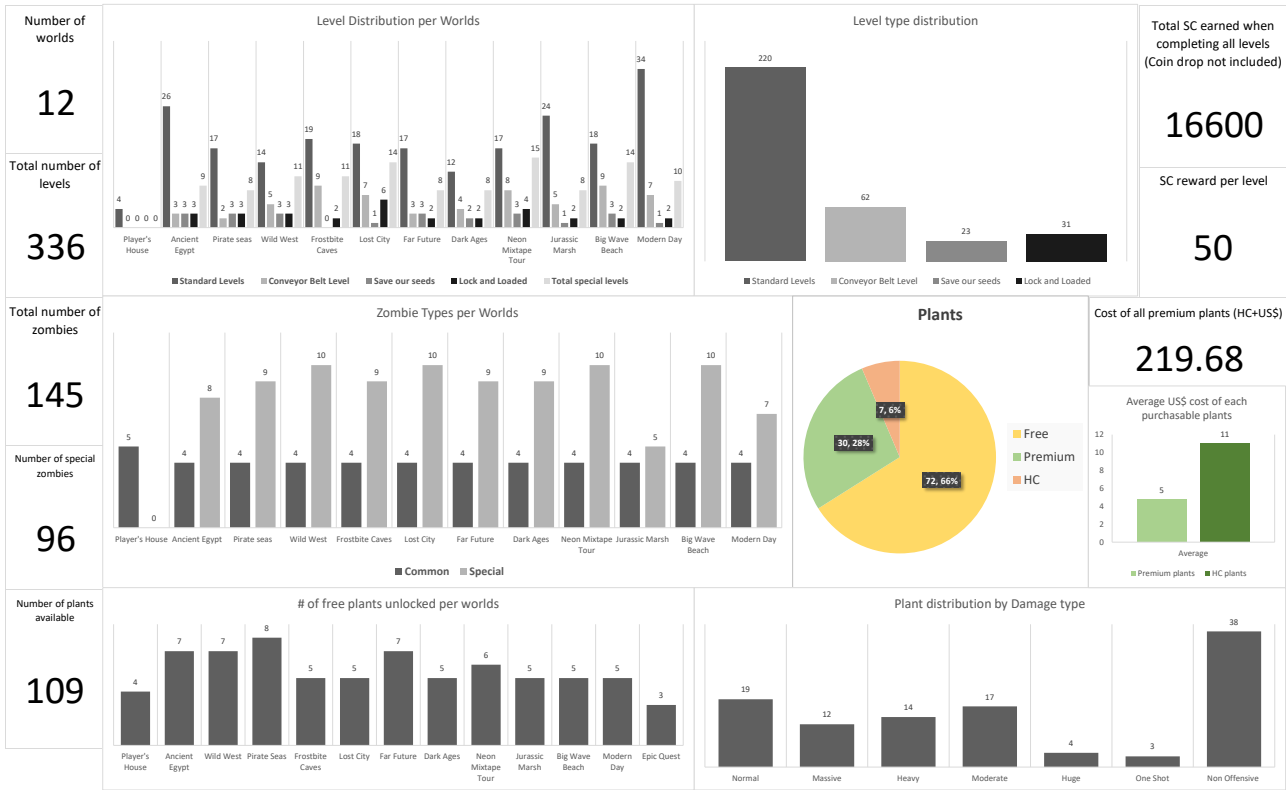
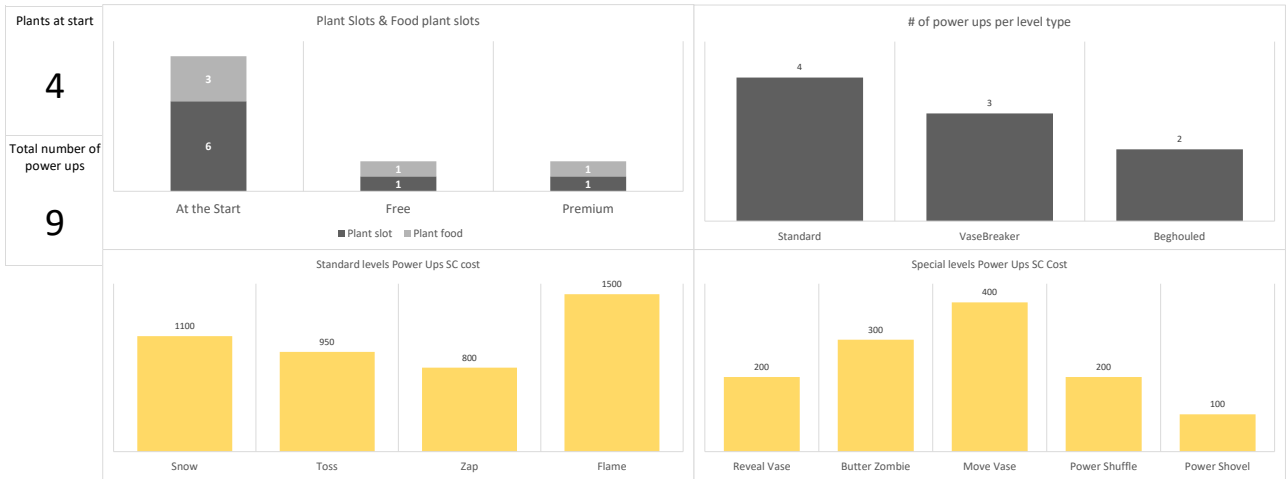


