

Welcome to yet another AltverZ Dev Showcase! It's really been a long while, hasn't it? After many months of development, teasers, and real-life troubles, we're finally ready to showcase our brand-new custom world, Crimson Front, in great detail, alongside a few more exciting additions coming to this update, which you can see on the screen right now. Let's get right into them – I'm sure you can't wait any longer...

Crimson Front – this beautifully tinted cliffside is known for its gorgeous views of the vast, blue sea and the stunning local beaches... well, that was before it became a rough battlefield for the plants and zombies.

The devious Dr. Zomboss has gathered a powerful army and begun manipulating the local climate in order to achieve his ultimate goal. What goal, you may ask? We might find out soon enough... maybe these journals, which we'll collect along our journey, will help us understand this better...

In the meantime, we should keep an eye out for our surroundings, as the weather has grown quite unpredictable as of late...

Throughout each level, similarly to how jams switch in Neon Mixtape Tour, the weather will change multiple times between new zombie waves. When that happens, the lawn's visuals will take on different looks, depending on what's currently happening. On the bottom left of the lawn reside two handy little trackers, which will instantly alert you of each weather change with a sound and visual cue! The left tracker displays the current temperature, while the right tracker shows current precipitation and wind speeds. Weather is not always so erratic, though, so when it calms down, you'll be able to see a "neutral weather" displayed on the trackers, letting you know that no effects are currently active. Now, let's see what you can expect from the weather on the front, starting with the **temperature**, which can be used to your advantage.

During high temperatures, bursts of sun will drop from the sky each wave until the temperature drops back down.

When it gets cold, however, ice barricades will rise from the ground, acting like tougher gravestones. If you destroy these, they will leave behind small ice shards, which will freeze groups of zombies that touch them. Be quick, though, as these barricades will melt if the temperature rises again, and they won't leave behind any shards this way!

As you can see, weather effects disappear instantly once the condition changes. Now for the other tracker, which favors the zombies way more...

When it's windy, trails will appear on select lanes to boost the speed of zombies there for a short distance.

And when it's stormy, lightning will strike down onto the lawn, unloading electricity onto nearby zombies, boosting their health.

Interesting, isn't it? Only one condition from each tracker can be active at a time, but conditions from both trackers can also co-exist, like hot temperatures with wind or cold temperatures with storm, also reflected by the mixed lawn effects. And that's not all!

Usually, during the second half of a level, the weather will get stronger, and its effects will also intensify. For example, tougher ice barricades will spawn during strong cold temperatures, and red lightning will strike the lawn during strong storm, with a larger radius and a larger health boost.

As you can tell, this is an incredibly expansive world gimmick which is sure to raise the stakes on the front. If you didn't quite comprehend certain aspects now, you sure will after playing a few levels. Lastly, a weather forecast for the level you're playing will show up while choosing your seeds, letting you prepare accordingly.

Now that the stage is set, let's check out the world map. (first scroll has MGP in it, the scroll back has skyshooter)

Wait, was that?... Oh, nevermind. I thought I was tripping...

Only 3 out of 9 plants introduced in the world are available in the original game – everyone else is either heavily modified, inspired by other PvZ games, or completely original! These guys will definitely give you an edge in this war. But don't rest just yet; the zombie army isn't short of new recruits either.

Basic Zombies in Crimson Front come in all standard variants, including a Steelhead Zombie, which is tougher than a Buckethead. But an army can't sustain itself without some support. That's where Nurse Zombies step in: they will throw syringes onto empty tiles, which heal nearby zombies. You'll need quick bursts of damage to get past all that healing.

Thankfully, we have Skyshooter locked and loaded. They will normally shoot regular bullets, but if you tap them, you'll trigger their fast-firing gatling mode. After a while, though, they'll need to rest for a bit, so don't overdo it! Additionally, when Skyshooter takes any damage, they will drop a bomb on their tile and fly off ~~into the sunset~~ forever...

If you feel the need for even more damage, Dill Sergeant is at your service, ready to rally your plant army! ALL projectiles coming from plants in a 3x3 area around him will have increased damage for as long as he is alive! Plants that don't launch projectiles will NOT be affected, however.

