

PLANTS vs. ZOMBIES 2

REMIXED

Plants vs Zombies 2 Remixed

Mod BY: [gpoeris](#), [Lavender](#), and [Bomb!](#)

Founded BY: [RZ302](#)

Plants vs Zombies 2 Remixed is a casual focused mod by gpoeris, Lavender Lace, and Bomb! that aims to improve and reimagine the game in various ways, reworking or rebalancing most of the plants and a handful of the zombies. It expands on all of the worlds with new zombies and/or world mechanics, rebalances the meta to make every plant more fun and balanced around its new meta destined to give every plant a purpose, and tries to make every level feel unique from each other (including more gimmicky levels). And also introducing: The Prelude! Ancient Egypt onwards (25 levels each) is now later into the game and balanced around that as a result, with the 6 worlds of The Prelude (10 levels each) now taking the role of the early game worlds. They're loosely based on PvZ1 and utilize the non-world zombies (ZCorp, Roman, Carnie) in brand new and shorter worlds. Now get out there and ready your plants for a remixed time!

Reminder that this mod is still unfinished and in an OPEN-BETA and is subject to change. We value your feedback and want to hear both your praise and criticism so we can make the mod better.

~~~~MOD DOWNLOAD~~~~

[Latest OBB](#)

[Latest APK](#)

~~~~[Installation Instructions](#)~~~~

(Do this but with Remixed's OBB and APK!)

~~~~DISCORD SERVER~~~~

(Come here to discuss the mod, get help, or share thoughts and screenshots. Has other stuff beyond just Remixed tho.)

[JOIN HERE!](#)



~~~~Latest Update Info~~~~

The Jurassic Marsh Update

After over a year of waiting, The Jurassic Marsh Update rampages in! This update is massive, bringing the titular Jurassic Marsh, 5 new plants, overhauls to 4 old worlds, lots of rebalancing, several other improvements, and all sorts of other new content. Take a look at the changelog and download the update itself to learn more!

~~~~Official Guides and Resources~~~~

(All made by gpoeris except the world tier list, which is by Lavender)

[Level Masterlist](#)

[Remixed Custom Level ELM Sheet](#)

[Plant Changes From Vanilla](#)

[Plant Tier List](#)

[Zombie Tier List](#)

[World Tier List](#)

~~~~Bonus Level Packs~~~~

(Collections of bonus content considered unfit to be used in-game)

Foolish Frenzy

Back in the olden days, Remixed was a pretty shitty mod. So what if 15 of the worst levels from Remixed history were compiled into one level pack? This one has a rogues' gallery of some of our biggest level-making regrets. Perhaps they'll haunt you as much as they do to us.

(By gpoeris, Lavender Lace, and Bomb!)

CK's Adventure

A series of archaic test levels by the mod's founder, RZ302. These levels were the first ever made for Remixed! And were balanced with Mastery 200 Plants in mind for some reason. Usual post-game content.

(By RZ302)

The Prelude Expansion Project

What if the Prelude didn't end at Climactic Chaos? What if it kept getting new parts, what if it just... kept going? That's the question The Prelude Expansion Project wants to answer! Or at least, WANTED to answer, before it got canned back in 2023. It wasn't really in the style of The Prelude at all either. But why let that stop you?

(By Shuttle Player, Neo, and Thomas The Good)

Check Out Our Other Projects Too!

[Otherworldly Dreams](#)
(CK's Book Series)

[Rumble](#)
(Bomb!'s Webcomic)

~~~Versions List + Changelog~~~

~~~(MODERN REM) BETA VERSIONS~~~

The Jurassic Marsh Update

Release Date: June 5th 2026

ChangeLog

~~ Written By gpoeris, Lavender Lace, and Bomb! ~~

Main Additions:

- Jurassic Marsh is here! Survive through 25 levels of pure prehistoric panic.
- Major overhauls to Flood
 - New ambush: Downpour! Drowned Zombies will rise up from the water and swarm your plants. Don't let them drown you!
 - ZCorp Consultant takes up a new line of work: helping even more Drowned Zombies to their feet!
 - Various other changes to the ZCorp crew to make them more enjoyable to fight against.
 - Tide no longer moves during levels, except in P-28 and P-30
- Major overhauls to Roman Rift
 - New gimmick: Time Stones! Rocks filled with unstable gems of time that shatter time and space when broken, spitting out more portals around it!
 - Adjusted and shuffled level order to improve pacing.

- Major overhauls to Pirate Seas

- Pelican Zombie takes to the skies with a new zombie ally under his ropes: Ghost Pirate Zombie!

- New world mechanics:

- Exploding Barrels! They'll deal big time damage to plants and zombies around them when destroyed. Dispose of them wisely!

- Cargo Barrels! Break open these shipments for helpful boosts or minor nuisances...

- Rebalanced Cannonballer Zombie to throw a much stronger cannonball at a much slower pace.

- Major overhauls to Wild West

- Sandstorms return to their homes in Ancient Egypt. In their stead come Stampedes! Hordes of beefed up Zombie Bulls will run through a lane, throwing nearby zombies forward and onto other lanes!

- Domestic Chicken meets the deep fryer. In his place comes Slinger Imp! She shoots volleys of low-damage bullets at plants dealing minor damage. She's not super dangerous on her own, but in swarms she's sure to make you stop jaywalking!

- Improved and reduced usage of Sun Drops in levels.

- More new plant allies join your side! Looks like Heliconia Gunner brought some friends...

- Magic-shroom deals out cards that split into even more cards! Get front row seats to his show in **Carnie Calamity!**

- Thorn Wizard transforms zombies into thorny bushes that can trap other zombies. He's brewing up chaos deep in **Lost City!**

- Mangosteen surges the zombies around her with electric orbs! They'll become even stronger as Mangosteen grows over time. Go back to the **Far Future** to nab her!

- Meteor Flower grants you the ability to shower pain onto your prehistoric foes! Tap and drag to drop meteors down on the lawn. They'll leave behind burning meteor strikes that trickle down zombies! Take your well earned coins to the shop and grab him.

- Meteors too hot to handle? Cool down with Icy Bomberry! She'll freeze zombies around herself and turn her defeated victims into walls of ice! Hunt down some gems and cash her in!

General Changes:

- Removed Power-Ups and Plant Food purchasing to prevent people from cheesing levels. We knew they were a bad mechanic, and keeping a mechanic we knew was bad because it was in vanilla just didn't sit right with us, so we scrapped it. The Power-Up Tutorial level remains in-game with new ending dialogue to match its full-time removal written by Bomb!

- This now means every Remixed Dev has dialogue they've written for The Tutorial, pretty neat fact!

- Added holiday zombies (from dedicated Epic Quests) to the Almanac

- More new and improved dialogue across the mod's campaign

- Rewrote dialogue for the Store intro to be more clear

- Overhauled some of Far Future's more iffy dialogue

- Added dialogue to all major minigame levels and miniboss battles

- Added new dialogue to B-Sides, written by CK.

- [This has been planned to be written by Bomb! since Frostbite Caves Update, and was continuously scrapped from both Dark Ages Update and Neon Mixtape Tour Update due to time constraints.](#)

- Added a proper armor4 for Flood: Coolerhead Zombie, with concept and art by Cool Kid95.

- Added an armor4 for Tutorial ZCorp (and related Bonus Levels): TVhead Zombie, with design and art from NewspaperZombie.

- Redesignated Diver Zombie to use more polished art, taking after the design of Deep Sea Diver made by NewspaperZombie.

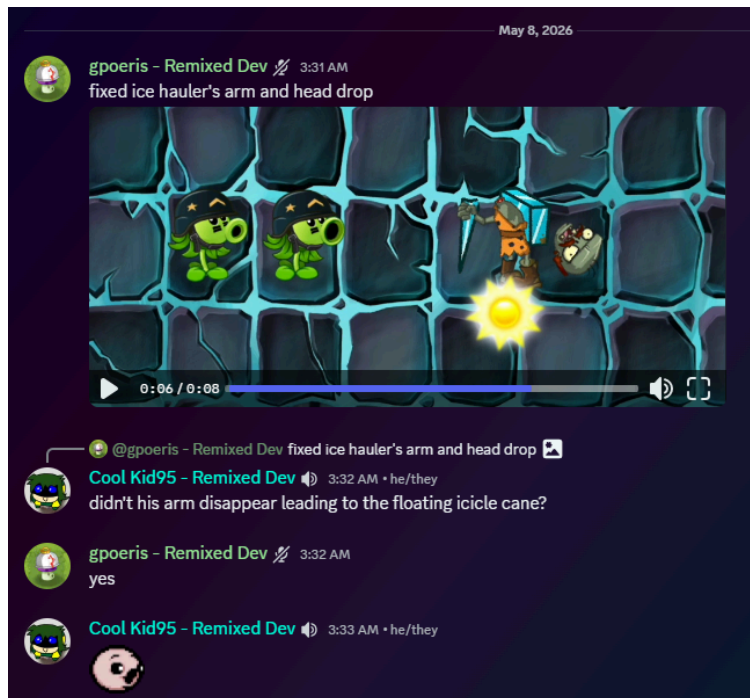
- Jalapeno Zombie replaced by Solignis III, a more fitting miniboss for Lost City. Unlike the other miniboss replacements, this change is purely visual. Art by Cool Kid95.