Plants vs Zombies 2

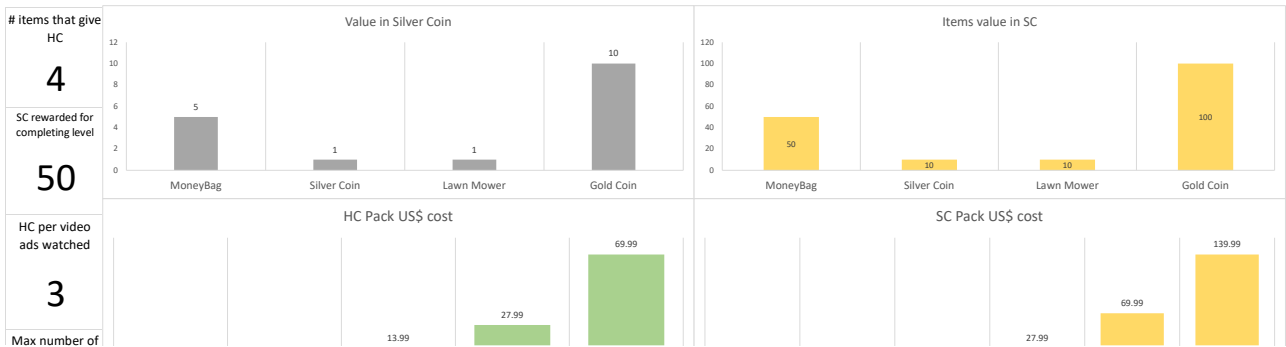
GAMEPLAY



PLAYER



MONETIZATION



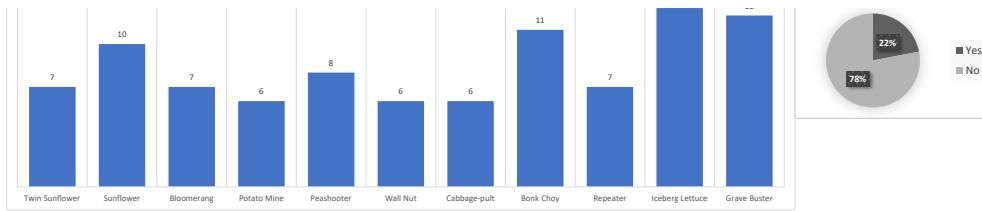
video ads per day

5

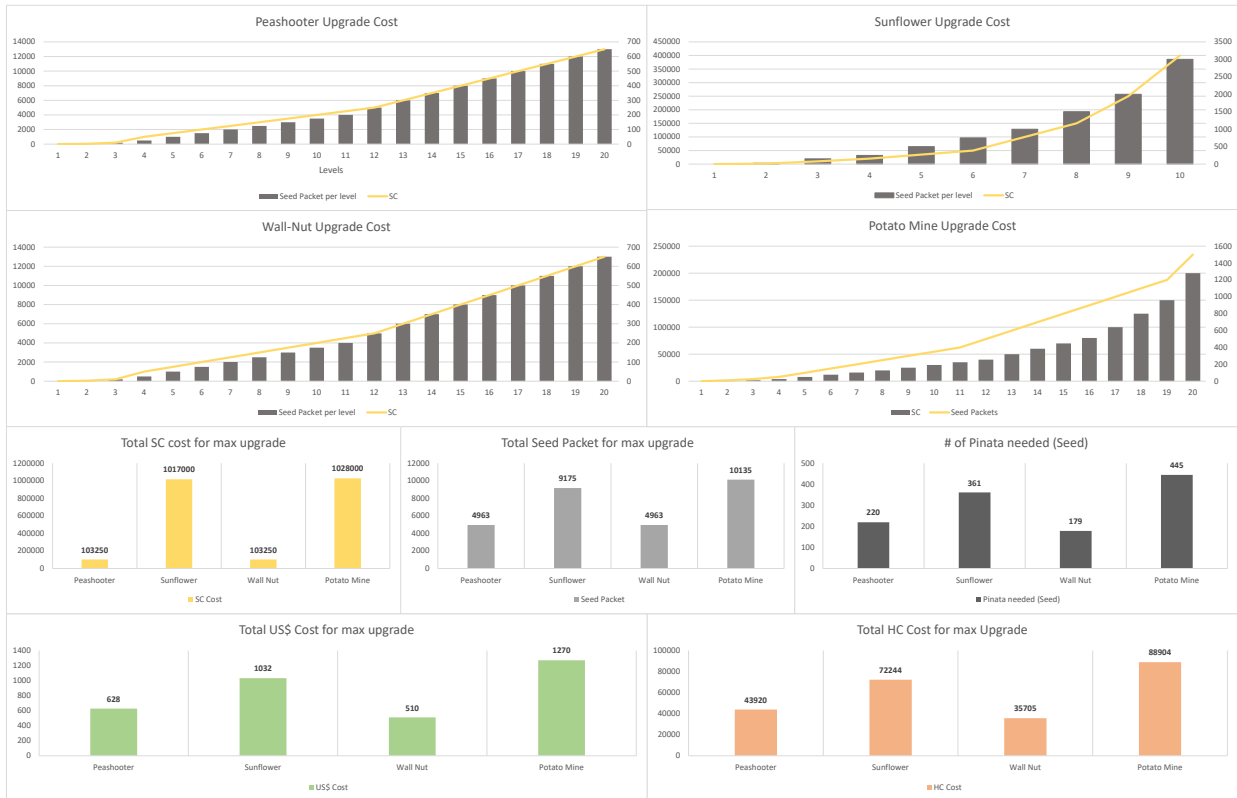


GACHAS

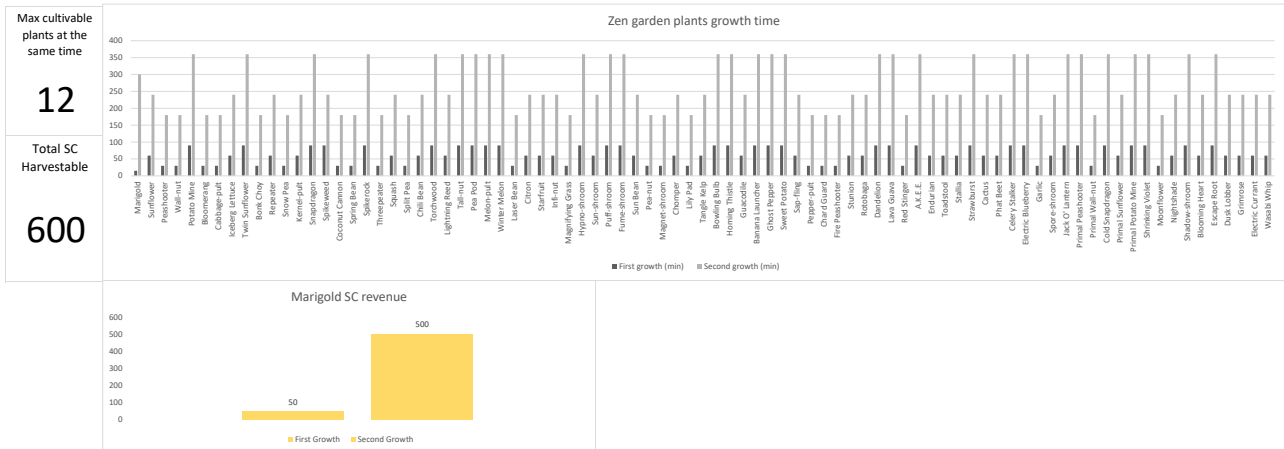




UPGRADES



ZEN GARDEN



Name	World (Chapter)	Unlock Level	Sun Cost	Recharge time (sec)	Damage (Official naming)	Thoughts	Number of bites before death	Sun Prod	Time to produce runs (sec)	Range	Plant Food Effect	Boost HC Cost	Number of boost per level	Frost	Premium S	Premium HC	USD \$	Gems
Sunflower	Player's House	1	50	-	Normal	Typical	50	24	Straight	Plant Production	12	1	Yes					
Peanutbutter	Player's House	1	50	5	Normal	Typical					Sun Production	12	1	Yes				
Wall-Nut	Player's House	2	50	20	Musical	High						30	1	Yes				
Potato Mine	Player's House	3	25	20	Musical	Typical					Area	30	1	Yes				
Cabbage-pult	Ancient Egypt	2	100	5	Normal	Typical					Lobbed	30	1	Yes				
Blissberry	Ancient Egypt	3	125	5	Normal	Typical					Multi-hit	30	1	Yes				
Iceberg Lettuce	Ancient Egypt	5	0	20	-	Single Use					Contact	12	1	Yes				
Grave Buster	Ancient Egypt	9	0	15	Normal	Typical					Freeze	0	1	Yes				
Brook Cherry	Ancient Egypt	13	150	5	Heavy	Typical					Close	12	1	Yes				
Repeater	Ancient Egypt	18	200	5	Moderate	Typical					Straight	12	1	Yes				
Two Sunflowers	Ancient Egypt	24	125	30	Typical	Typical	300	24	Typical		Tile	12	1	Yes				
Kernal-pult	Pirate Seas	1	100	5	Light	Typical					Lobbed	12	1	Yes				
Shroom-pult	Pirate Seas	8	150	5	Moderate	Typical					Close	12	1	Yes				
Schmooed	Pirate Seas	6	100	5	Normal	Typical					Tile	12	1	Yes				
Spring Bean	Pirate Seas	9	50	20	Normal	Typical					Single	30	1	Yes				
Cornucop Canvas	Pirate Seas	11	400	5	Massive	Typical					3x3	30	1	Yes				
Threepasser	Pirate Seas	14	300	5	Normal	Typical					Multi-Lane	30	1	Yes				
Splinterock	Pirate Seas	18	150	5	Normal	Typical					Tile	12	1	Yes				
Cherry Bomb	Pirate Seas	24	150	35	Massive	Single Use					3x3	0	1	Yes				
Swift Nuts	Wild West	1	125	5	Moderate	Typical					Front & Back	30	1	Yes				
Chili Bean	Wild West	4	50	20	Normal	Typical					Touch	15	1	Yes				
Pea Pod	Wild West	6	125*5	5	Normal	Typical					Straight	15	1	Yes				
Lightning Reed	Wild West	9	125	5	Normal	Typical					Multi-hit	25	1	Yes				
Melon-Pult	Wild West	11	125	5	Heavy	Typical					Lobbed	15	1	Yes				
Wall-Nut	Wild West	18	125	20	-	Very High					Touch	30	1	Yes				
Winter Melon	Wild West	24	500	5	Heavy	Typical					Lobbed	15	1	Yes				
Hot Potato	Frostbite Caves	1	0	8	Moderate	Single Use					Single	0	1	Yes				
Paper Pult	Frostbite Caves	6	200	20	Normal	Typical					Lobbed	30	1	Yes				
Cherry Guard	Frostbite Caves	13	75	15	-	Elevated					Close	30	1	Yes				
Shunon	Frostbite Caves	19	25	20	-	Single Use						12	1	Yes				
Northrup	Frostbite Caves	26	150	5	Normal	Single Use					4 way	12	1	Yes				
Rail Slinger	Lost City	1	150	5	Moderate	Typical					Straight	30	1	Yes				
ABE	Lost City	6	175	5	Normal	Typical					Lobbed/ Multi-hit	15	1	Yes				
Euridan	Lost City	10	100	15	Normal	Elevated					Touch	12	1	Yes				
Sokka	Lost City	18	0	20	-	Single Use					Touch	12	1	Yes				
Gold Leaf	Lost City	26	50	30	-	Single Use					Creates nearby zombies	15	1	Yes				
Laser Bean	Far Future	1	200	5	Moderate	Typical					Multi-Hit, all zombies in a lane	30	1	Yes				
Blower	Far Future	3	50	5	-	Single Use					Blows away Balloon Zombies and fog	0	1	Yes				
Citron	Far Future	6	150	5	High	Typical					Disables machines	12	1	Yes				
Elf Peashooter	Far Future	9	25	25	Normal	Single Use					Regenerates health over time	12	1	Yes				
Mid-Nut	Far Future	13	75	15	-	Elevated					Touch	30	1	Yes				
Magnifying Glass	Far Future	17	150	5	High	Typical					Straight	12	1	Yes				
The Tumbler	Far Future	24	250	10	-	Single Use					Tap to send sun for an attack	0	1	Yes				
Sun-Shroom	Dark Ages	1	25	5	Typical	Typical	25	24	Typical		Tap to send sun for an attack	12	1	Yes				
Puff-Shroom	Dark Ages	2	0	5	Normal	Typical					Short 3 Tiles	15	1	Yes				
Fume-Shroom	Dark Ages	4	125	5	Normal	Typical					1x4	15	1	Yes				
Sun-Bean	Dark Ages	6	150	20	Typical	Typical					Touch	30	1	Yes				
Magnet Shroom	Dark Ages	15	100	15	Typical	Single Use					3x3	30	1	Yes				
Wall-Nut	Neon Mistle Toes	1	150	5	Moderate	Typical					Touch	12	1	Yes				
Cherry Sinker	Neon Mistle Toes	5	50	20	High	Elevated					Waits until zombies pass over it, then pops up and attacks.	15	1	Yes				
Thyme Warp	Neon Mistle Toes	9	75	10	-	Single Use					Resurrects zombies whose restored health	10	1	Yes				
Garlic	Neon Mistle Toes	17	50	10	-	Elevated					Touch	30	1	Yes				
Spore-Shroom	Neon Mistle Toes	23	150	5	Moderate	Typical					Lobbed	12	1	Yes				
Invisable Carrot	Neon Mistle Toes	26	100	20	-	Single Use					Touch	0	1	Yes				
Primal Peashooter	Jurassic Marsh	1	175	5	Normal	Typical					Straight	15	1	Yes				
Primal Wall-Nut	Jurassic Marsh	4	75	5	-	High					Contact	12	1	Yes				
Perfume Shroom	Jurassic Marsh	8	150	30	-	Single Use					occasionally knock zombies back	15	1	Yes				
Primal Sunflower	Jurassic Marsh	17	75	5	-	Typical					Touch	12	1	Yes				
Primal Potato Mine	Jurassic Marsh	23	50	25	Typical	Typical	75	24	Typical		Touch	12	1	Yes				
Elly Pod	Big Wave Beach	1	25	5	-	Typical					Touch	12	1	Yes				
Triangle Pile	Big Wave Beach	6	25	20	High	Typical					Touch	15	1	Yes				
Rolling Barb	Big Wave Beach	11	200	5	Heavy	Typical					Multi-Hit	15	1	Yes				
Quackdrift	Big Wave Beach	19	125	5	Moderate	Typical					Straight	22	1	Yes				
Burro Lantern	Big Wave Beach	27	500	5	Massive	Typical					Anywhere on lawn	15	1	Yes				
Moonflower	Modern Day	1	50	10	Typical	Typical					Produces more 25 more sun for each shade plant nearby- up to 4.	30	1	Yes				
Nightshade	Modern Day	4	75	5	Heavy	Typical					Touch	12	1	Yes				
Shade Shroom	Modern Day	10	50	10	-	Single Use					Touch	0	1	Yes				
Dual Lobber	Modern Day	17	150	10	Moderate	Typical					Touch	12	1	Yes				
Grimmee	Modern Day	23	75	20	Heavy	Typical					Lane	12	1	Yes				
Gold Bloom	Epic Quest	0	75	-	-	Single Use					Touch	0	1	Yes				
Electric Current	Epic Quest	150	15	15	Normal	Typical					Lane & Column	12	1	Yes				
Aloe	Epic Quest	75	20	-	-	Typical					Close	1	Yes					
Snow Pea	-	150	5	Moderate	Typical	Typical					Straight	12	1	Yes				
Power Lily	-	175	60	-	-	Single Use					Activates when plant damage reaches 50%	30	1	Yes				3.99
Seaweed	-	150	20	One Shot	Single Use	Single Use					Chili zombies on impact	12	1	Yes				2.99
Touchwood	-	175	5	-	-	Elevated					Close	15	1	Yes				3.99
Jalapeno	-	125	35	Massive	Single Use	Single Use					Lane	0	1	Yes				2.99
Winter	-	Varies	Varies	Varies	Varies	Varies					Double the damage of peas that pass through it immune to frost and warms plants next	15	1	Yes				3.99
Marigold	-	150	5	Normal	Typical	Typical					4 Way	12	1	Yes				3.99
Hypno-Shroom	-	125	20	Normal	Single Use	Single Use					Single area	10	1	Yes				2.99
Pea-Nut	-	150	15	Normal	High	High					Touch	12	1	Yes				2.99
Chomper	-	150	5	Normal	Single Use	Single Use					Single area	10	1	Yes				2.99
Homing Thistle	-	150	15	Moderate	Typical	Typical					Anywhere on lawn	15	1	Yes				3.99
Spicy Pepper	-	75	15	Moderate	Typical	Typical					Front & Back	15	1	Yes				80
Seed Katana	-	150	20	High	Typical	Typical					Touch	12	1	Yes				109
Sap-Fling	-	75	5	Moderate	Elevated	Typical					Lobbed	12	1	Yes				3.99
Nutmilk	-	100	15	Normal	Single Use	Single Use					Chili affected zombies. Blows away flying zombies in lane	0	1	Yes				99
Fire Peashooter	-	175	5	Moderate	Typical	Typical					Straight	10	1	Yes				109
Dandelion	-	275	8	Heavy	Typical	Typical					Multi-Lane	15	1	Yes				109
Lava Geyser	-	75	15	Typical	Typical	Typical					Touch	15	1	Yes				129
Toadstool	-	200	5	One Shot	Typical	Typical					Close	12	1	Yes				4.99
Stakeout	-	400	5	Typical	Typical	Typical					Single target, 3x3	12	1	Yes				4.99
Celery	-	175	5	Normal	Typical	Typical					multi-hit	12	1	Yes				4.99
Electric Blueberry	-	150	45	-	-	Typical					Touch	12	1	Yes				6.99
Jack O'Lantern	-	225	20	Heavy	Typical	Typical					3x3	1	Yes					6.99
Grapeshot	-	150	35	Massive	Single Use	Single Use					3x3	1	Yes					6.99
Cold Snapdragon	-	150	5	Moderate	Typical	Typical					Close	1	Yes					4.99
Shrinking Violet	-	50	35	-	-	Single Use					3x3	1	Yes					4.99
Blooming Heart	-	150	5	Heavy	Typical	Typical					Lobbed	1	Yes					6.99
Escape Root	-	50	20	Massive	Typical	Typical					Lobbed	1	Yes					6.99
Wall-of-Wind	-	150	5	Heavy	Typical	Typical					Mix (forward and backward)	12	1	Yes				6.99
Explosive C-Box	-	150	10	High	Typical	Typical					Explosive when eaten	12	1	Yes				2.99
Wall-Knight	-	175	15	Heavy	Elevated	Typical					1x1 3x3 5x5	15	1	Yes				4.99
Bombardier	-	150	35	Massive	Single Use	Single Use					3x3	0	1	Yes				3.99
Apple Mortar	-	250	15	Moderate	Typical	Typical					Lobbed	12	1	Yes				3.99
Witch Hazel	-	200	30	Heavy	Typical	Typical					3x3	12	1	Yes				7.99
Parasol	-	150	5	Heavy	Typical	Typical					Close							