Looks like the zombies felt that oomph and are now following up with even more destruction of their own by sending out Landmine Zombies! These fast-driving zombies release mines on the ground every few seconds, which will blow up any plants that come in contact with them.

These zombies, along with other threats coming up later, make defensive plants extremely helpful in Crimson Front. That's why we're giving you a new defensive option in the form of Parawhin – a wall plant that fires stunning balls at close range. What's unique about Parawhin is that the more damage he takes, the faster he attacks!

On the zombie side, an iconic foe marches in – Foot Soldiers throw stink clouds, either to conceal other zombies, or to disrupt the visibility of your own plants. If this makes you lose a few plants, perhaps it could be a good idea to bring in Poppin' Poppies. Just like Intensive Carrot, Poppies can only be planted on your defeated plant allies. She will then spawn defensive Lil' Buddies in place of **the rightmost dead plants**. Just watch out for any surprise attacks.

Paratrooper Zombies drop in ambushes. If you don't kill them before they recover from their fall, they will crush the plant they landed on and... walk backwards? ...Sure, I guess.

Need some heavier weapons? Carrotillery comes to your service – a fully manual plant which fires a slew of carrot rockets when tapped on, with varied firing angles. A great pick for control from a distance. Though I can't lie, it's quite surprising we haven't seen any artillery on the zombies' side yet- ...oh.

Z-Tanks are slow, durable, and extremely dangerous. They will not only fire missiles from afar, but they will also crush any plants they ride over with their treads. A tactical insta plant will be a great counter, such as the Security Gourds. They will smash the tile they're planted on three times at equal intervals, with each Gourd doing more damage than the last.

War sure is exhausting, huh? And that's not even all... there will be even more instruments of war in Crimson Front's EX levels for you to discover, such as zombies with gas masks and my favourite new gimmick - turrets.

Form a stable defense, shelter your attacking plants from incoming tank missiles, landmines and turret projectiles and you might just scrape by in what's possibly the most unique custom world PvZ2 modding has ever seen...

Did I forget anything? Oh, right. The new minigame...

Zombotany makes its grand return from PvZ1 to AltverZ, not just as a song anymore! Face off against well-known plant-zombie hybrids like the Peashooter and Walnut Zombies, as well as brand new ones like the Skyshooter and Explode-o-nut Zombies! The hectic weather and turrets are sure to make these fights way more dynamic than they originally were, so be vigilant at all times.

Okay, **THAT is** all we wanted to show you. There's still plenty of surprises left in store, but we hope all of this made you all the more excited to jump into Crimson Front soon and stop Dr. Zomboss' plans. Now for some more new content coming to this AltverZ update...

Far Future is the next world receiving a rework, after Pirate Seas and Wild West. Many levels were adjusted to accommodate changes that this alternate future brings, the first of which you can see in this footage - Jetpack Zombies have been reverted to their original behaviour, no longer avoiding all straight projectiles! For those who did enjoy the fear stemming from our reworked Jetpack, there's the new Cosmonaut Zombie who acts like our Jetpack previously has, though only appearing in the EX levels.

And what would be a world rework without a new zombie? Introducing the future of entertainment - the Jack-in-the-Bot Factory, a hefty robot that stays in the backlines, spewing out smaller, nastier, flying robots. Explosive, too, I should add.

All these new mechanized menaces and more will be waiting for you in a limited-time Epic Quest, showing off the most interesting level reworks, just like what we had for the previous world reworks. And speaking of quests, a wide range of new bonus challenges and invaded levels featuring unique scenarios are coming in this update, not just for Crimson Front...

Those gauntlets that you'll earn from these quests could perhaps be spent on the plethora of new costumes, including all the winners from last year's Hybrid Costume Contest, some of which you might've already spotted in this showcase. There is sure to be a new favourite skin for everyone!

Changes have arrived in dialogue as well, with some conversations early in the mod being rewritten to fit the narrative we're expanding with Crimson Front better. That's something we just can't show you in this showcase, but we are beyond excited to watch you unravel.

And as always, we've prepared plenty of bug fixes, balance changes, and more bells & whistles for you to discover alongside all the big new content when the update releases on August 9th. Yes! It's actually coming out! We thank you for all the support over the years and hope you'll enjoy everything in this massive update. And that would be all for this Dev Showcase - see you on the Crimson Front!