- Streamlined internal typenames for zombies

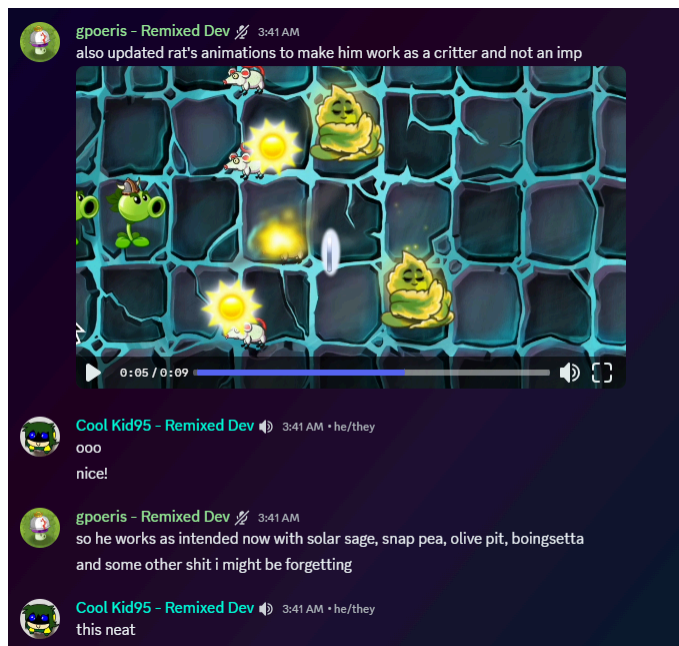
- All remaining data related to leveling fully removed from the game
- All post-Prelude miniboss levels have been moved to Day 20 for consistency.
- Removed "Joke Levels" as a worldly status quo.
 - Pirate Seas Day 5 and Frostbite Caves Day 12 have been fully replaced due to their memey-ness
 - Former joke levels (and their dialogue) for the other worlds still remain intact
 - These levels no longer reward giftboxes; giftboxes are now unlocked after completing the miniboss battles of each world instead.

Bug Fixes:

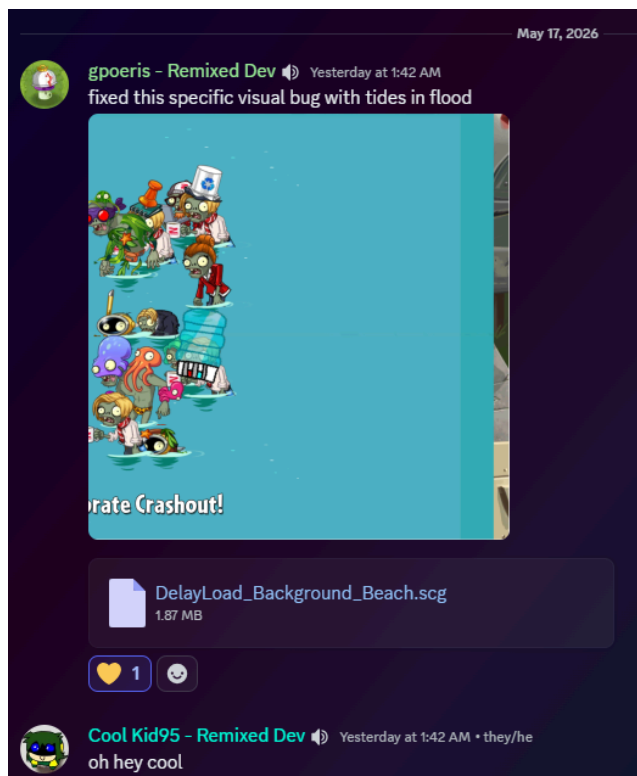
- Pyramid of Doom no longer displays a "Missing" text pop-up after unlocking
- Eating plants no longer need to chew and digest Mecha Monkey
- Almanac icons for Construction Worker, Plague Bringer, and Cannonballer no longer use outdated designs from before Neon Mixtape Tour Update's Balance Patch
- Camel Zombies are no longer displayed incorrectly in the Almanac
- Pea-Vine's projectiles are no longer offset when boosted by Torchwood
- Torchwood now correctly buffs Split Pea's back projectiles
- Restored audio for Hunter Zombie that had been missing since Dark Ages Update
- All-Star Zombie and Roman Shield Top Zombie no longer have visible bones before losing their arm
- Ice Hauler Zombie now correctly drops his arm and head



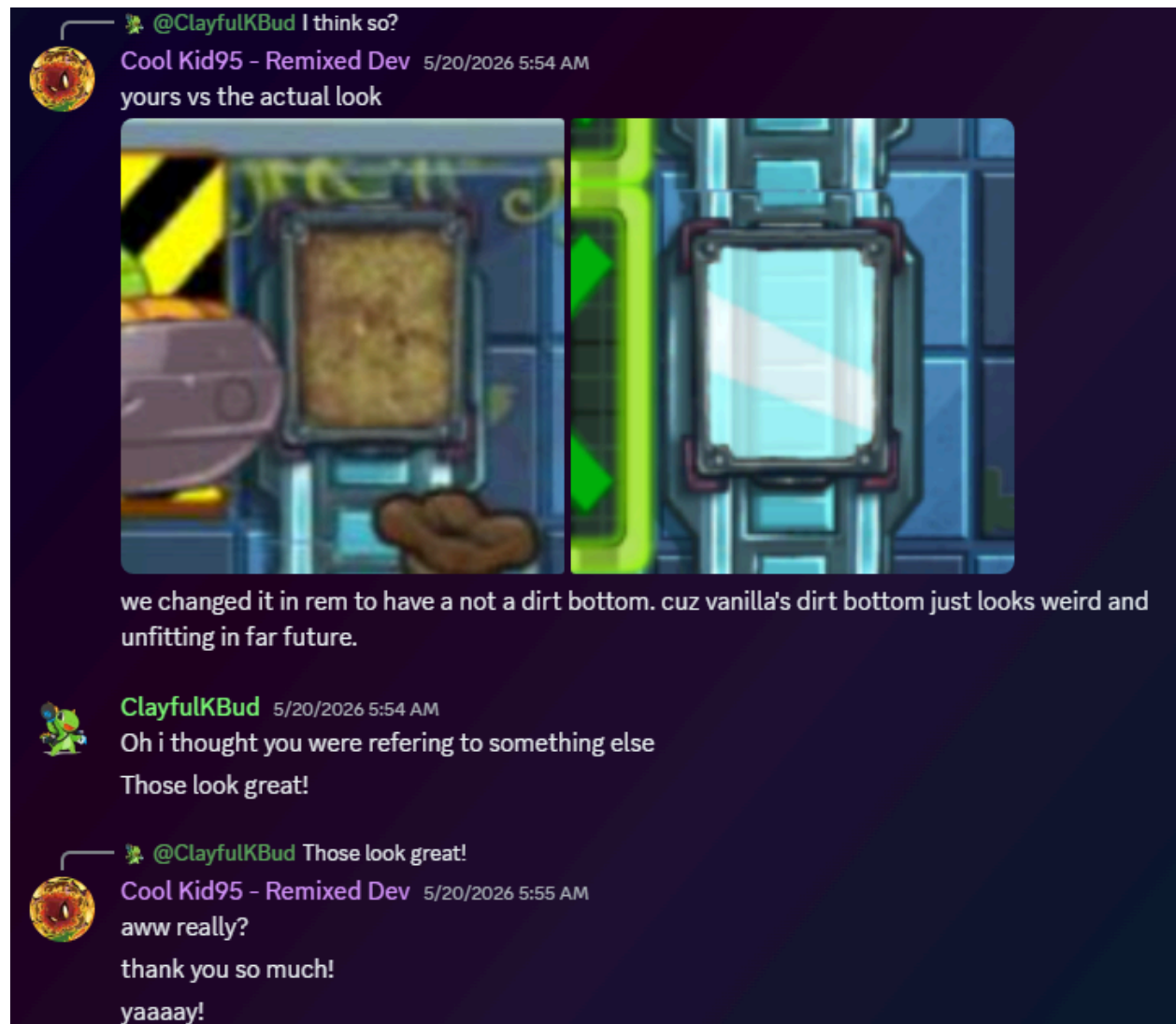
- Plagued Rat Zombie now isn't affected by Plants that don't work on critters