Plant	Level	ed Packet per le	SC Upgrade Cost	Sun Cost	Recharge time (sec)	HP (bites before death)	Damage	Projectile Velocity	Range	Sun Production	Plant food duration (sec)	HP After plant food	Number of duplicate	Sun Production2
Peashooter	1	0	0	100	5	3	1	Normal	Straight	-	2	-	-	-
Peashooter	2	3	50	100	4.5	3	1.25	-	Straight	-	2	-	-	-
Peashooter	3	10	200	100	4.5	3.5	1.25	-	Straight	-	2.25	-	-	-
Peashooter	4	25	1000	100	4.5	4	1.5	-	Straight	-	2.25	-	-	-
Peashooter	5	50	1500	75	4.5	4.5	1.75	+1.6x	Straight	-	2.25	-	-	-
Peashooter	6	75	2000	75	4	5	2	-	Straight	-	2.5	-	-	-
Peashooter	7	100	2500	75	4	5	2.25	-	Straight	-	2.5	-	-	-
Peashooter	8	125	3000	75	4	5.5	2.5	-	Straight	-	2.5	-	-	-
Peashooter	9	150	3500	75	4	6	2.75	-	Straight	-	2.5	-	-	-
Peashooter	10	175	4000	75	3.5	6	3	-	Straight	-	2.5	-	-	-
Peashooter	11	200	4500	75	3.5	6.5	3.25	-	Straight	-	2.5	-	-	-
Peashooter	12	250	5000	75	3.5	7	3.5	-	Straight	-	2.75	-	-	-
Peashooter	13	300	6000	50	3.5	7	3.75	+2.2x	Straight	-	2.75	-	-	-
Peashooter	14	350	7000	50	3.5	7.5	4	-	Straight	-	2.75	-	-	-
Peashooter	15	400	8000	50	3	8	4.25	-	Straight	-	2.75	-	-	-
Peashooter	16	450	9000	50	3	8	4.5	-	Straight	-	3	-	-	-
Peashooter	17	500	10000	50	3	8.5	4.75	-	Straight	-	3	-	-	-
Peashooter	18	550	11000	25	3	8.5	5	-	Straight	-	3	-	-	-
Peashooter	19	600	12000	25	3	9	5.25	-	Straight	-	3	-	-	-
Peashooter	20	650	13000	25	2.5	9	5.5	-	Straight	-	3.25	-	-	-
Sunflower	1	0	0	50	5	3	-	-	-	50	0	-	-	150
Sunflower	2	25	2000	50	4.5	3.5	-	-	-	50	0	-	-	150
Sunflower	3	150	10000	50	4.5	4	-	-	-	50	0	-	-	150
Sunflower	4	250	20000	50	4	4.5	-	-	-	50	0	-	-	150
Sunflower	5	500	35000	50	4	5.5	-	-	-	60	0	-	-	150
Sunflower	6	750	50000	50	3.5	6	-	-	-	60	0	-	-	150
Sunflower	7	1000	70000	25	3	6.5	-	-	-	60	0	-	-	150
Sunflower	8	1500	100000	25	3	7	-	-	-	60	0	-	-	150
Sunflower	9	2000	150000	25	2.5	8	-	-	-	60	0	-	-	150
Sunflower	10	3000	250000	25	2.5	9	-	-	-	75	0	-	-	150
Wall-Nut	1	0	0	50	15	40	-	-	-	-	-	80	-	-
Wall-Nut	2	3	50	50	15	45	-	-	-	-	-	80	-	-
Wall-Nut	3	10	200	50	14	45	-	-	-	-	-	80	-	-
Wall-Nut	4	25	1000	50	13	45	-	-	-	-	-	80	-	-
Wall-Nut	5	50	1500	50	13	50	-	-	-	-	-	80	-	-
Wall-Nut	6	75	2000	50	12	50	-	-	-	-	-	80	-	-
Wall-Nut	7	100	2500	50	12	50	-	-	-	-	-	80	-	-
Wall-Nut	8	125	3000	50	12	55	-	-	-	-	-	80	-	-
Wall-Nut	9	150	3500	50	11	55	-	-	-	-	-	80	-	-
Wall-Nut	10	175	4000	50	11	55	-	-	-	-	-	120	-	-
Wall-Nut	11	200	4500	50	11	60	-	-	-	-	-	120	-	-
Wall-Nut	12	250	5000	50	10	60	-	-	-	-	-	120	-	-
Wall-Nut	13	300	6000	50	10	60	-	-	-	-	-	120	-	-
Wall-Nut	14	350	7000	50	10	70	-	-	-	-	-	120	-	-
Wall-Nut	15	400	8000	25	10	70	-	-	-	-	-	120	-	-
Wall-Nut	16	450	9000	25	9	70	-	-	-	-	-	160	-	-
Wall-Nut	17	500	10000	25	9	75	-	-	-	-	-	160	-	-
Wall-Nut	18	550	11000	25	8	75	-	-	-	-	-	160	-	-
Wall-Nut	19	600	12000	25	8	75	-	-	-	-	-	160	-	-
Wall-Nut	20	650	13000	25	7	80	-	-	-	-	-	160	-	-
Potato Mine	1	0	0	25	20	40	-	-	Tiles	-	-	-	2	-
Potato Mine	2	10	1000	25	19	45	-	-	Tiles	-	-	-	2	-
Potato Mine	3	25	2000	25	18	45	-	-	Tiles	-	-	-	2	-
Potato Mine	4	50	4000	25	17	45	-	-	Tiles	-	-	-	2	-
Potato Mine	5	100	8000	25	16	50	-	-	Tiles	-	-	-	2	-
Potato Mine	6	150	12000	25	15	50	-	-	Tiles	-	-	-	3	-
Potato Mine	7	200	16000	25	14	50	-	-	Tiles	-	-	-	3	-
Potato Mine	8	250	20000	25	14	55	-	-	Tiles	-	-	-	3	-
Potato Mine	9	300	25000	25	13	55	-	-	Tiles	-	-	-	3	-
Potato Mine	10	350	30000	25	12	55	-	-	Tiles	-	-	-	3	-
Potato Mine	11	400	35000	25	12	60	-	-	Tiles	-	-	-	4	-
Potato Mine	12	500	40000	25	11	60	-	-	Tiles	-	-	-	4	-
Potato Mine	13	600	50000	25	10	60	-	-	Tiles	-	-	-	4	-
Potato Mine	14	700	60000	25	10	70	-	-	Tiles	-	-	-	4	-
Potato Mine	15	800	70000	25	9	70	-	-	Tiles	-	-	-	4	-
Potato Mine	16	900	80000	25	8	70	-	-	Tiles	-	-	-	4	-
Potato Mine	17	1000	100000	25	8	75	-	-	Tiles	-	-	-	5	-
Potato Mine	18	1100	125000	25	7	75	-	-	Tiles	-	-	-	5	-
Potato Mine	19	1200	150000	25	6	75	-	-	Tiles	-	-	-	5	-
Potato Mine	20	1500	200000	0	5	80	-	-	Tiles	-	-	-	5	-
Cabbage-Pult	1	0	0	100	5	3	2	-	Lobbed	-	-	-	-	-
Cabbage-Pult	2	10	1000	100	4.5	3	2	-	Lobbed	-	-	-	-	-
Cabbage-Pult	3	25	2000	100	4.5	3.5	2	-	Lobbed	-	-	-	-	-
Cabbage-Pult	4	50	4000	100	4.5	4	2.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	5	100	8000	100	4	4.5	2.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	6	150	12000	75	4	5	2.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	7	200	16000	75	3.5	5	3	-	Lobbed	-	-	-	-	-
Cabbage-Pult	8	250	20000	75	3.5	5.5	3	-	Lobbed	-	-	-	-	-
Cabbage-Pult	9	300	25000	75	3.5	6	3	-	Lobbed	-	-	-	-	-
Cabbage-Pult	10	350	30000	75	3	6	3.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	11	400	35000	75	3	6.5	3.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	12	500	40000	75	3	6.5	3.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	13	600	50000	75	3	7	4	-	Lobbed	-	-	-	-	-
Cabbage-Pult	14	700	60000	75	3	7.5	4	-	Lobbed	-	-	-	-	-
Cabbage-Pult	15	800	70000	75	3	8	4.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	16	900	80000	75	2.5	8	4.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	17	1000	100000	75	2.5	8.5	5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	18	1100	125000	50	2.5	8.5	5.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	19	1200	150000	50	2.5	9	5.5	-	Lobbed	-	-	-	-	-
Cabbage-Pult	20	1500	200000	50	2.5	9	6	-	Lobbed	-	-	-	-	-

