

**COLLECTOR
VISION
Games**

Guide No. 099200

CARTRIDGE
INSTRUCTIONS

PLANTS VS. ZOMBIES



You are a homeowner in the midst of a zombie apocalypse. As a horde of zombies approaches, you must defend your home by putting down plants, which fire projectiles at the zombies or otherwise detrimentally affect them.

GETTING READY TO PLAY

Hook up your Colecovision devices to the TV. Plug in the power cord. Put Plants Vs Zombies cartridge into the cartridge slot on top of the console. And then turn console on by pressing the button or switch.

For Phoenix, make sure that flicker is turned off by pressing * at the sd card menu for maximize the number sprites on a line. However, the shots fired by the plants are multiplexed, therefore always flickering.

USING YOUR CONTROLLERS

Game Selection

Use Joypad UP/DOWN to move the >. Press FIRE1 to confirm your selection.

Pick Your Seed Menu

Use Joypad all directional to move cursor seed to seed.

FIRE1 to pick a seed*

FIRE2 to remove a seed

*Upon selecting 7th seed, make sure you're committed to select that seed.

Game Screen

- All mode:

Pressing 1 or * will pause your game, press FIRE button to return to the game. Pressing # in pause mode will end your game.

- Cursor, Seedbar mode:

Left or Right will move cursor

Press FIRE1 to pick seed

- Play-field mode:

Use joy-pad to move cursor all directions.

FIRE1 to plant seed or use shovel.

FIRE2 to cancel Play-field mode.

HERE'S HOW TO PLAY



There are 3 games to pick from with 9 different levels to go through. Day Break will only play the game during the daytime with a set of day only seeds. Nightmare will only play the game during the nighttime with a set of night only seeds. And Pick Your Seeds will allow you to pick 7 out of 18 seeds for each levels. The levels will alternate day and night. Pressing left side button, FIRE1, will start the game on normal. Pressing the right button side button, FIRE2, will start the game on hard, which all zombies have additional health.










You are to defend the house full of brains from the zombies. In order for you to do that is by sowing plants. To begin, you want to start planting Sunflowers or Sunstroom immediately. In this version to keep the sprite population under control, you gather sun automatically overtime. The more Sunflowers or Sunstroom there are, the more sun you get over time that allows you to plant more plants. In Nightmare, be sure to plant and protect your Sunstrooms because you do not gain 1 extra sun during the night time.

To select a seed from the seed bar by making sure that the cursor's white by pressing FIRE2 button and then move the cursor on to the Sunflowers seed. And then pressing FIRE1 will turn that cursor gray and you can now move the cursor on the playfield to plop a plant. After planting a flowers, you have to wait til the light becomes green to plant another one. If you want to remove a shovel, then move the cursor on the seed bar over to the shovel and press FIRE1, and then move the cursor on the play-field and then press FIRE1 to remove a plant.

After planting your sun gaining plants, you want to start planting peashooter to fire at the horde of zombies. You can plant potato mines or walnuts to slow the zombies progress. I suggest to plant the more powerful plants like the cactus or the needle plants. You can plant cherry bomb on top of the zombies to push them back and then destroy a group of zombies in an emergency.

There's 12 stages of in a level. You can see the progress meter on the bottom of the screen. Once that meter get full, you've won the level and able to move on to the next level.

	Name	Hitpoints	Special
	Zombie	3	None
	Conehead Zombie	7	None
	Pailhead Zombie	11	None
	Football Zombie	12	Little faster
	Jogging Zombie	15	2 times faster
	Pogo Zombie	8	Little faster Ignores plants collision
	Screendoor	13	Blocks penetrating shots Shakes off explosion PITA enemy

	Name	Sun cost	Cooldown	Special
	Sunflower	10	Very short	Gain +1 Sun
	Peashooter	20	Short	Does 2 damages
	Walnut	10	Medium	Resists Zombie 20HP
	Potato Mine	5	Long	Takes time to arm. Kill upon contact
	Cherry Bomb	30	Very long	Kill small group of zombies 3 rows
	Cactus	40	Medium	Does 3 damages
	Needle	50	Medium	Pierce through zombies for 1-2 damages
	Sunstroom	5	Short	Gain +0,7, grows to gain +1 sun
	Puffstroom	0	Long	Short range, pushes zombies back and does 2 damages
	Fradystroom	5	Medium	Long range, hides when zombies are near. Does 2 damages

	FumeStroom	30	Medium	Shoots short piercing fume, does 1-3 damages
	DoomStroom	20	Long	Large explosion 5 rows, leaves behind unplatable crater
	IceStroom	20	Very long	Freeze all zombies for 4 seconds
	Pumpkin	20	Medium	Give plants +9HP. Graphics may disappear
	Repeater	40	Medium	Does 4 damages
	Cannonstroom	30	Very long	Does 3 damages, push back zombies
	Jalapeno	30	Long	Burn entire row, cooking zombies to crisp
	Honiebee	50	Medium	Send wavy bees at zombies. Does 2 damages. Kinda worthless

HINTS

Daybreak Mode: Plants as many Sunflowers as you can during the first zombie wave. Use potato mines to kill the zombies during that wave. It's the cheapest and instantly kill a single zombie.

Nightmare Mode: Plants as many Sunstrooms as you can. I suggest Planting the Puffstroom in columns immediately, since their

cooldown are long. You can plants the Fradystroom as a zombie walk into the lane. Puffstroom starts off a bit more health than regular mushroom, so it can take a several eating before they are devoured by a zombie.

Congratulation on reading this manual. You earn an ability to select your starting stages. Put cursor on the gamemode you want to play, and then press 3. You can start off on a specific level by pressing up or down to increase or decrease the level number. The only level you can't start is on level 9 since you have to work for it. If you want to try the secret ultra hard level, press 8 on the game selection screen and good luck.

COMMENTS

I was going to give this game out for free and let it go. Seems like everyone wants it on cartridges, so I reconsider giving it a 32KB cartridge treatment by putting more levels, zombies, music, and etc. It was fun programming the seed effects. The honey bee plants was suppose to have homing bees, but wasn't possible since it takes too much CPU time. So I have it wavy instead. It's cool to see it in action once you have made a column of time.

CREDITS

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