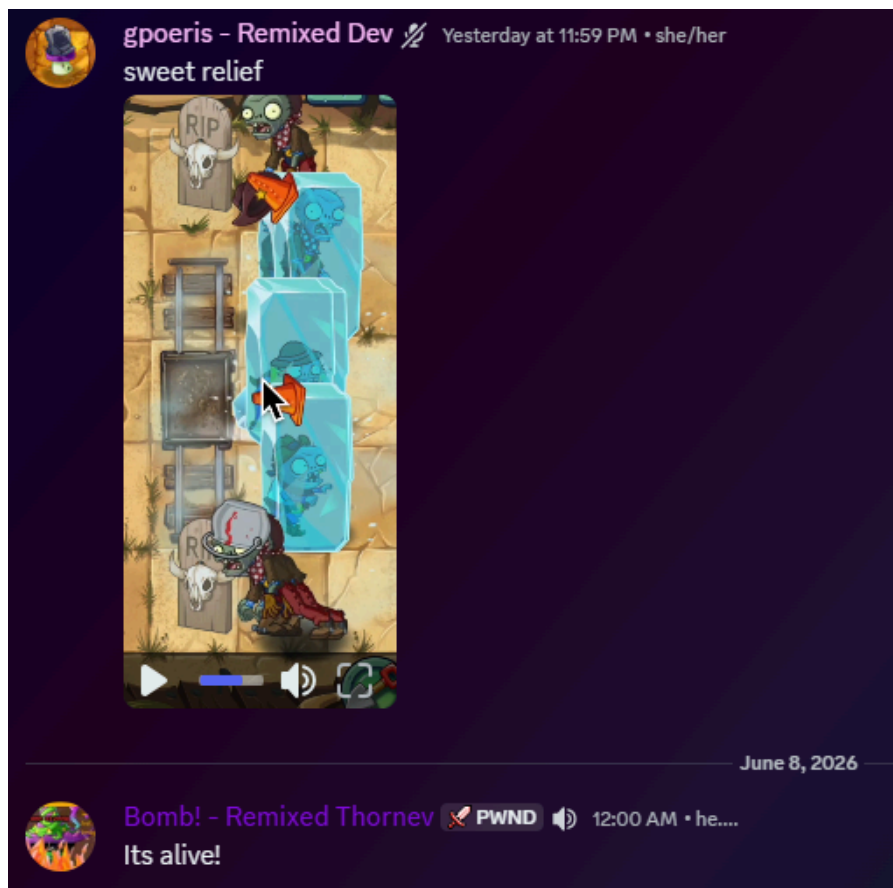
- Fixed visual bug in Flood on the seed select that appears for a split second



- Fixed Far Future Minecarts showing up as their vanilla counterpart on lower quality devices



- (HOTFIX PATCH 1) JM-8 now correctly bans Gold Leaf, Toadstool, and Moonflower
- (HOTFIX PATCH 1) JM-16 is now the correctly nerfed version that was meant to release in the update
- (HOTFIX PATCH 1) Jurassic Marsh's note now has dialogue as intended
- (HOTFIX PATCH 1) JM-24 no longer crashes the game on entry
- (HOTFIX PATCH 1) Fixed Magnet-Shroom not being able to steal Busthead Zombie's armor
- (HOTFIX PATCH 2) JM-24 no longer crashes the game on entry, for real this time
- (HOTFIX PATCH 2) Fixed Icy Bomberry incorrectly damaging zombies outside of its 3x3 radius



- (HOTFIX PATCH 3) JM-22 now correctly lacks sunfall from the sky
- (HOTFIX PATCH 3) Lawnstrings has been updated for non English devices. Before it still had the Lawnstrings from NMT Update. Which has outdated stuff AND was missing text for new content. Which is uhhh yeah. BAD! Happy it's fixed!
- (HOTFIX PATCH 4) FBC-19 now correctly rewards Fire Peashooter

Level Changes:

- Tutorial 1: no longer has pre-placed Sunflowers
- P-2: added Bucketheads, level slightly shortened
- P-3: level replaced, now introduces 5 lanes and higher-tier armors, also made by gpoeris
- P-6: no longer pre-picks Cherry Bomb
- P-15: level remade
- P-21: zombie waves overhauled
- P-22: level replaced, now introduces Chair Racer
- P-23: level replaced, now introduces Consultant and Drowned
- P-24: level remade
- P-25: level remade
- P-26: level replaced
- P-27: level replaced, now introduces HelpDesk
- P-28: added Downpour ambushes
- P-29: level remade
- P-30: added Downpour ambushes
- P-32: replaced with the former P-33
- P-33: replaced with the former P-34, added Time Stones
- P-34: replaced with the former P-36
- (HOTFIX PATCH 2) P-34: zombie waves buffed, removed Medusa
- P-35: removed Marigold, added Magic-Shroom, added Time Stones
- P-36: level replaced
- P-38: added Time Stones
- P-39: added Time Stones
- P-40: added Time Stones
- P-42: endangered Marigolds replaced with Sun Beans
- P-48: level remade

- P-51: level remade
- P-55: increased difficulty, reduced conveyor speed
- (HOTFIX PATCH 1) P-55: Conveyor made faster, added credits to gpoeris due to her heavy reworks to the level
- AE-3: replaced with the former day 4
- AE-4: level replaced, now introduces Ra Zombie
- AE-5: level replaced, now introduces Tomb Raiser
- AE-7: level replaced
- AE-15: level replaced
- AE-17: replaced with the former day 20
- AE-20: replaced with the former day 17 (now the miniboss)
- (HOTFIX PATCH 2) AE-22: conveyor plants are now delivered slower
- AE-25: level remade
- PS-3: level replaced
- PS-4: level replaced
- PS-5: level remade
- PS-6: added Cargo Barrels, removed Cannonballer
- PS-7: added Cargo Barrels and Explosive Barrels, removed Cannonballer
- PS-8: removed Pelican
- PS-10: added Cargo Barrels, removed Cannonballer, now introduces Pelican
- PS-11: now introduces Cannonballer
- PS-12: level replaced
- PS-14: added Cargo Barrels
- PS-16: level replaced
- PS-18: level replaced
- PS-19: level replaced
- PS-20: level replaced (now the miniboss)

- PS-21: added Cargo Barrels
- PS-22: level replaced
- PS-23: added Explosive Barrels and Cargo Barrels
- PS-24: added Explosive Barrels and Cargo Barrels
- PS-25: level remade
- WW-3: now introduces Slinger Imp
- WW-4: level replaced
- WW-6: added Slinger Imp
- WW-7: now requires breaking all vases before final wave, added Slinger Imp
- WW-9: replaced with the former day 11, added Slinger Imp
- WW-10: level replaced, now introduces stampedes
- WW-11: level replaced
- WW-12: added sun drops
- WW-14: added Slinger Imp
- WW-16: level replaced
- WW-17: added stampedes
- WW-19: level replaced
- WW-20: level replaced (now the miniboss)
- (HOTFIX PATCH 4) WW-20: added more Outlaw Zombies
- WW-21: added stampedes and Slinger Imp
- WW-22: added stampedes and Slinger Imp
- WW-23: added stampedes and Slinger Imp
- WW-24: added stampedes and Slinger Imp
- WW-25: level remade
- FBC-2: removed graves
- FBC-6: removed graves
- FBC-9: plant limit objective decreased, removed graves
- FBC-10: removed frozen Aloe, added two endangered Holly Barriers

- FBC-12: replaced with the former day 15
- FBC-14: removed graves
- FBC-15: level replaced
- (HOTFIX PATCH 1) FBC-15: added more objective text to make the goal of the level clearer to the player
- FBC-17: level replaced
- FBC-19: level replaced
- FBC-20: replaced with the former day 19 (now the miniboss)
- FBC-23: added graves
- FBC-25: level remade
- LC-8: zombie waves buffed
- LC-9: added Gifty Graves
- LC-10: level replaced
- LC-12: added Gifty Graves
- LC-15: replaced with the former day 20
- LC-16: replaced with the former day 15
- LC-19: replaced with the former day 16
- LC-20: replaced with the former night 19 (now the miniboss)
- LC-24: removed Repeater, Melon-Pult, and Aloe; added Red Stinger, AKEE, Primal Peashooter, and Buttercup
- LC-25: level remade
- FF-2: no longer bans anti-air plants
- FF-24: Goo Peashooter replaced with Mangosteen
- DA-15: level replaced
- (HOTFIX PATCH 5) DA-15: level made slightly harder
- DA-19: level replaced
- DA-22: replaced with the former night 19
- DA-25: level remade
- NMT-7: replaced with the former night 13