Plant	First growth (min)	Second growth (min)	First Growth reward (SC)	Second Growth Reward
Marigold	15	300	50	500
Sunflower	60	240	50	Booster
Peashooter	30	180	50	Booster
Wall-nut	30	180	50	Booster
Potato Mine	90	360	50	Booster
Bloomerang	30	180	50	Booster
Cabbage-pult	30	180	50	Booster
Iceberg Lettuce	60	240	50	Booster
Twin Sunflower	90	360	50	Booster
Bonk Choy	30	180	50	Booster
Repeater	60	240	50	Booster
Snow Pea	30	180	50	Booster
Kernel-pult	60	240	50	Booster
Snapdragon	90	360	50	Booster
Spikeweed	90	240	50	Booster
Coconut Cannon	30	180	50	Booster
Spring Bean	30	180	50	Booster
Spikerock	90	360	50	Booster
Threepeater	30	180	50	Booster
Squash	60	240	50	Booster
Split Pea	30	180	50	Booster
Chili Bean	60	240	50	Booster
Torchwood	90	360	50	Booster
Lightning Reed	60	240	50	Booster
Tall-nut	90	360	50	Booster
Pea Pod	90	360	50	Booster
Melon-pult	90	360	50	Booster
Winter Melon	90	360	50	Booster
Laser Bean	30	180	50	Booster
Citron	60	240	50	Booster
Starfruit	60	240	50	Booster
Infi-nut	60	240	50	Booster
Magnifying Grass	30	180	50	Booster
Hypno-shroom	90	360	50	Booster
Sun-shroom	60	240	50	Booster
Puff-shroom	90	360	50	Booster
Fume-shroom	90	360	50	Booster
Sun Bean	60	240	50	Booster
Pea-nut	30	180	50	Booster
Magnet-shroom	30	180	50	Booster
Chomper	60	240	50	Booster
Lily Pad	30	180	50	Booster
Tangle Kelp	60	240	50	Booster
Bowling Bulb	90	360	50	Booster
Homing Thistle	90	360	50	Booster
Guacodile	60	240	50	Booster
Banana Launcher	90	360	50	Booster
Ghost Pepper	90	360	50	Booster
Sweet Potato	90	360	50	Booster
Sap-fling	60	240	50	Booster
Pepper-pult	30	180	50	Booster
Chard Guard	30	180	50	Booster
Fire Peashooter	30	180	50	Booster
Stunion	60	240	50	Booster
Rotobaga	60	240	50	Booster
Dandelion	90	360	50	Booster
Lava Guava	90	360	50	Booster
Red Stinger	30	180	50	Booster
A.K.E.E.	90	360	50	Booster
Endurian	60	240	50	Booster
Toadstool	60	240	50	Booster
Stallia	60	240	50	Booster
Strawburst	90	360	50	Booster
Cactus	60	240	50	Booster
Phat Beet	60	240	50	Booster
Celery Stalker	90	360	50	Booster
Electric Blueberry	90	360	50	Booster
Garlic	30	180	50	Booster
Spore-shroom	60	240	50	Booster
Jack O' Lantern	90	360	50	Booster
Primal Peashooter	90	360	50	Booster
Primal Wall-nut	30	180	50	Booster
Cold Snapdragon	90	360	50	Booster
Primal Sunflower	60	240	50	Booster
Primal Potato Mine	90	360	50	Booster
Shrinking Violet	90	360	50	Booster
Moonflower	30	180	50	Booster
Nightshade	60	240	50	Booster
Shadow-shroom	90	360	50	Booster
Blooming Heart	60	240	50	Booster
Escape Root	90	360	50	Booster
Dusk Lobber	60	240	50	Booster
Grimrose	60	240	50	Booster
Electric Currant	60	240	50	Booster
Wasabi Whip	60	240	50	Booster

Speed up reload time (s)
30

	Plants	First Growth	Second Growth
Max plants	12		
SC rewards		50	0
Marigold		50	500

