air, then land with explosive energy.
Ability 3	*Super Ultra Ball* Fire an explosive ball of energy.



Imp

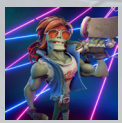
Imps are close range attackers that can be hard to hit and excel in chaos. When riding a Z-Mech, they gain more explosive weapons and better ways to deal damage.

Primary weapon	*Imp Blasters*
Ability 1	*Gravity Grenade* Pull and hold enemies into a location.
Ability 2	*Robo Call* Call in a powerful mech to control for a limited time.
Ability 3	*Impkata* Spin and fire blasters in all directions.

Z-Mech

The Z-Mech is great at attacking enemies at all distances. They just need to be careful because they are a large target.

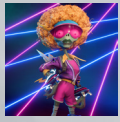
Primary weapon	*Robo Laser*
Ability 1	*Missile Madness* Launch a large volley of explosive missiles.
Ability 2	*Explosive Escape* Detonate Z-Mech to cause massive damage to nearby enemies.
Ability 3	*Bionic Bash* Punch the ground, damaging and knocking enemies back.



80s Action Hero

80s Action Heroes are all about explosions. Explosion from afar, from above, from behind cover, and even where they were standing.

Primary weapon	*Bow Blaster*
Ability 1	*Dynamite Dodge* Evade in any direction while a dropped explosive covers your tracks.
Ability 2	*Rocket Ride* Fly into the air and launch a large volley of explosive missiles.
Ability 3	*Can't-Miss-ile* Launch homing rockets that track the nearest target if no lock-on targets are provided.



Electric Slide

Electric Slides are good at making enemies scatter. Their arcing electricity, Funky Bouncer, and Disco Tornado are great at pushing enemies around.

Primary weapon	*Boogie Bolt*
Ability 1	*Funky Bouncer* Push enemies away with a bouncy magnet.
Ability 2	*Outta Fight!* Transform into pure energy to gain invulnerability but disable weapons.
Ability 3	*Disco Tornado* Summon a small electrical whirlwind and press RB to expand it into a damaging tornado.

Defend



Captain Deadbeard

Captain Deadbeards are long-range specialists. Use abilities to get to high ground or take to the air with your Parrot Drone to attack from above.

Primary weapon	*Scurvy Scattershot*
Secondary weapon	*Spyglass Shot*
Ability 1	*Barrel Blast* Hide in a short fused powder keg. Light fuse with RT.
Ability 2	*Parrot Pal* Control a flying Parrot Drone.
Ability 3	*Anchor's Away* Choose a destination and press RT to launch yourself.

Parrot Pal

Parrot Drones can deal moderate damage, but they have very little health. To Survive, keep moving and stay a safe distance from opponents.

Primary weapon	*Parrot Pulse*
Ability 1	*Fly Down* Fly downwards.
Ability 2	*Eggsplosion* Launch two stage explosive to carpet bomb an area.
Ability 3	*Fly Up* Fly upwards.



All-Star

All-Stars are the zombie team defender. They can provide Dummy Shields for safe firing, or suppressing fire to keep enemies at bay.

Primary weapon	*Football Cannon*
Ability 1	*Imp Punt* Kick an explosive Imp who detonates after a short delay.
Ability 2	*Sprint Tackle* Dash forward to send enemies flying. A vanquish with Sprint Tackle reduces ability refresh.
Ability 3	*Dummy Shield* Protect your team by placing a dome shielded dummy.



Space Cadet

Space Cadets are great at teaming up. Up to four can create a Space Station armed with lasers, shields, and rockets.

Solo	*Cosmo Shot*
Passenger	*Cosmo Shot*
Ability 1	*Gravity Smash* Fly up, then crash down to cause damage on impact.
Ability 2	*Station Inflation* Transform into a Space Station. Joinable by other Space Cadets.
Ability 3	*Big Bang Beam* Fire damaging precision laser after short charge up.
Ability 4	*Asteroid Shield* Control an energy shield for protection.
Ability 5	*Escape Pod* Transform back into Space Cadet Mode.
Ability 6	*Hands-On Torpedo* Fly remote-control torpedo.

Space Station

Space Stations bring the big weapons. Crater Maker is an extremely powerful attack, but hard to setup without allies or shields.

Primary weapon	*Big Bang Burst*
Ability 1	*Space Force* Increase rate of fire and ability refreshes to entire Space Station crew.
Ability 2	*Escape Pod* Transform back into singular Space Cadet.
Ability 3	*Crater Maker* Fly up and destroy enemies below with a massive laser.

Support



Scientist

Scientists are the mobile zombie healers. The Healing Hose is great at keeping groups of zombies at full health.

Primary weapon	*Goo Blaster*
Ability 1	*Sticky Healy Thingy* Heal allies in an area near Sticky Healy Thingy.
Ability 2	*Warp* Teleport in the direction you're moving.
Ability 3	*Healing Hose* Spray allies to heal and extend their max health.



Engineer

Engineers build stuff that provides speed boosts and increased firepower to support the team.

Primary weapon	*Concrete Launcher*
Ability 1	*Bullhorn Swarm* Deploy a group of stunning megaphones to block an area and unburrow Chompers.
Ability 2	*Heavy Helper* Create a sentry turret that also buffs nearby allies' weapon power.
Ability 3	*Double Time* Deploy a speed boost pad.

CHARACTER PROGRESSION

You earn XP from your actions in gameplay The amount of XP you earn is determined by how much you participate in gameplay, such as vanquishing enemies, capturing or defending objectives, or assisting allies in battle, with timely heals/revives.

Characters can level up to a maximum of Level 10 before they need to be promoted at the Promotion Stage. Promoting a character resets their level back to 1, but earns them a new title and upgrades. You can promote a character five times, at which point they earn the title “Master.”

PLAYER RANK

When a character levels up, your overall player rank increases as well: the more characters you level, the higher your player rank reaches! Player rank is the ultimate bragging rights in Neighborville. If you reach player rank 100, you earn a new rank plate showing off your amazing accomplishment–and you can keep going for even higher ranks!