- NMT-9: level replaced
- NMT-13: level replaced
- NMT-15: zombie waves buffed, AKEE replaced with Kernel-Pult
- B-14: endangered Marigolds replaced with Sun Beans
- (HOTFIX PATCH 5) Xmaskirmish 2: fixed broken flag wave interval (that has somehow slipped by for 2 and a half years?!)
- (HOTFIX PATCH 5) Xmaskirmish 3: replaced Gold Bloom with Solar Sage, nerfed waves
- Celebratory Crashout 3: lowered score requirement
- Celebratory Crashout 4: replaced with the former day 6
- Celebratory Crashout 5: level replaced
- Celebratory Crashout 6: replaced with the former day 4
- California Gold Rush: level removed
- CK's Adventure: epic quest fully removed
- Growing Pains (formerly Cleaning Crew): endangered Goo Peashooter replaced with two Mangosteens
- (HOTFIX PATCH 4) Feast of Them: replaced Pirate Imps with Hotdog Imps, replaced Overstuffed Turkeys with Crazy Zombie, replaced Turkey Boss with Chef Gargantuar
- (HOTFIX PATCH 4) Gutter Ghouls: increased conveyor speed, made bulbs more commonly delivered, added escalation zombies
- Root of all Medieval: Aloe replaced with Infi-Nut
- Street-Lights: Party Raver replaced with Yeti, Roman Caesar replaced with Bone Mage, Pied Piper replaced with Jester

New Bonus Levels:

- Across the Universe
- Barbaric Barn
- Board Breakers
- Bombardier Bog
- Caveman Shuffle
- Electronic Rhythms
- Fossil Fighters
- Jurassic Marsh Beta Concepts
- Lunar Lunatics
- My Perfect S.O.S., It's Perfect
- Remixed: 2025 In Review
- Succulent Succulents
- Swarmophobe's Nightmare
- Sweep 'Em Up
- Three-Headed Buffoonery

Plant Changes:

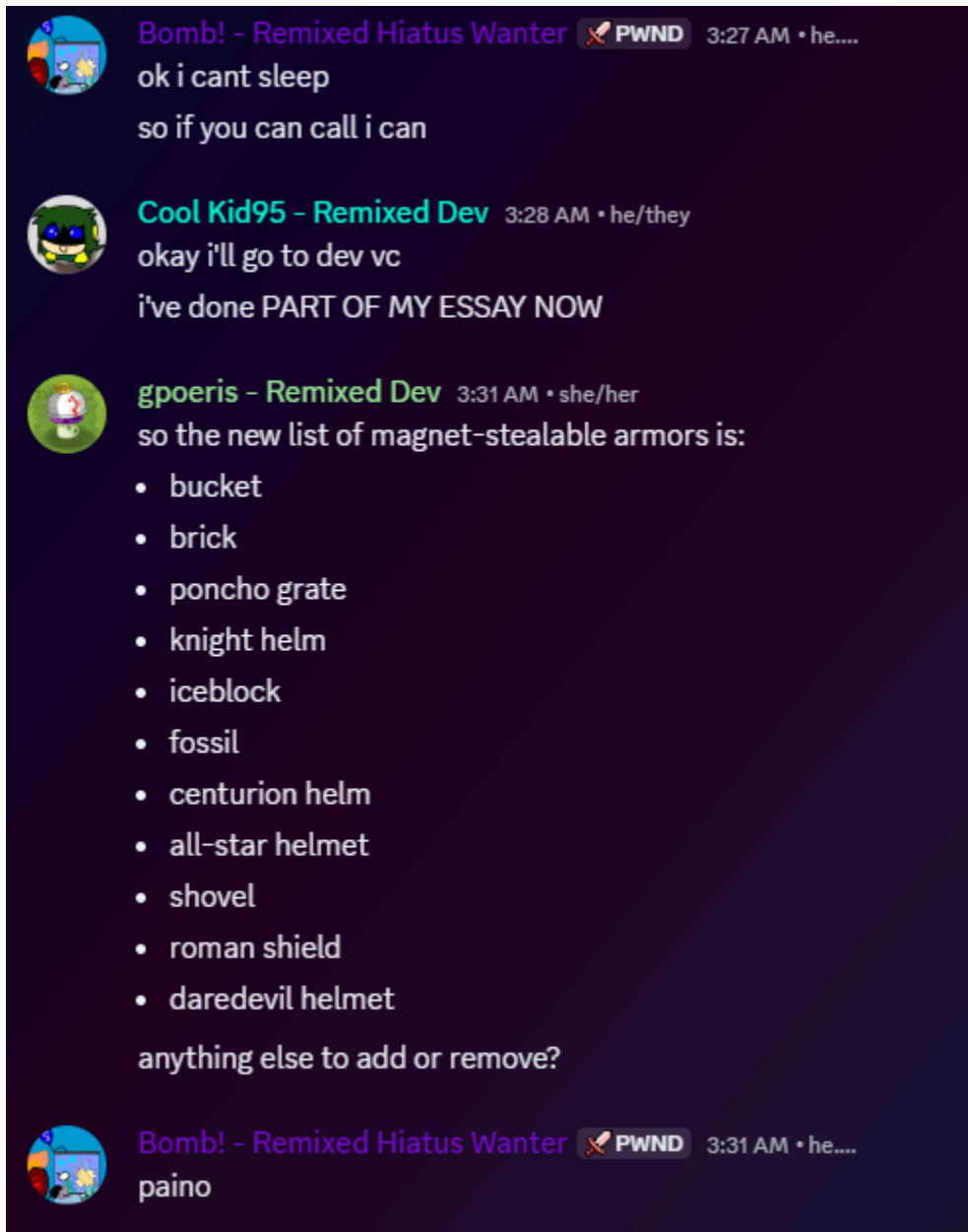
- Stunion
 - Recharge: 15 → 20
- Repeater
 - Sun Cost: 150 → 175
- Puff-Shroom
 - No longer able to be planted on water
- Sun-Shroom
 - Growth Time (Small to Medium): 18 → 40
 - Growth Time (Medium to Large): 72 → 70
- Ice Bloom
 - No longer damages or ice blocks zombies
- Boom Balloon Flower
 - Reload Time: 6.5 → 10
- (HOTFIX PATCH 5) Shadow-Shroom
 - Sun Cost: 25 → 50
- Tangle Kelp
 - Damage: 1800 → 1000

- Threepeater
 - Sun Cost: 225 → 250
 - Recharge: 5 → 7.5
 - Plant Food Duration: 7 → 4
- Tall-Nut
 - Now resists damage from *Gargantuar* smashes
- Split Pea
 - Sun Cost: 75 → 100
- Pumpkin
 - No longer plantable on endangered plants

- Magnet-shroom

- Now able to steal armor from Baskethead and Brickhead variants

- Stolen Object Digestion: 10 → 30



- Marigold

- Removed! Replaced by Magic-shroom

Dev Note: We've hated its inclusion in the mod for a long time now. Even after major nerfs, people were still convinced it was broken and tried to use it to epicly break the economy, followed up by them sharing it to Remixed chat acting as if they DISCOVERED some epic exploit when it wasn't even a very efficient way of making money. We were originally gonna nerf Marigold further, but realized it was a good opportunity to replace her with something actually enjoyable to use. You caused this, Marigold coin farmers.

- Twin Sunflower

- Sun Cost: 100 → 125
 - Recharge: 20 → 15
 - Starting Cooldown: 10 → 0

- Kernel-Pult

- Sun Cost: 75 → 150
 - Kernel Damage: 10 → 60
 - Butter Damage: 100 → 80
 - Butter Duration: 12.5 → 10
 - Chance to Butter: 33% → 25%
 - Projectile is now 25% larger