Name	Toughness	Total Health	Zombie Health	Accessory	Accessory Health	Speed	Rarity	Type	Special	World	Level first appearance
Basic Zombie	Average	9.25	9.25			Basic	Common	Ground		Player's House	2
Conehead Zombie	Protected	27.25	9.25	Roadcone	18	Basic	Common	Ground		Player's House	3
Buckethead Zombie	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Player's House	4
Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Player's House	1
Vase Gargantuar	Great	180	180			Stiff (in-game: Basic)	Common	Ground	Crushes plants, launches Imp when enough damage is taken.	Player's House	Boss Vase
Mummy Zombie	Average	9.25	9.25			Basic	Common	Ground		Ancient Egypt	1
Conehead Mummy	Protected	27.25	9.25	Roadcone	18	Basic	Common	Ground		Ancient Egypt	2
Buckethead Mummy	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Ancient Egypt	2
Flag Mummy Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Ancient Egypt	1
Ra Zombie	Average	9.25	9.25			Basic	Special	Ground	Tries to steal sun.	Ancient Egypt	1
Camel Zombies (stats per zombie)	Protected	20.25	7.75	Sign	12.5	Creepier (shared slow)	Special	Ground	Arrives in a group of three zombies or more.	Ancient Egypt	6
Explorer Zombie	Solid	11.75	11.75			Hungry	Special	Ground	Torch destroys plant on contact, only when not extinguished.	Ancient Egypt	9
Tom Raiser Zombie	Protected	18.25	18.25			Basic	Special	Ground	Creates tombstones on random tiles of the lawn.	Ancient Egypt	10
Pharaoh Zombie	Hardened	73.75	13.75	Sarcophagus	60	Basic, Speedy after losing armor	Special	Ground	Sarcophagus protects him from getting killed in one hit.	Ancient Egypt	12
Mummified Gargantuar	Great	180	180			Hungry	Common	Ground	Crushes plants, launches Imp Mummy when enough damage is taken.	Ancient Egypt	8
Imp Mummy	Average	9.25	9.25			Hungry	Special	Ground		Ancient Egypt	8
Zombot Spine-inator	Undying	925	925			Hungry	Special	Ground	Missiles can create tombstones.	Ancient Egypt	25
Pirate Zombie	Average	9.25	9.25			Basic	Common	Ground		Pirate Seas	1
Conehead Pirate	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Pirate Seas	2
Buckethead Pirate	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Pirate Seas	4
Flag Pirate Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Pirate Seas	1
Swashbuckler Zombie	Average	9.25	9.25			Basic	Special	Ground	Lands four tiles into the player's lawn.	Pirate Seas	1
Seagull Zombie	Solid (in-game: Average)	13.5	13.5			Speedy	Special	Flying	Bypasses low defenses like Spikeweed and Iceberg Lettuce by flying over them.	Pirate Seas	2
Barrel Roller Zombie	Hardened	64.25	9.25	Barrel	55	Hungry	Special	Ground	Crushes plants with barrel, Imps appear from the barrel when destroyed.	Pirate Seas	7
Imp Pirate Zombie	Average	9.25	9.25			Hungry	Special	Ground		Pirate Seas	7
Imp Cannon	Protected	30	30			Basic (in-game: N/A)	Special	Ground	Fires Imp Pirate Zombies to mid-lawn, explodes into a shower of Imps if not destroyed.	Pirate Seas	10
Pirate Captain Zombie	Protected	20.25	20.25			Stiff	Special	Ground	Can release a Zombie Parrot, which can steal a plant.	Pirate Seas	9
Zombie Parrot	Solid	15	15			Flghty	Special	Ground	Can fly to plants in other lanes to take them away.	Pirate Seas	9
Gargantuar Pirate	Great	180	180			Hungry	Special	Ground	Crushes plants, launches Imp Pirate when enough damage is taken.	Pirate Seas	8
Zombot Plank Walker	Undying	1375	1375			Hungry	Special	Ground	Cannon can rain down Imps past your defenses.	Pirate Seas	25
Cowboy Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Wild West	1
Conehead Cowboy	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Wild West	1
Buckethead Cowboy	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Wild West	4
Flag Cowboy Zombie	Solid (in-game: Average)	9.25	9.25	Hat	2	Basic	Common	Ground	Appears during a huge wave of zombies.	Wild West	1
Prospector Zombie	Average	9.25	9.25			Stiff	Special	Ground	Appears on the left side of the player's lawn when its dynamite explodes, then walks backwards.	Wild West	2
Pianist Zombie	Hardened (in-game: Dense)	40.25	40.25			Creepier	Special	Ground	Crushes plants with piano, cowboy zombies switch lanes.	Wild West	3
Poncho Zombie	Solid	12.25	9.25	Poncho	3	Basic	Special	Ground	Sometimes wears a protective metal grate.	Wild West	5
Poncho Zombie (Grate)	Hardened	67.25	9.25	Poncho/grate	58	Basic	Special	Ground		Wild West	5
Chicken Wrangler Zombie	Average	9.25	9.25			Basic	Special	Ground	Summons zombie chickens when damaged.	Wild West	10
Zombie Chicken	Fragile	0.25	0.25			Flghty	Special	Ground		Wild West	10
Zombie Bull	Hardened	65	65			Flghty (in-game: Speedy), Stiff after launching the rider	Special	Ground	Launches a low flying Zombie Bull Rider past your defenses.	Wild West	13
Zombie Bull Rider	Average	9.25	9.25			Hungry	Special	Flying		Wild West	8
Wild West Gargantuar	Great	180	180			Hungry	Special	Ground	Crushes plants, launches Zombie Bull Rider when enough damage is taken.	Wild West	25
Zombot War Wagon	Undying	1275	1275			Hungry	Special	Ground	Missile attack can target mine carts.	Wild West	8
Cave Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Frostbite Caves	1
Cave Conehead Zombie	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Frostbite Caves	1
Cave Buckethead Zombie	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Frostbite Caves	1
Blockhead Zombie	Machined	89.25	9.25	Ice Block	80	Basic	Special	Ground		Frostbite Caves	8
Cave Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Frostbite Caves	1
Hunter Zombie	Hardened (in-game: Dense)	33.5	33.5			Creepier	Special	Ground	Throws snowballs which freeze the player's plants.	Frostbite Caves	4
Yeti Imp	Average	9.25	9.25			Hungry	Special	Ground	Immune to freezing effects, however, he still can be slowed down.	Frostbite Caves	7
Dodo Rider Zombie	Dense (in-game: Protected)	24.5	24.5			Speedy	Special	Flying	Flies randomly to go over slider tiles and over plants.	Frostbite Caves	9
Trojan Zombie	Dense (in-game: Protected)	22.5	22.5			Basic	Special	Ground	Pushes frozen Yeti Imps across the lawn.	Frostbite Caves	12
Weasel Hoarder	Average	9.25	9.25			Basic	Special	Ground	Weasels are summoned when her log is shattered.	Frostbite Caves	27
Ice Weasel	Fragile	2	2			Flghty	Special	Ground	Unaffected by sliders.	Frostbite Caves	22
Sloth Gargantuar	Great	180	180			Hungry	Special	Ground	Crushes plants, launches 3 Yeti Imps one by one when enough damage is taken.	Frostbite Caves	13
Zombot Tuskmaster 10,000 BC	Undying	650	650			Hungry (in-game: N/A)	Special	Ground	Can freeze columns and plants.	Frostbite Caves	30
Adventurer Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Lost City	1
Conehead Adventurer Zombie	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Lost City	1
Buckethead Adventurer Zombie	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Lost City	1
Flag Adventurer Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Lost City	1
Lost Pilot Zombie	Solid	15.25	15.25			Basic	Special	Flying	Drops in past defenses, eats what's below him, and eventually will start walking forward.	Lost City	2
Lost City Imp Zombie	Average	9.25	9.25			Hungry	Special	Ground		Lost City	8
Excavator Zombie	Protected	17.75	17.75			Speedy	Special	Ground	Digs plants up and tosses them behind him. His shovel makes him invulnerable to straight projectiles.	Lost City	4
Parasol Zombie	Protected (in-game: Solid)	15.25	15.25			Hungry	Special	Ground	Protects herself and zombies behind her from lobbed shots by deflecting them with her parasol.	Lost City	7
Bug Zombie	Protected	18	18			Speedy	Special	Ground	Carries a Basic, Conehead, or Buckethead Adventurer Zombie quickly over defenses and into the lawn. Drops the zombie upon death.	Lost City	11
Porter Gargantuar	Great	180	180			Hungry	Special	Ground	Crushes plants, launches Lost City Imp when enough damage is taken.	Lost City	12
Imp Porter	Protected	16	16			Basic	Special	Ground	Sets up a campsite on the first Gold Tile he encounters. The campsite spawns basic variants of zombies.	Lost City	17
Relic Hunter Zombie	Dense	38	38			Stiff	Special	Flying	Can land four, five or six tiles into the player's lawn.	Lost City	23
Turquoise Skull Zombie	Solid	12	12			Basic	Special	Ground	Tries to steal sun and burms plants four tiles in front of him with his skull.	Lost City	27
Zombot Aerostatic Gondola	Undying	1390	1390			Hungry	Special	Ground	Drops bags of sand to activate Fire Trap Tiles.	Lost City	32
Future Zombie	Solid (in-game: Average)	9.25	9.25	Hat	2	Basic	Common	Ground		Far Future	1
Future Conehead Zombie	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Far Future	1
Future Buckethead Zombie	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Far Future	1
Future Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Far Future	1
Jetpack Zombie	Average (in-game: Solid)	15.25	15.25			Speedy	Special	Ground	Bypasses the defenses by flying over them.	Far Future	1
Shield Zombie	Hardened (Force Field)	85	25	Force field	60	Basic	Special	Ground	Creates a shield to protect from incoming attacks.	Far Future	2
Bug Bot Imp	Average	13.5	13.5			Hungry	Special	Ground		Far Future	3
Robo-Cone Zombie	Machined	105	125			Stiff	Special	Ground		Far Future	5
Disco-tron 3000	Machined	100	100			Basic	Special	Ground	Summons Disco Jetpack Zombies.	Far Future	10
Disco Jetpack Zombie	Average (in-game: Solid)	15.25	15.25			Speedy	Special	Flying	Bypasses the defenses by flying over them.	Far Future	10
Mecha-Football Zombie	Machined	100	100			Basic	Special	Ground	Pushes plants to the left instead of eating.	Far Future	13
Gargantuar Prime	Great	180	180			Stiff	Special	Ground	Crushes plants, randomly burms tiles with laser eyes, launches Bug Bot Imp when enough damage is taken.	Far Future	8
Zombot Tamron-tron	Undying	2700	2700			Hungry	Special	Ground	Missile attacks can destroy Power Tiles.	Far Future	25
Peasant Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Dark Ages	1
Conehead Peasant	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Dark Ages	1
Buckethead Peasant	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Dark Ages	1
Knight Zombie	Machined	89.25	9.25	Knight Helm	80	Basic	Common	Ground		Dark Ages	7
Peasant Flag Zombie	Average	9.25	9.25			Basic	Special	Ground	Appears during a huge wave of zombies.	Dark Ages	3
Imp Monk Zombie	Average	9.25	9.25			Basic	Special	Ground		Dark Ages	3
Jester Zombie	Protected	20.25	20.25			Basic, Hungry when spinning	Special	Ground	Returns all physical projectiles that are shot at it.	Dark Ages	5
Dark Ages Gargantuar	Great	180	180			Hungry	Special	Ground	Crushes plants, launches Imp Monk when enough damage is taken.	Dark Ages	10
Wizard Zombie	Protected	23.5	23.5			Creepier	Special	Ground	Transforms plants into sheep, which come back to normal when the zombie dies.	Dark Ages	11
Zombie King	Dense	50	50			N/A	Special	Special	Grants knight helmets to nearby peasant zombies.	Dark Ages	16
Announcer Imp	N/A	0	0			Bucket	Special	Special	Get crushed by the Zombie King after announcing its arrival.*	Dark Ages	16
Imp Dragon Zombie	Average	9.25	9.25			Hungry	Special	Special	Immune to fire damage.	Dark Ages	20
Zombot Dark Dragon	Undying	1050	1050			Hungry	Special	Special	Lobbed fireballs can hatch Imp Dragon Zombies.	Dark Ages	20
Neon Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Neon Mixtape Tour	1
Neon Conehead	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Neon Mixtape Tour	1
Neon Buckethead	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Neon Mixtape Tour	1
Neon Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Neon Mixtape Tour	1
Impunk	Average	9.25	9.25			Hungry	Special	Ground	Punk Jam gives him a speed boost.	Neon Mixtape Tour	11
Hair Metal Gargantuar	Great	180	180			Hungry	Special	Ground	Crushes plants, additionally releasing a shockwave that instantly kills the first non-defensive plant on the lane. Launches Impunk when enough damage is taken.	Neon Mixtape Tour	12
Punk Zombie	Solid	12	12			Hungry	Special	Special	Moshes plants back a space when the Punk Jam is playing.	Neon Mixtape Tour	2
Glitter Zombie	Protected	24	24			Basic	Special	Special	Trails glamorous rainbows that protect zombies behind her when Pop Jam is playing.	Neon Mixtape Tour	6
MC Zom-B	Solid	12	12			Hungry	Special	Special	Spins microphone to damage nearby plants when Rap Jam is playing.	Neon Mixtape Tour	10
Breakdancer Zombie	Solid	12	12			Hungry	Special	Special	Kicks zombies forward when Rap Jam is playing.	Neon Mixtape Tour	17
Arcade Zombie	Dense	24	24			Basic	Special	Special	Pushes an arcade cabinet that spits out 8-Bit Zombies when Arcade Jam is playing.	Neon Mixtape Tour	22
8-Bit Zombie	Average	Respectively 9.25/27.75/64.25	Respectively 9.25/27.75/64.25			Basic	Special	Special		Neon Mixtape Tour	22
Boombox Zombie	Solid	12	12			Basic	Special	Special	Neutralizes the plant effects when playing the boombox. The music of the boombox makes the current playing jam stop immediately.	Neon Mixtape Tour	27
Zombot Multi-stage Masher	Undying	925	925			Hungry (in-game: N/A)	Special	Special	Summons zombies depending on the jam playing and drops speakers into the player's lawn.	Neon Mixtape Tour	32
Jurassic Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Jurassic Marsh	1
Jurassic Conehead	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Jurassic Marsh	1
Jurassic Buckethead	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Jurassic Marsh	1
Jurassic Fossilhead	Machined	99.25	9.25								

Jurassic Imp	Fragile	4.5				Speedy	Special	Ground	Eating speed is doubled.	Jurassic Marsh	5
Jurassic Gargantuar	Great	270				Stiff	Special	Ground	Crushes plants. Launches Jurassic Imp when enough damage is taken.	Jurassic Marsh	12
Jurassic Bully	Machined (In-game: Dense)	52.25				Basic	Special	Ground	Immune to Primal Peashooter's knockback.	Jurassic Marsh	21
Zombot Dinotronic Mechasaur	Undying	975				Hungry	Special	Ground	Uses lasers, missiles and dinosaurs to attack plants.	Jurassic Marsh	32
Pompadour Zombie	Average	9.25	9.25	Hat	2	Basic	Common	Ground		Big Wave Beach	1
Conehead Pompadour	Protected	27.25	9.25	Cone	18	Basic	Common	Ground		Big Wave Beach	1
Buckethead Pompadour	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Big Wave Beach	1
Beach Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Big Wave Beach	1
Bikini Zombie	Average	9.25	9.25			Basic	Special	Ground		Big Wave Beach	2
Bikini Conehead	Protected	27.25	9.25	Cone	18	Basic	Special	Ground		Big Wave Beach	2
Bikini Buckethead	Hardened	64.25	9.25	Bucket	55	Basic	Special	Ground		Big Wave Beach	2
Snorkel Zombie	Protected	16.5	16.5			Basic	Special	Ground	Submerges on the water to avoid straight attacks.	Big Wave Beach	6
Imp Mermaid Zombie	Average	9.25	9.25			Hungry	Special			Big Wave Beach	4
Surfer Zombie	Protected	24.5 (surfing)/16.5 (On land)	16.5	Surfboard	35	Speedy (surfing)/Basic (on land)	Special		When walking on land, crushes the first plant he encounters with his board, then the board will act as an obstacle for planting until destroyed.	Big Wave Beach	11
Deep Sea Gargantuar	Great	180	180			Hungry	Special		Crushes plants, launches Imp Mermaid when enough damage is taken.	Big Wave Beach	8
Fisherman Zombie	Dense	50	50			N/A	Special		Puffs plants to the right, Plants next to him are tossed off the lawn.	Big Wave Beach	22
Octo Zombie	Hardened (In-game: Dense)	43.5	43.5			Creepier	Special		Throws octopi at the plants, which neutralize their effects until destroyed.	Big Wave Beach	17
Zombot Sharktronic Sub	Undying	1475	1475			Hungry	Special		Mouth turbine can pull plants to it. Summoned zombie sharks can consume plants.	Big Wave Beach	32
Basic Zombie	Average	9.25	9.25			Basic	Common	Ground		Modern Day	1
Conehead Zombie	Protected	27.25	9.25	Roadcone	18	Basic	Common	Ground		Modern Day	3
Buckethead Zombie	Hardened	64.25	9.25	Bucket	55	Basic	Common	Ground		Modern Day	4
Flag Zombie	Average	9.25	9.25			Basic	Common	Ground	Appears during a huge wave of zombies.	Modern Day	1
Vase Gargantuar	Great	180	180			Stiff (In-game: Basic)	Special	Ground	Crushes plants, launches Imp when enough damage is taken.	Modern Day	4
Imp	Average	9.25	9.25			Hungry	Special		Crushes plants, launches Imp when enough damage is taken.	Modern Day	4
Gargantuar	Great	180	180			Hungry	Special		Crushes plants, launches Imp when enough damage is taken.	Modern Day	4
Newspaper Zombie	Hardened (In-game: Dense)	40	40			Basic, Flirty when losing newspaper	Special		Gains a speed boost in walking and eating when newspaper is destroyed.	Modern Day	3
Balloon Zombie	Solid (In-game: Dense)	44	44			Speedy	Special		Bypasses the defenses by flying over them, until its balloon is popped.	Modern Day	9
All-Star Zombie	Hardened (In-game: Dense)	52.5	52.5			Flirty, Stiff after tackling	Special		Tackles the first plant he encounters, killing it instantly, then walks normally.	Modern Day	21
Super-Fan Imp	Average (In-game: Solid)	13.5	13.6			Hungry	Special		Explodes when reaching a plant in the leftmost column, instantly killing it.	Modern Day	24
Treasure Yeti	Dense	34				Basic	Special		Appears randomly (the player will get a notification if the game is not opened) and always gives 1000 coins.	Random	Any level

Level	Tries	Silver Coin Dropped	Silver Coin SC Value	Gold Coin Dropped	Gold Coin SC Value	HC Dropped	Win?	Retry?	Win after retry?	Number of retry	MoneyBag	MoneyBag SC Value	Lawn mower left	Lawn mower SC Value	Plant Food Zombis	Total SC	Total HC	Level Type
Ancient Egypt 1	1	1	10	0	0	0	Yes	No	No	0	1	50	5	50	0	110	0	Standard
Ancient Egypt 1	2	1	10	0	0	1	Yes	No	No	0	1	50	5	50	0	110	1	Standard
Ancient Egypt 1	3	3	30	0	0	1	Yes	No	No	0	1	50	5	50	0	130	1	Standard
Ancient Egypt 1	4	0	0	0	0	0	Yes	No	No	0	1	50	5	50	0	100	0	Standard
Ancient Egypt 1	5	1	10	0	0	0	Yes	No	No	0	1	50	5	50	0	130	0	Standard
Ancient Egypt 3	1	5	50	0	0	1	Yes	No	No	0	1	50	5	50	2	150	1	Standard
Ancient Egypt 3	1	1	10	0	0	0	Yes	No	No	0	1	50	5	50	2	110	0	Standard
Ancient Egypt 3	3	3	30	0	0	1	No	No	No	0	1	50	5	50	2	130	1	Standard
Ancient Egypt 3	4	1	10	0	0	1	Yes	No	No	0	1	50	5	50	2	130	1	Standard
Ancient Egypt 3	5	2	20	0	0	0	Yes	No	No	0	1	50	5	50	2	120	0	Standard
Ancient Egypt 7	1	1	10	0	0	1	Yes	No	No	0	1	50	0	0	0	60	1	Match
Ancient Egypt 7	2	2	20	0	0	0	Yes	No	No	0	1	50	0	0	0	70	0	Match
Ancient Egypt 7	3	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Match
Ancient Egypt 7	4	2	20	0	0	0	Yes	No	No	0	1	50	0	0	0	70	0	Match
Ancient Egypt 7	5	1	10	0	0	1	Yes	No	No	0	1	50	0	0	0	60	1	Match
Pirate Seas 1	1	2	20	0	0	1	Yes	No	No	0	1	50	5	50	0	120	1	Standard
Pirate Seas 1	2	3	30	0	0	0	Yes	No	No	0	1	50	5	50	0	130	0	Standard
Pirate Seas 1	3	0	0	0	0	0	Yes	No	No	0	1	50	5	50	0	100	0	Standard
Pirate Seas 1	4	2	20	0	0	2	Yes	No	No	0	1	50	5	50	0	120	2	Standard
Pirate Seas 1	5	1	10	0	0	0	Yes	No	No	0	1	50	5	50	0	110	0	Standard
Pirate Seas 5	1	3	30	0	0	0	Yes	No	No	0	1	50	5	50	3	130	0	Lock & Load
Pirate Seas 5	2	0	0	0	0	1	Yes	No	No	0	1	50	5	50	2	100	1	Lock & Load
Pirate Seas 5	3	5	50	0	0	0	Yes	No	No	0	1	50	5	50	4	150	0	Lock & Load
Pirate Seas 5	4	2	20	0	0	0	Yes	No	No	0	1	50	5	50	2	120	0	Lock & Load
Pirate Seas 5	5	1	10	0	0	1	Yes	No	No	0	1	50	5	50	4	110	1	Lock & Load
Pirate Seas 8	1	5	50	0	0	1	Yes	No	No	0	1	50	0	0	6	100	1	Delivery (Boss)
Pirate Seas 8	2	4	40	0	0	0	Yes	No	No	0	1	50	0	0	4	90	0	Delivery (Boss)
Pirate Seas 8	3	4	40	0	0	1	Yes	No	No	0	1	50	0	0	5	90	1	Delivery (Boss)
Pirate Seas 8	4	0	0	0	0	2	Yes	No	No	0	1	50	0	0	5	110	2	Delivery (Boss)
Pirate Seas 8	5	3	30	0	0	0	Yes	No	No	0	1	50	0	0	4	80	0	Delivery (Boss)
Wild West 1	1	2	20	0	0	1	Yes	No	No	0	1	50	5	50	3	120	1	Standard
Wild West 1	2	3	30	0	0	0	Yes	No	No	0	1	50	5	50	2	110	0	Standard
Wild West 1	3	3	30	0	0	0	Yes	No	No	0	1	50	5	50	3	130	0	Standard
Wild West 1	4	4	40	0	0	0	Yes	No	No	0	1	50	5	50	4	140	0	Standard
Wild West 1	5	2	20	0	0	1	Yes	No	No	0	1	50	5	50	4	130	1	Standard
Wild West 4	1	0	0	0	0	1	Yes	No	No	0	1	50	0	0	0	50	1	Delivery
Wild West 4	2	3	30	0	0	0	Yes	No	No	0	1	50	0	0	0	80	0	Delivery
Wild West 4	3	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Delivery
Wild West 4	4	2	20	0	0	0	Yes	No	No	0	1	50	0	0	0	70	0	Delivery
Wild West 4	5	0	0	0	0	1	Yes	No	No	0	1	50	0	0	0	50	1	Delivery
Wild West 8	1	4	40	0	0	1	Yes	No	No	0	1	50	0	0	4	90	1	Delivery (Boss)
Wild West 8	2	3	30	0	0	2	Yes	No	No	0	1	50	0	0	5	80	2	Delivery (Boss)
Wild West 8	3	1	10	0	0	0	Yes	No	No	0	1	50	0	0	5	60	0	Delivery (Boss)
Wild West 8	4	0	0	0	0	1	Yes	No	No	0	1	50	0	0	4	50	1	Delivery (Boss)
Wild West 8	5	3	30	0	0	0	Yes	No	No	0	1	50	0	0	4	80	0	Delivery (Boss)