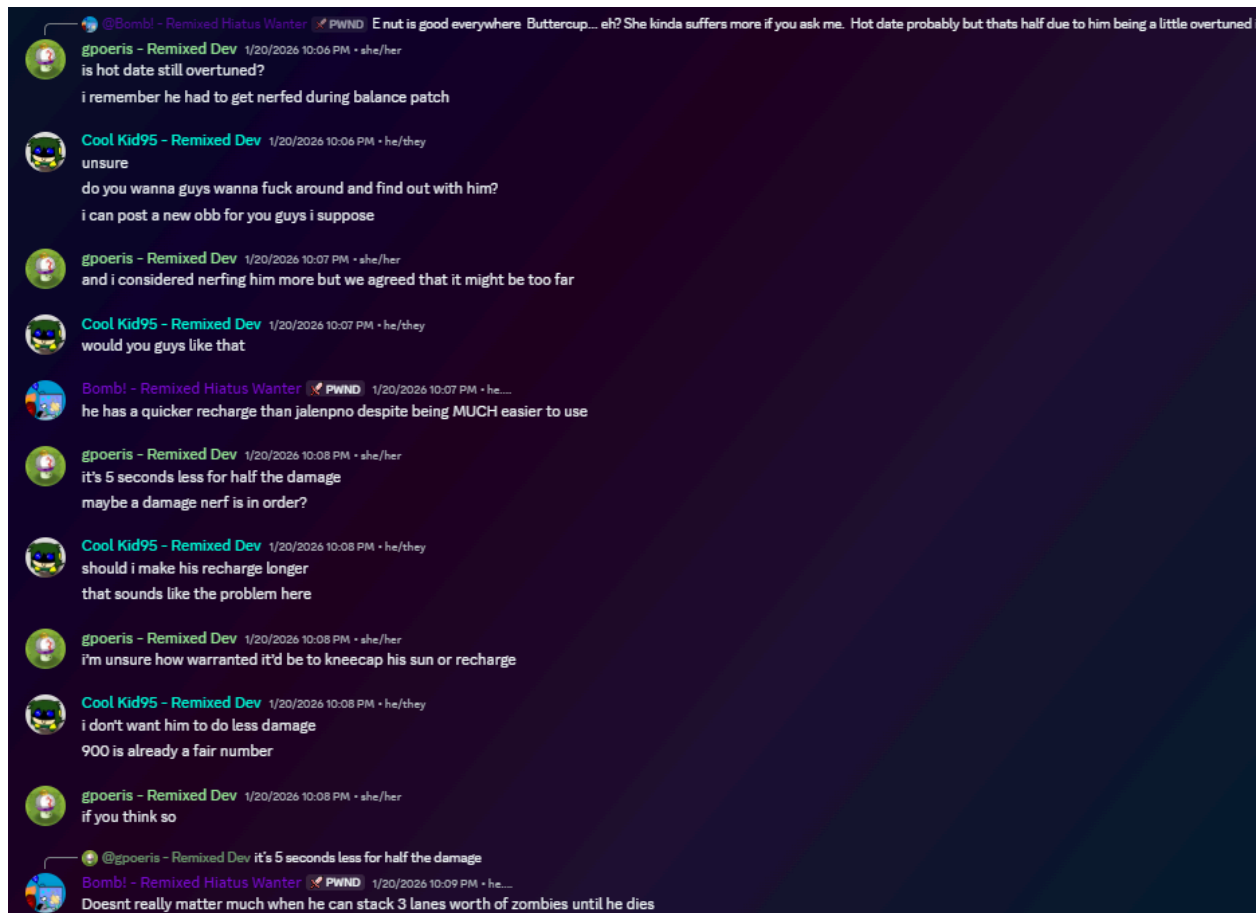
- Sprout

- Updated spawn list to account for new and removed plants

- Bombegranate

- Sun Cost: 200 → 175

- Melon-Pult
 - Sun Cost: 250 → 300
- Dazey Chain
 - Sun Cost: 175 → 250
 - Recharge: 5 → 10
 - Stun Duration: 3/4/7 → 2/3/4
- Hot Date
 - Recharge: 20 → 30



- Bloomerang
 - Max Zombies Pierced: 5 → 4
 - No longer uses leveled-up projectile

- Solar Sage
 - Recharge: 20 → 25
 - Enlightened Zombie Sun Production: 75 → 25
 - Enlightened Zombie Production Time: 20 → 8

- Turkey-Pult
 - Firing Rate: 3.85-4 → 5.35-5.5
 - Turkey Health: 85 → 100
 - Turkey Damage: 95 → 100
 - Turkzilla Health: 105 → 500
 - Turkzilla Damage: 85 → 100

- Gatling Pea
 - Sun Cost: 300 → 350
 - Recharge: 25 → 15

- Coconut Cannon
 - Damage: 1300 → 900
 - Splash Damage: 700 → 600

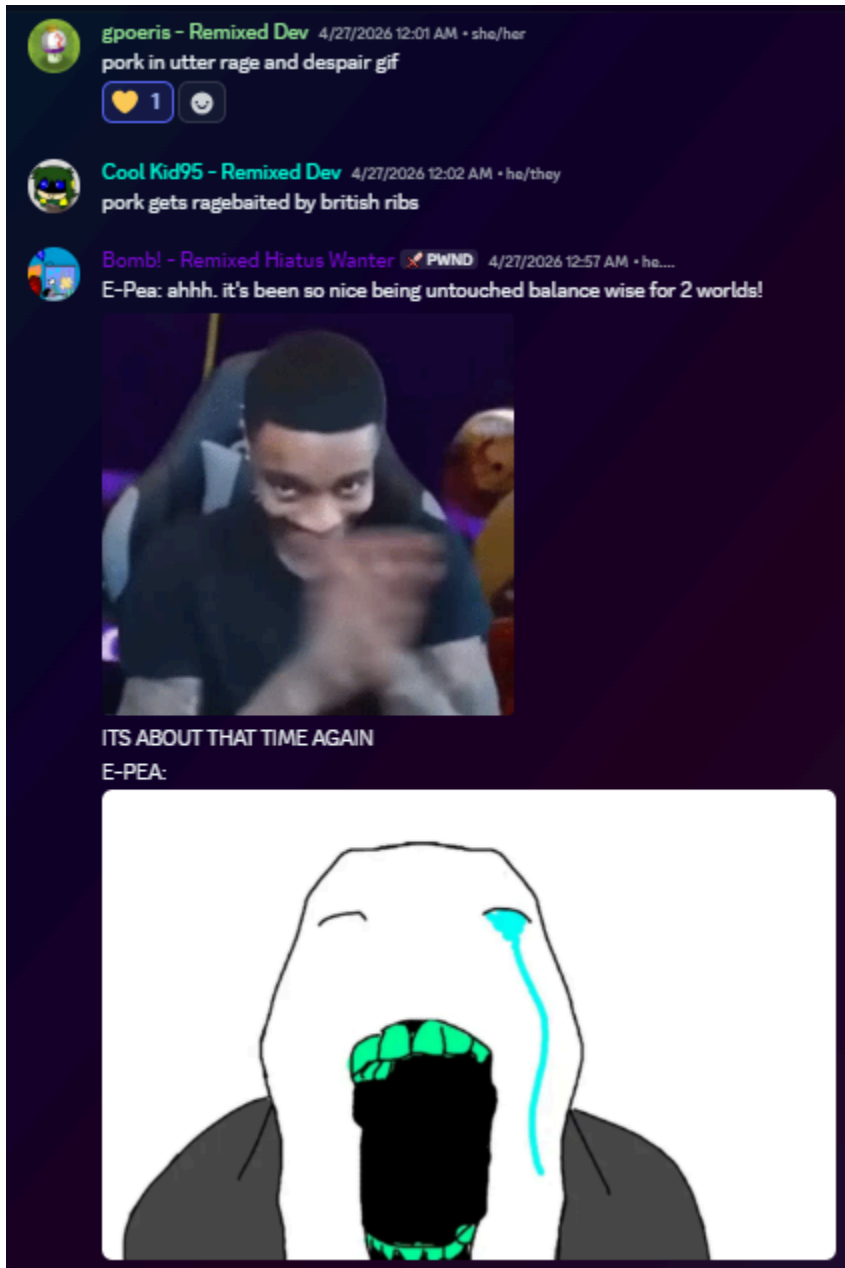
- Hurrikale
 - Sun Cost: 75 → 100

- Sling Pea
 - Firing Rate: 2.35-2.5 → 3.5

- (HOTFIX PATCH 2) Pea-Vine
 - Damage Multiplier: 2 → 1.5
 - No longer able to boost Torchwood
- Pea Pod
 - Recharge: 2.5 → 3.5

- Electric Pea

- Sun Cost: 300 → 500
- Orb Damage: 20 → 10
- Bolt Damage: 20 → 10





gpoeris - Remixed Dev 5/22/2026 2:54 AM
that's very..... bomb!core.....



Bomb! - Remixed Side Picker PWND E-Pea: ahhh. it's been so nice being untouched balance wise for 2 worlds!



Cool Kid95 - Remixed Dev 5/22/2026 4:12 AM • they/he

E-Pea: Ya know, that first round of nerfing hurt a lot. But I still feel pretty good!

Teamixed:



E-Pea:



9seye 5/22/2026 7:55 AM
Duke of Flies

- Winter Melon
 - Sun Cost: 575 → 600
- Pepper-Pult
 - Sun Cost: 150 → 175
- Pyre-Vine
 - Sun Cost: 75 → 125
 - Recharge: 5 → 10
 - Damage: 15 → 80
- Red Stinger
 - Offensive Damage: 8 → 10
 - Middle Damage: 62 → 60
- (HOTFIX PATCH 5) Bramble Bush
 - Recharge: 25 → 20
 - Max Zombies Trapped: 5 → 1
- Zoybean Pod
 - Sun Cost: 500 → 350
 - Recharge: 25 → 30
 - Zomboid Growth Time: 25 → 30
- (HOTFIX PATCH 1) Gold Leaf
 - Sun Cost: 0 → 50
- AKEE
 - Projectile is now 25% larger

- Tiger Grass

- Removed! Replaced by Thorn Wizard

Dev Note: We just found him way too hard to balance due to how he's coded, had no idea how we actually wanted him balanced, and couldn't find a way to make him a plant we actually enjoyed using. So we decided to replace him with something we felt would be more enjoyable, even if he was a good thematic fit for Lost City. We sincerely apologize to the singular Remixed fan who loved our Tiger Grass. If you're reading this, you know who you are.