Level	Tries	Silver Coin Dropped	Silver Coin SC Value	Gold Coin Dropped	Gold Coin SC Value	HC Dropped	Win?	Retry?	Win after retry?	Number of retry	MoneyBag	MoneyBag SC Value	Lawn mower left	Lawn mower SC Value	Plant Food Zombis	Total SC	Total HC	Level Type
Ancient Egypt 1	1	3	30	0	0	1	Yes	No	No	0	1	50	5	50	0	130	1	Standard
Ancient Egypt 1	2	1	10	0	0	0	Yes	No	No	0	1	50	5	50	0	110	0	Standard
Ancient Egypt 1	3	0	0	0	0	0	Yes	No	No	0	1	50	5	50	0	100	0	Standard
Ancient Egypt 1	4	1	10	0	0	1	Yes	No	No	0	1	50	5	50	0	110	1	Standard
Ancient Egypt 1	5	0	0	0	0	0	Yes	No	No	0	1	50	5	50	0	100	0	Standard
Ancient Egypt 2	1	0	0	0	0	0	Yes	No	No	0	1	50	5	50	4	110	1	Standard
Ancient Egypt 2	2	2	20	0	0	0	Yes	No	No	0	1	50	5	50	4	120	0	Standard
Ancient Egypt 2	3	1	10	0	0	0	Yes	No	No	0	1	50	5	50	4	110	0	Standard
Ancient Egypt 2	4	0	0	0	0	0	Yes	No	No	0	1	50	5	50	4	100	0	Standard
Ancient Egypt 2	5	1	10	0	0	0	Yes	No	No	0	1	50	5	50	4	110	0	Standard
Ancient Egypt 3	1	0	0	1	100	0	Yes	No	No	0	1	50	5	50	4	200	0	Standard
Ancient Egypt 3	2	0	0	0	0	1	Yes	No	No	0	1	50	5	50	3	100	1	Standard
Ancient Egypt 3	3	1	10	0	0	0	Yes	No	No	0	1	50	4	40	3	100	0	Standard
Ancient Egypt 3	4	2	20	0	0	0	Yes	No	No	0	1	50	4	40	3	110	0	Standard
Ancient Egypt 3	5	0	0	0	0	0	Yes	No	No	0	1	50	5	50	3	100	0	Standard
Ancient Egypt 4	1	1	10	0	0	0	Yes	No	No	0	1	50	3	30	3	90	2	Delivery
Ancient Egypt 4	2	0	0	0	0	0	Yes	No	No	0	1	50	3	30	3	80	0	Delivery
Ancient Egypt 4	3	1	10	1	100	0	Yes	No	No	0	1	50	2	20	3	180	0	Delivery
Ancient Egypt 4	4	2	20	1	100	0	Yes	No	No	0	1	50	4	40	3	210	0	Delivery
Ancient Egypt 4	5	0	0	0	0	0	Yes	No	No	0	1	50	4	40	3	110	0	Delivery
Ancient Egypt 5	1	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Power-up tutorial
Ancient Egypt 5	2	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Power-up tutorial
Ancient Egypt 5	3	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Power-up tutorial
Ancient Egypt 5	4	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Power-up tutorial
Ancient Egypt 5	5	0	0	0	0	0	Yes	No	No	0	1	50	0	0	0	50	0	Power-up tutorial

World	Level	Number of types of Plants	Plant 1	Plant 2	Plant 3	Plant 4	Plant 5	Plant 6	Zombies Types	Number of waves
Ancient Egypt	4	4	Wall-Nut	Potato Mine	Bloomerang	Cabbage-pult	-	-	4	1
Frostbite Caves	3	4	Peashooter	Repeater	Spikeweed	Hurikale	-	-	4	2
Frostbite Caves	5	3	Cabbage Pult	Bonk Choy	Pepper-pult	-	-	-	5	2
Frostbite Caves	8	5	Wall-Nut	Potato Mine	Bonk Choy	Hurikale	Pepper-Pult	-	6	2
Frostbite Caves	10	4	Peashooter	Threepeater	Hot Potato	Chard Guard	-	-	6	2
Frostbite Caves	18	3	Bloomerang	Citron	Stunion	-	-	-	6	2
Frostbite Caves	21	4	Spikerock	SnapDragon	Magnet Shroom	Fire Peashooter	-	-	6	2
Frostbite Caves	25	3	Pepper-pult	Stunion	Rotobagga	-	-	-	6	2
Lost City	3	2	Red Stinger	Lava Guava	-	-	-	-	4	2
Lost City	5	4	Wall-Nut	Red Stinger	Cherry Bomb	AKEE	-	-	5	3
Lost City	9	4	SnapDragon	Spikerock	Melon-Pult	Endurian	-	-	6	3
Lost City	13	5	Repeater	Spikerock	Melon-Pult	Red Stinger	AKEE	-	9	3
Lost City	18	3	Red Stinger	AKEE	Stalia	-	-	-	6	2
Far Future	16	6	Bonk Choy	Spikeweed	Blover	Citron	EM Peach	Infi Nut	8	2
Dark Ages	4	4	Cabbage Pult	Grave Buster	Puff Shroom	Hypno Shroom	-	-	4	2
Dark Ages	13	4	Grave Buster	Fume Shroom	Puff Shroom	Pea-Nut	-	-	8	2
Neon Mixtape tour	3	3	Chard Guard	Stalia	Cactus	-	-	-	5	3
Neon Mixtape tour	6	3	Fume Shroom	Phat Beet	Celery Stalker	-	-	-	6	2
Neon Mixtape tour	10	4	Spikerock	Phat Beet	Celery Stalker	Thyme Warp	-	-	6	2
Neon Mixtape tour	19	5	Electric Blueberry	Phat Beet	Garlic	Celery Stalker	Thyme Warp	-	8	3
Neon Mixtape tour	22	2	Spore Shroom	Cherry Bomb	-	-	-	-	9	2
Neon Mixtape tour	27	5	Spore Shroom	Fume Shroom	Garlic	Intensive Carrot	Cherry Bomb	-	10	2
Jurassic Marsh	3	3	Grapeshot	Melon Pult	Garlic	-	-	-	6	2
Jurassic Marsh	7	4	Primal Peashooter	Primal Wall Nut	Cherry Bomb	Magnet Shroom	-	-	7	2
Jurassic Marsh	19	3	Cold SnapDragon	Primal Wall Nut	Spikerock	-	-	-	6	2
Big Wave Beach	3	3	Peashooter	Repeater	Chomper	-	-	-	7	2
Big Wave Beach	5	3	Peashooter	Wall-Nut	Tangle Kelp	-	-	-	8	2
Big Wave Beach	10	4	Peashooter	Lily Pad	Tangle Kelp	Bowling Bulb	-	-	9	2
Big Wave Beach	18	4	Magnet Shroom	Lily Pad	Tangle Kelp	Guacodile	-	-	12	2
Big Wave Beach	21	3	Iceberg Lettuce	Lily Pad	Homing Thistle	-	-	-	3	3
Big Wave Beach	26	3	Wall-Nut	Lily Pad	Banana Launcher	-	-	-	11	1
Modern Day	3	5	SnapDragon	Lightning Reed	Shrinking Violet	Endurian	Intensive Carrot	-	10	2
Modern Day	19	4	Laser Bean	Primal Peashooter	Escape Root	Coconut Cannon	-	-	7	2
Modern Day	25	1	Intensive Carrot	-	-	-	-	-	12	2

	2	Max SC that can be earned	Min SC that can be earned
Lawn mower at start of each Level	5	50	0
Min # of Lawn mower at the end of a level without losing	0		
SC Value 1 Lawn Mower	10		
Max SC From Lawn Mower	50		
Min SC from Lawn Mower	0		
SC reward when completing level	50	16600	16600

	Value in Silver Coin	SC
MoneyBag	5	50
Silver Coin	1	10
Lawn Mower	1	10
Gold Coin	10	100

Items that gives SC	4
Total SC earned when completing all levels (Coin drop not included)	16600

Name	World	Pinata
Defeat 50 basic Ancient Egypt Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 20 Ra Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 20 Camel Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 15 Explorer Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 15 Tomb Raider Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 15 Pharaoh Zombies	Ancient Egypt	1 Ancient Egypt
Defeat 5 Mummified Gargantuars	Ancient Egypt	1 Ancient Egypt
Defeat 50 basic Pirate seas Zombies	Pirate Seas	1 Pirate Seas Pinata
Defeat 50 swashbuckler Zombies	Pirate Seas	1 Pirate Seas Pinata
Defeat 50 Seagull Zombies	Pirate Seas	1 Pirate Seas Pinata
Defeat 15 Barrell Roller Zombies	Pirate Seas	1 Pirate Seas Pinata
Defeat 10 Pirate Captain Zombies	Pirate Seas	1 Pirate Seas Pinata
Defeat 5 Gargantuar Pirate Zombie	Pirate Seas	1 Pirate Seas Pinata
Defeat 50 Basic Frostbite Caves Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 15 Blockhead Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 15 Hunter Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 25 Dodo Rider Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 15 Troglobite Zombie	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 20 Weasel Hoarder Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 5 Sloth Gargantuar Zombies	Frostbite Caves	1 Frostbite Cave Pinata
Defeat 50 Basic Lost City Zombies	Lost City	1 Lost City Pinata
Defeat 20 Excavator Zombies	Lost City	1 Lost City Pinata
Defeat 15 Parasol Zombies	Lost City	1 Lost City Pinata
Defeat 5 Porter Gargantuar Zombies	Lost City	1 Lost City Pinata
Defeat 20 Turquoise Skull Zombies	Lost City	1 Lost City Pinata
Defeat 50 Basic Far Future Zombies	Far Future	1 Far Future Pinata
Defeat 50 Jetpack Zombies	Far Future	1 Far Future Pinata
Defeat 15 Shield Zombies	Far Future	1 Far Future Pinata
Defeat 50 Far Future Imps	Far Future	1 Far Future Pinata
Defeat 10 Disco-tron 3000 Zombies	Far Future	1 Far Future Pinata
Defeat 20 Mecha-Football Zombies	Far Future	1 Far Future Pinata
Defeat 5 Gargantuar Prime Zombies	Far Future	1 Far Future Pinata
Defeat 50 Peasant Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 20 Jester Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 20 Knight Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 5 Dark Ages Gargantuar Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 20 Wizard Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 15 King Zombies	Dark Ages	1 Dark Ages Pinata
Defeat 50 Basic Neon Mixtape Tour Zombie	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 50 Punk Zombies	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 20 MC Zomb B Zombies	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 20 Impunk Zombies	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 5 Hair Metal Gargantuar Zombies	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 20 Arcade Zombies	Neon Mixtape Tour	1 Neon Mixtape Tour Pinata
Defeat 50 Basic Jurassic Marsh Zombies	Jurassic Marsh	1 Jurassic Marsh Pinata

Defeat 15 Fossilhead Zombies	Jurassic Marsh	1 Jurassic Marsh Pinata
Defeat 75 Jurassic Imp Zombies	Jurassic Marsh	1 Jurassic Marsh Pinata
Defeat 5 Jurassic Gargantuar Zombies	Jurassic Marsh	1 Jurassic Marsh Pinata
Defeat 20 Bully Zombies	Jurassic Marsh	1 Jurassic Marsh Pinata
Defeat 50 Basic Big Wave Beach Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 50 Snorkel Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 30 Surfer Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 5 Deep Sea Gargantuar Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 20 Fisherman Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 20 Octo Zombies	Big Wave Beach	1 Big Wave Beach Pinata
Defeat 50 Basic Modern Day Zombies	Modern Day	1 Modern Day Pinata
Defeat 5 Modern-Day Gargantuars	Modern Day	1 Modern Day Pinata
Defeat 10 Newspaper Zombies	Modern Day	1 Modern Day Pinata
Defeat 25 Balloon Zombies	Modern Day	1 Modern Day Pinata
Defeat 10 All-Star Zombies	Modern Day	1 Modern Day Pinata
Defeat 30 Super-fan Imp Zombies	Modern Day	1 Modern Day Pinata

Name	HC Cost	Description	Average SC per Pack
Ancient Egypt Pinata	20	20 seeds packet for Ancient Egypt plants	345
6 Ancient Egypt Pinata	100	120 seeds packet for Ancient Egypt plants	2118
13 Ancient Egypt Pinata	200	260 seeds packet for Ancient Egypt plants	4573
Frostbite Caves Pinata	20	20 seeds packet for Frostbite Caves plants	345
6 Frostbite Caves Pinata	100	120 seeds packet for Frostbite Cavesplants	2118
13 Frostbite Caves Pinata	200	260 seeds packet for Frostbite Caves plants	4573
Lost City Pinata	20	20 seeds packet for Lost City plants	345
6 Lost City Pinata	100	120 seeds packet for Lost City plants	2118
13 Lost City Pinata	200	260 seeds packet for Lost City plants	4573
Far Future Pinata	20	20 seeds packet for Far Future plants	345
6 Far Future Pinata	100	120 seeds packet for Far Future plants	2118
13 Far Future Pinata	200	260 seeds packet for Far Future plants	4573
Big Beach Wave Pinata	20	20 seeds packet for Big Beach Wave plants	345
6 Big Beach Wave Pinata	100	120 seeds packet for Big Beach Wave plants	2118
13 Big Beach Wave Pinata	200	260 seeds packet for Big Beach Wave plants	4573
Neon Mixtape Tour Pinata	20	20 seeds packet for Neon Mixtape Tour plants	345
6 Neon Mixtape Tour Pinata	100	120 seeds packet for Neon Mixtape Toue plants	2118
13 Neon Mixtape Tour Pinata	200	260 seeds packet for Neon Mixtape Tour plants	4573
Modern Day Pinata	20	20 seeds packet for Neon Mixtape Tour plants	345
6 Modern Day Pinata	100	120 seeds packet for Neon Mixtape Toue plants	2118
13 Modern Day Pinata	200	260 seeds packet for Neon Mixtape Tour plants	4573
Wild West Pinata	20	20 seeds packet for Neon Mixtape Tour plants	345
6 Wild West Pinata	100	120 seeds packet for Neon Mixtape Toue plants	2118
13 Wild West Pinata	200	260 seeds packet for Neon Mixtape Tour plants	4573
Jurassic Marsh Pinata	20	20 seeds packet for Neon Mixtape Tour plants	345
6 Jurassic Marsh Pinata	100	120 seeds packet for Neon Mixtape Toue plants	2118
13 Jurassic Marsh Pinata	200	260 seeds packet for Neon Mixtape Tour plants	4573
Dark Ages Pinata	20	20 seeds packet for Neon Mixtape Tour plants	345
6 Dark Ages Pinata	100	120 seeds packet for Neon Mixtape Toue plants	2118
13 Dark Ages Pinata	200	260 seeds packet for Neon Mixtape Tour plants	4573

Name	Quantity	Silver Coin Quantity	Gold Coin Quantity	SC Value
Silver Coin	1	1	0	10
Gold Coin	1	1	1	100
Money Bag	1	5	-	50
Vasebreaker Money Bag	1	5	0	200

HC Packs	Cost USD	HC/\$
20	2.79	7.168458781
50	6.99	7.153075823
110	13.99	7.862759114
250	27.99	8.931761343
700	69.99	10.00142878

SC Packs	Cost USD	SC/\$
5000	3.99	1253.132832
10000	6.99	1430.615165
20000	13.99	1429.592566
40000	27.99	1429.081815
200000	69.99	2857.551079
450000	139.99	3214.515323

Name	Effect	Duration (sec)	Recharge Time	SC Cost	World limitation	Game Mode	Max use
Power Snow	Hold your finger down on a zombie to throw chilling snowballs at it!	6	Instant	1100	Frostbite Caves	Standard	None
Power Toss	Swipe a zombie to toss it around. Swipe it twice to send it off the screen!	6	Instant	950	-	Standard	None
Power Zap	Hold your finger down on a zombie to electrocute it!	4	Instant	800	-	Standard	None
Power Flame	Hold your finger down to thaw ice and burn zombies in Frostbite Caves!	4	Instant	1500	Everywhere except Frostbite Caves	Standard	None
Reveal Vase	Tap to reveal the contents of one vase in Vasebreaker!	Single Use	Instant	200	-	Vasebreaker	Number of vases
Butter Zombie	Tap to butter a single Zombie in Vasebreaker!	8	Instant	300	-	Vasebreaker	None
Move Vase	Tap to select a vase, tap again to relocate to an empty tile in Vasebreaker!	Single Use	Instant	400	-	Vasebreaker	Number of vases
Power Shuffle	Use Power Shuffle in Beghouled to shuffle plants for more matches!	Single Use	Instant	200	-	Beghouled	None
Power Shovel	Use Power Shovel in Beghouled to remove plants and fill in craters!	Single Use	Instant	100	-	Beghouled	None

Activate plant food	1000
Plants at start	4
Start plant slot	6
Start Plant food	3
Max Plant slots	8
Max Plant food	5

SC rewards per level	50
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Zombies	Common	Special	Total
Player's House	5	0	5
Ancient Egypt	4	8	12
Pirate seas	4	9	13
Wild West	4	10	14
Frostbite Caves	4	9	13
Lost City	4	10	14
Far Future	4	9	13
Dark Ages	4	9	13
Neon Mixtape Tour	4	10	14
Jurassic Marsh	4	5	9
Big Wave Beach	4	10	14
Modern Day	4	7	11
Total	49	96	145

Plants	109
Free	72
Premium	30
HC	7
Thoughtness	
Typical	69
High	5
Elevated	9
Very High	1
Single Use	24
Damage	
Normal	19
Massive	12
Heavy	14
Moderate	17
Huge	4
One Shot	3
Non Offensive	38
Total	107

Plants unlocked per world	#
Player's House	4
Ancient Egypt	7
Wild West	7
Pirate Seas	8
Frostbite Caves	5
Lost City	5
Far Future	7
Dark Ages	5
Neon Mixtape Tour	6
Jurassic Marsh	5
Big Wave Beach	5
Modern Day	5
Epic Quest	3

At the Start	Plant slot	Plant food	Cost	Premium Bonuses	US\$ cost
Free	1	1	1.39	Plant food	1.39
Premium	1	1		Extra Seed	1.39
				Extra Sun	1.39
				Shovel	1.39

Upgrade	Peashooter	Sunflower	Wall Nut	Potato Mine
SC Cost	103250	1017000	103250	1028000
Seed Packet	4963	9175	4963	10135
Pinata needed (Seed)	220	361	179	445
HC Cost	43920	72244	35705	88904
US\$ Cost	628	1032	510	1270

Worlds	Level	Standard Levels	Conveyor Belt Level	Save our seeds	Lock and Loaded	Total special levels	
Player's House	4	4	0	0	0	0	
Ancient Egypt	35	26	3	3	3	9	
Pirate seas	25	17	2	3	3	8	
Wild West	25	14	5	3	3	11	
Frostbite Caves	30	19	9	0	2	11	
Lost City	32	18	7	1	6	14	
Far Future	25	17	3	3	2	8	
Dark Ages	20	12	4	2	2	8	
Neon Mixtape Tour	32	17	8	3	4	15	
Jurassic Marsh	32	24	5	1	2	8	
Big Wave Beach	32	18	9	3	2	14	
Modern Day	44	34	7	1	2	10	
Total	12	396	220	62	23	31	116

Power Ups	SC to Activate
Snow	1100
Toes	950
Zap	800
Flame	1500
Reveal Vase	200
Butter Zombie	300
Move Vase	400
Power Shuffle	200
Power Shovel	100

Power Ups	Numbers
Total Power ups	9
Standard	4
VaseBreaker	3
Beghouled	2

Pinatas	HC Cost	US\$
1 Pinata	20	2.79
6 Pinata	100	13.98
13 Pinata	200	27.99

1 of all premium plants (HC)	Cost of premium plant	Cost of HC plants	All plants
HC		744	
US\$	142.7	76.98	
Average	5	11	
Total			219.68

Ads	rewards	Ads Duration (secs)	Max # of ads per day	Max rewards per day
HC	3	30	5	15
SC	500	30	-	-

Zen garden	Plants	First Growth	Second Growth	Total
Max plants	12			
SC rewards		50	0	600
Marigold		50	500	550

Average Silver Coins (drops per level)	Silver Coin	Average \$/SC Dropped	SC at End of level	HC at level
Ancient Egypt 1	1.6	16	156	0.4
Ancient Egypt 3	2.8	28	128	0.6
Ancient Egypt 7	1.2	12	62	0.4
Pirate Seas 1	1.6	16	116	0.8
Pirate Seas 5	2.2	22	122	0.4
Pirate Seas 8	4.4	44	94	0.8
Wild West 1	2.8	28	128	0.4
Wild West 4	1	10	60	0.4
Wild West 8	2.2	22	72	0.8
Total	2.2	22	104	1