- Infi-Nut

- Sun Cost: 50 → 75

- (HOTFIX PATCH 4) Teleportato Mine

- Recharge: 40 → 35
 - Arming Time: 5 → 10

- Gumnut

- Recharge: 10 → 15
 - Starting Recharge: 40 → 15
 - Plant Food Targets: 50 → 5

- Goo Peashooter

- Removed! Replaced by Mangosteen

Dev Note: We (but especially CK) felt that a plant that fired poison projectiles (especially with FUCKING SPLASH) was insanely broken and NOT EPIC. Its weaker vanilla counterpart is either broken or mid with no in between, while its heavier Remixed counterpart was TECHNICALLY balanced, but still not at all fun. We decided to finally gut him and put a more fitting plant for Far Future in his place.

- (HOTFIX PATCH 4) Mangosteen

- Recharge: 5 → 15
 - Damage: 50/75/100 → 60/90/120
 - Shots between growth stages: 15 → 30

- Sun Bean

- Recharge: 10 → 15
 - Max Sun Produced: 500 → 300

- Grimrose

- Damage: 1800 → 1000

- (HOTFIX PATCH 5) Grimrose

- Recharge: 10 → 20

- Puffball

- Sun Cost: 200 → 300
 - Recharge: 60 → 45
 - Poison Damage: 25 → 50

- Witch Hazel
 - Sun Cost: 300 → 200
 - Magic Cooldown: 30-35 → 20-25
 - Damage: 1800 → 1200
 - Now transforms zombies into Tumbleweeds
 - Can no longer transform mechs
- Solar Tomato
 - Stun Duration: 8 → 4
- Spore-Shroom
 - Sun Cost: 175 → 200
 - Plant Food Damage: 1800 → 600
 - Plant Food now hits all zombies on the lawn
- Shine-Vine
 - Sun Production Boost: 75 → 50
- (HOTFIX PATCH 5) Snap Pea
 - Sun Cost: 225 → 275
 - Recharge: 5 → 10
 - Chew Time: 20 → 30
- Primal Wall-Nut
 - Sun Cost: 50 → 75

- Cold Snapdragon
 - Damage: 25 → 35
 - Firing Rate: 3.85-4 → 2.85-3
 - Chill Duration: 3 → 2
- Primal Potato Mine
 - Arming Time: 5 → 7
- Primal Sunflower
 - Recharge: 10 → 12
- Guacodile
 - Sun Cost: 175 → 150
 - Firing Rate: 1.35-1.5 → 1.75-1.85
- Homing Thistle
 - Sun Cost: 225 → 250
 - Damage: 60 → 50
- Banana Launcher
 - Projectile is now 25% larger
- Gloom Vine
 - Sun Cost: 100 → 125
 - Damage: 80 → 65
- Dusk Lobber
 - Projectile is now 25% larger

- Shadow Peashooter
 - Sun Cost: 150 → 250
 - Recharge: 5 → 10
 - Pea Damage: 20 → 40
 - Bolt Damage: 20 → 35
 - Now stalls zombies for 1 second
- Power-Vine
 - Damage: 5 → 40
 - Projectiles fired when powered: 9 → 5
 - Firing Rate: 2 → 5

- Aloe
 - Removed! Replaced by Meteor Flower

Dev Note: We (but especially Bomb!) felt that Aloe didn't work in Remixed due to its usually faster recharging wall meta. Aloe was already useless to begin with, but in a faster wall meta it's even more pointless. So we decided to cut our losses and replace her with something else.

- (HOTFIX PATCH 4) Kiwibeast
 - Damage: 55/70/105 → 40/60/80

- Escape Root
 - Now instantly explodes on contact with zombies
 - Now instantly swaps with other plants

Dev Note: This also comes with the main upside of finally removing invincible wall Escape Root from this mod for good.

- (HOTFIX PATCH 1) Dandelion
 - Sun Cost: 175 → 225
- (HOTFIX PATCH 1) Heliconia Gunner
 - Dart Ammo: 200 → 30
- Sunslinger
 - Renamed from SunGun to Sunslinger
 - New ability! Is now an attacking plant that makes zombies it kills drop 50 sun
- SunPod
 - Sun Cost: 400 → 350
 - Damage: 600 → 60
 - Splash Damage: 300 → 60
 - Firing Rate: 15 → 5
 - Projectile is now 25% larger
- (HOTFIX PATCH 1) SunPod
 - Damage: 60 → 80
 - Splash Radius: 3x3 → 1x1

- The Cloud of Nothingness

- Removed! Brand-new gemiums added to the shop sold separately.
- Any gems spent on buying the Cloud will be refunded through the Travel Log if you bought it before this update.

Dev Note: While we felt that the joke of having a comedically expensive Gemium that did nothing was funny, it wasn't a joke that we could really keep around forever. We replaced it in order to make room for some new gemium plants, especially after the removal of Power Mints last update left the gemium lineup pretty bare. Stay tuned for more gemiums coming in Big Wave Beach Update!

Plant Order Changes:

- Sunflower is now unlocked in Tutorial, instead of Day
- Wall-Nut is now unlocked in Tutorial, instead of Day
- Potato Mine is now unlocked in Tutorial, instead of Day
- Cabbage-Pult is now unlocked in Day, instead of Tutorial
- Stunion is now unlocked in Day, instead of Tutorial
- Bonk Choy is now unlocked in Day, instead of Roman Rift
- Spikeweed is now unlocked in Roman Rift, instead of Carnie Calamity
- Solar Sage is now unlocked in Ancient Egypt, instead of Dark Ages
- Turkey-Pult is now unlocked in Ancient Egypt, instead of Frostbite Caves
- Iceweed is now unlocked in Wild West, instead of Lost City
- Sapfling is now unlocked in Frostbite Caves, instead of Ancient Egypt
- Red Stinger is now unlocked in Lost City, instead of the Store
- Zoybean Pod is now unlocked in Lost City, instead of Wild West
- AKEE is now unlocked in Lost City, instead of from the Store
- Ghost Pepper is now unlocked in Dark Ages, instead of Ancient Egypt
- Power-Vine is now unlocked from the Store, instead of in Lost City
- Some store plants mildly rearranged for better organization

Zombie Changes:

- ZCorp Chair Racer
 - Speed: 1 → 0.7
 - No longer damages plants on impact
- ZCorp HelpDesk
 - Health: 500 → 700
 - Laptop Health (damage taken before throwing laptop): 250 → 600
- Cannonballer Zombie
 - Cannonballs Thrown per Barrage: 5 → 1
 - Cannonball Damage: 150 → 2000
- Prospector Zombie
 - Health: 500 → 300
 - Dynamite Timer: 20 → 15
- Explorer Zombie
 - Health: 190 → 250
- Torchlight Zombie
 - Health: 500 → 250
- Z-Mech
 - Now properly disabled by E.M.Peach

- Jester Zombie
 - Health: 500 → 400
- Wizard Zombie
 - Health: 500 → 400
- Grand Wizard Zombie
 - Health: 1000 → 800
- Party Raver Zombie
 - Resistance to slowing effects: 100% → 50%
 - No longer immune to fire or other various effects
- Jurassic Bully
 - Health: 1000 → 1100
- Jurassic Rockpuncher
 - Health: 800 → 1100
- (HOTFIX PATCH 4) Zeaweed
 - Speed: 0.160 → 0.185

The Neon Mixtape Tour Update

Release Date: May 29th 2025

ChangeLog

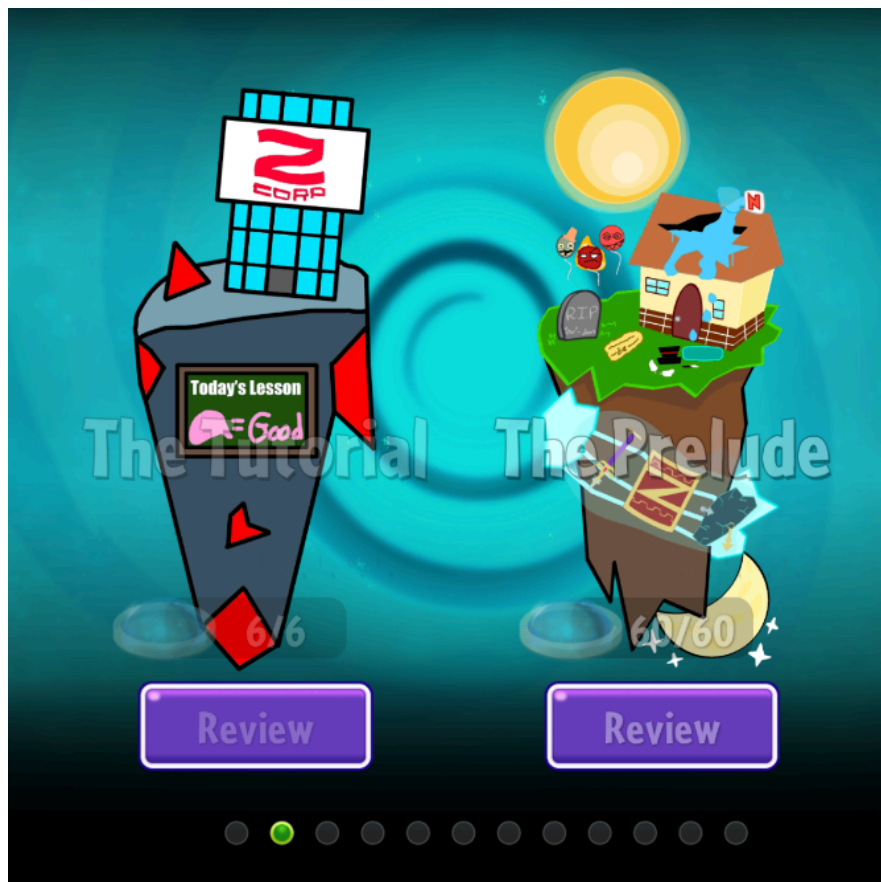
~~ Written By gpoeris, Cool Kid95, and Bomb! ~~

Main Additions:

- Neon Mixtape Tour is here! Party on with the zombies for 25 levels.
- New epic quest: Celebratory Crashout! Seven days of birthday celebrations with all your favorite holiday zombies.
- Added new world gimmicks to Carnie Calamity
 - Slider tiles! I'm not going to over explain these to you now, come on.
 - Dovelily Demise! Doves will fly in from outside of the lawn to steal your plants.
- Major overhauls to Frostbite Caves
 - New zombie: Snowman Zombie! He'll rebuild himself if not dealt with quickly after being defeated.
 - New zombie: Ice Hauler Zombie! Once killed, he will drop his icy cargo onto the lawn to your detriment.
 - Bad Santa departs from the Ice Age for snowier pastures in Xmaskirmish.
- New plant: Heliconia Gunner! Available to buy for coins in the store, he'll be sure to bring the big guns against the zombie hordes.
- Over 30 new bonus levels to play, replacing older bonus levels that didn't fit the mod's quality.

General Changes:

- The Prelude and Ancient Egypt are now split into separate world maps.
- Redesigned world map for The Prelude so it has an actual world map, no longer using Ancient Egypt art as a placeholder.
- Bonus Levels are now stored within their own world map, instead of existing inside of other worlds.
- Shuffled the unlock points of most Bonus Levels to tie them to more fitting world completion points.
- Increased coin and gem rewards for completing Bonus Levels through the Travel Log.
- Added proper world icons for Tutorial and Prelude.



- Added new seed packet backgrounds for all Prelude worlds and Modern Day.
- Added new almanac tile backdrops for plants and zombies in Tutorial and Prelude worlds.
- Added seed packet textures to plants that didn't originally have them.
- Added almanac icons to zombies in the Almanac that previously lacked them.
- Major dialogue changes throughout the whole mod to make the dialogue much better, mainly in Main Campaign, but even moreso in Frostbite Caves.
- Redid a ton of almanac entries, too many to list, read through it yourself and have a blast.
- New look for Burnade, art created by Remixed Dev Bomb!, design created by Remixed Dev Cool Kid95.



- New art for SunPod created by Remixed Fan and Helper Chester Chomper.



- Lost City's armor4 changed from Vodkahead to Totemhead to remove memey-ness, art created by Cool Kid95.



- New art for Robo-Bucket Zombie created by Remixed Devs Cool Kid95 and gpoeris (with green feet suggested by Bomb!).



- New art for Neon Mixtape Tour's Armor4 created by Remixed Dev Cool Kid95. He's no longer the Cuphead he used to be, now he's Discohead!



- Improved art for Diet Balloon Zombie created by Cool Kid95.



- Added new sprites for Classic Cleopatra hueshifted by Cool Kid95.



- Added new sprites for Gifty Graves created by Bomb!



- Overhauled Travel Log UI, replicating the UI from older versions of vanilla.
- Added vanilla's ZCorp, Roman, and Carnie lawn mowers, which are now used in their respectively themed Prelude worlds as well as The Tutorial.
- Birthday Zombies removed from the Prelude.
- Various clean-ups to Flood's content.
 - Levels no longer pre-pick extra plants to your loadout.
 - Removed Feastivus Piano.
 - Removed "High Tide" ambushes.
- New endless zone dedicated to all of The Prelude: Perilous Prologue.
- Costumes for Neon Mixtape Tour plants are now available in the store.
- Removed Borrow-A-Plant (Rent-A-Plant) because it's locked behind ads due to hardcode and not like coins or something. And we feel having ads in a PvZ2 Mod SUCKS.
- Removed the Zen Garden due to its crashes making it entirely bugged. We'd rather you NOT be able to access a broken Inscryption meme-ified Zen Garden because it's a bad way to include it, and because we aren't a meme mod, so having a memey Zen Garden is weird and out of place. And also just for polishing.
 - It can still be accessed through some abnormal means if you've already had it unlocked on an old save, and is left unchanged. We'd advise you to leave it alone tho, it's time for it to rest.
- Vasebreaker button removed because we aren't adding a Vasebreaker mode lol.
- Removed Vanilla Slop entirely, as we felt padding our Travel Log with levels we all knew sucked as a way to grind coins was bad and stupid when we could just increase coin rewards on the levels that are GOOD.

- Removed Power Mints and Mint Family icons
- Removed various leftover textures related to leveling, including the bronze/silver/gold tiered lightning bolts.
- Improved ambush spawning in a majority of older levels to have smaller, more spread out ambushes.
- Fully rebalanced Sun Bombs with consistent stats in most Far Future levels.
 - Sun Bombs now deal 400 damage to plants and zombies, enough to instantly kill normal health plants or basic zombies.
- Lost City gravestones no longer give sun when broken.
- Re-enabled vanilla's unused "jamming" idle animations for Punk, MC-Zom-B, and Breakdancer.
- Ironed out plant name hyphenation and capitalization
- (HOTFIX PATCH 3) Hot Snapdragon renamed to Snapdragon to avoid memey-ness

- (THE BALANCE PATCH) Updated art for Construction Worker Zombie, Cannonballer Zombie, and Plague Bringer Zombie created by Cool Kid95 to look better and scrub away the last of the mod's old PNG sprites.



Bug Fixes:

- Fixed a bug that allowed players to access locked worlds through the Almanac.
- Fixed an issue where certain Shovel Boost and Sun Boost upgrades would not properly unlock at their intended reward points.
- Fixed a bug where Daredevil Imp would sometimes not drop his armor when damaged.
- Fixed a number of visual bugs or inconsistencies with zombie almanac icons.
- Feastivus Piano now properly plays his music
- Lost City Dusk Lawn no longer has a miscolored house
- Tumbleweed now has the correct rev up animation
- (HOTFIX PATCH 1) Heliconia Gunner now works as originally intended
 - Dev Note: Heliconia Gunner had some stat changes as a result of his animations being polished up very late into development, and they weren't able to be fully approved by the full dev team because of this. He was too overpowered in this state, so we had to revert the stat changes. Animations are still polished though.
- (HOTFIX PATCH 1) P-29 no longer crashes on entry
- (HOTFIX PATCH 1) Lawnstrings is no longer corrupted when played on non-English devices
- (HOTFIX PATCH 2) Heliconia Gunner is no longer paranoid
- (HOTFIX PATCH 2) Beating P-7 no longer requires a game restart

- (HOTFIX PATCH 2) Hurrikale no longer appears in the almanac before beating The Prelude
 - And by proxy you can no longer skip to Pirate Seas early
- (HOTFIX PATCH 2) Inferno now appears as a locked plant instead of being missing from the list if you didn't have it unlocked from an old save
- (HOTFIX PATCH 2) Fixed NMT-10 not having some of its intended level balancing implemented
- (HOTFIX PATCH 3) Snowman Zombie no longer has a small chance to summon a ghost pile that softlocks the level
- (HOTFIX PATCH 3) Fixed general typos
- (HOTFIX PATCH 4) Snowman Zombie no longer fails to respawn during his respawn cycle
- (THE BALANCE PATCH) Construction Worker Zombie no longer shows a glitched popping balloon animation on death

Level Changes:

- P-3: nerfed and adjusted to account for Stunion changes
- P-4: minor wave nerfs
- P-5: added gravestones and Necromancies, rebalanced conveyor plants
- P-6: minor wave nerfs
- P-7: level remade
- P-9: major wave nerfs
- P-11: added gravestones
- P-12: level replaced, now introduces Newspaper Zombie
 - Disco Jetpack Zombie now first appears in P-13 instead
- P-14: level replaced (no more random Birthday Zombies, YAY!)
- P-15: removed Springening Zombies
- P-17: level replaced
- P-18: level replaced
- P-19: major wave nerfs, adjusted ambush spawns and grave spawns
- P-20: minor wave nerfs, gravestones no longer spawn on column 1
- P-23: level remade, now a Locked and Loaded level
- (HOTFIX PATCH 3) P-23: Blooming Heart replaced by Cabbage-Pult
- (THE BALANCE PATCH) P-23: Cabbage-Pult replaced by Blooming Heart
- P-27: added pre-placed Hocus Crocuses
- P-28: level replaced
- P-29: major wave and ambush nerfs
- P-32: vase contents adjusted
- P-33: removed graves
- P-34: removed graves
- P-38: level remade

- P-39: major wave nerfs, removed graves and Necromancies
- P-41: added sliders and dove ambushes
- P-42: removed graves, added sliders, removed several endangered plants
- P-43: added sliders and dove ambushes
- P-44: wave spawns nerfed and improved, graves no longer spawn throughout the level, no longer has extra starting sun
- P-45: level remade (gpoeris's first level for Prelude!)
- P-46: removed graves, added sliders and dove ambushes
- P-47: swapped with the former P-48, added dove ambushes
- P-48: swapped with the former P-47, added dove ambushes, Gold Bloom replaced with Twin Sunflower, Guacodile replaced with Dandelion
- P-49: minor wave nerfs, added sliders and dove ambushes
- P-50: added dove ambushes
- P-51: removed tide, graves, and ambushes, added Construction Worker and Newspaper
- P-52: level replaced
- P-53: level replaced
- P-54: removed graves, minecarts, and ambushes
- P-55: overhauled plant lineup
- P-57: level replaced
- P-58: added score multiplier tiles, increased score requirement
- P-59: level remade
- (HOTFIX PATCH 3) AE-1: level renamed from "BACK TO PAST" to "Lost In The Past"
- AE-6: zombie waves nerfed
- AE-8: zombie waves nerfed, no longer pre-picks Gumnut
- AE-9: level replaced
- AE-10: level replaced

- AE-11: level replaced
- AE-12: zombie waves nerfed
- AE-13: zombie waves nerfed, reduced cost of Pokra Goddess
- AE-14: level remade
- AE-15: minor wave nerfs
- AE-16: Wall-Nut replaced with Primal Sunflower
- AE-18: zombie waves nerfed
- AE-20: zombie waves nerfed
- AE-23: level remade
- AE-24: Heath Seeker replaced with Boingsetta, Grave Buster now available on final wave
- (HOTFIX PATCH 3) PS-1: level renamed from "Some New Booty" to "Ship of Ghouls"
- PS-2: removed graves
- PS-4: minor wave nerfs
- PS-6: level replaced
- PS-7: Gold Bloom replaced with Solar Tomato, Pokra replaced with Kernel-pult
- PS-8: level replaced, now properly introduces Seagull and Pelican
- PS-9: replaced with the former day 15, zombie waves nerfed
- PS-10: level replaced
- PS-11: removed Barrel Roller, unbanned defensive plants, added one extra plank
- PS-12: level replaced
- PS-13: level replaced
- PS-14: level remade
- PS-15: replaced with a Cannons Away level
- PS-16: level replaced
- PS-17: level replaced

- PS-18: replaced with the former day 6, zombie waves adjusted, added two extra planks
- PS-19: nerfed zombie waves, removed Cannonballer and Pirate Cannon, added Pirate Captain
- PS-21: level replaced
- PS-22: level replaced
- PS-23: level remade
- WW-2: level remade
- WW-3: level replaced
- WW-4: level replaced
- WW-5: level replaced
- WW-6: level replaced
- WW-7: pre-picked plants and vase contents adjusted
- WW-10: level replaced
- WW-11: level replaced
- WW-12: level replaced
- WW-13: level remade
- WW-14: level remade
- WW-15: level remade
- WW-16: level replaced
- WW-21: removed Chicken Wrangler and Domestic Chicken
- WW-23: level remade
- FBC-1: level remade
- FBC-2: level remade
- FBC-4: level replaced, now introduces Yeti Zombie
- FBC-5: level replaced
- FBC-6: level replaced, now introduces Snowman Zombie
- FBC-7: level replaced
- FBC-8: added Snowman Zombie

- FBC-9: level replaced
- FBC-10: level replaced, now introduces Ice Hauler Zombie
- FBC-11: replaced with the former day 10 (still introduces Troglobite)
- FBC-13: added Ice Hauler Zombie
- FBC-14: level remade
- FBC-15: level replaced
- FBC-16: removed Weasel Hoarder, added Snowman, Ice Hauler, Troglobite, Yeti, and Gargantuar
- FBC-17: added Snowman and Ice Hauler, removed Gargantuars
- FBC-18: added frozen blocks
- FBC-19: level remade
- FBC-20: Pepper-pult replaced with Fire Peashooter, Weasel Hoarder replaced with Ice Hauler
- FBC-21: level replaced
- FBC-22: added frozen blocks
- FBC-23: level remade
- FBC-24: added Snowman and Ice Hauler
- LC-2: now introduces Parasol
- LC-4: added Parasol
- LC-8: added Parasol
- LC-12: level remade, no longer a Locked and Loaded level
- LC-13: level replaced
- LC-15: level replaced
- LC-18: removed Excavator and Parasol, added Explorer
- LC-21: removed Excavator and Parasol, added Explorer and Crystal Skull
- LC-22: removed Excavator
- FF-2: graves and Power Tiles now start on the lawn, unbanned Phat Beet, removed non Far Future Jetpacks

- FF-4: level remade, now a Locked and Loaded level
- FF-9: nerfed objective
- FF-10: nerfed zombie spawns, removed graves and minecarts
- FF-12: removed graves and Necromancies, added Jetpack Attacks
- FF-14: level remade
- FF-20: added Power Tiles and gravestones, nerfed zombie spawns
- FF-23: level remade
- DA-3: added more graves and potions spawning throughout the level
- DA-5: major wave nerfs, extra starting time added, Plague Bringers moved to ambushes to prevent jank
- DA-6: minor wave nerfs, added Jalapeno
- DA-7: early waves nerfed, various other minor wave nerfs
- (THE BALANCE PATCH) DA-10: poison zombies objective lowered from 200 to 45, Goo Peashooter is now banned instead of pre-picked
- DA-14: level remade
- DA-18: major wave nerfs, removed Wizard
- DA-22: major wave nerfs, removed Grand Wizard
- DA-23: level remade
- (HOTFIX PATCH 1) NMT-5: level nerfed
- B-1: level replaced
- B-2: level replaced
- B-3: All-Star replaced with Brickhead Zombie
- B-4: level replaced
- B-5: level replaced
- B-6: level replaced
- B-8: level replaced
- B-9: level replaced
- B-11: nerfed zombie waves, unbanned Gold Bloom, removed Arcade Zombie and sandstorms, added portals and Drunken Hobo

- B-12: adjusted zombie spawns, added Roman portals
- B-18: removed Zomboid ambushes
- Beach Party: removed Punk, Arcade, Fisherman, and Plague Bringer, nerfed zombie waves, added more Lily Pads at start
- California Gold Rush: level remade
- CK's Adventure 3: major wave nerfs/adjustments
- CK's Adventure 4: increased lineup of plants
- Demolition Derby: complete level remake by Cool Kid95, only very vaguely keeps Neo's original idea, but even saying that is a stretch.
- Gnome Metal: now has Caulipower as originally intended
- No More Chill Pills: removed plant limit objective, level now takes place in Lost City, now 2 flags long
- Piñata Party Animals: removed Tomb Raiser, Pirate Captain, Bug Zombie, and Plagued Rat, added Pied Piper, added more Fireflies
- Raveyard Blues: added Discohead, zombie waves nerfed
- Root Shuffling (formerly Escape Root: The Plant Shuffler): Stunion replaced with Solar Tomato, tweaked pre-placed plants, now takes place at night
- Sands of Time: level remade
- Street-Lights: Imp Dragon replaced with Pied Piper
- Threeparty 1: level remade
- Xmaskirmish 3: removed frost winds
- Xmaskirmish 4: level replaced
- Xmaskirmish 6: level replaced

Removed Bonus Levels:

- Alternative Solution
- Ancient Titans
- Average PvZ1 Mod Level
- Backside Bash
- Bomb's Favorite World or SOfmetheDHAHHH
- Contain the Nothing
- Deceptive Bouncers
- Dustbots
- Electric Future War
- Free Trial
- Gloom Walk of Shame
- Jammin Night
- Jurumnguss Marshumnguss
- Me After the Lobotomy
- Plundered!
- Power of Alchemy
- Power of Pokra Classic
- Primal Panic
- Push and Pull
- Recovery System
- RZ's Adventure
- Small and Short
- Split Decision
- Sweet Souls
- Target Practice
- Temporal Distortion
- The Level Ever

- The Pep Rally
- The Raid of the Dragon Fan Club
- The Sun Heist
- The Technology Problem
- Till The Clock Hits High Noon
- Whack-a-Weasel
- Your Choices Don't Matter

New Bonus Levels:

- A Pair of Problems
- A Risky Investment
- Broadside Bash
- Buttercup of the Joke
- Cannon Fodder
- Chill Tombs
- Cleaning Crew
- Clown Car Chaos
- Coldest Clownery
- Dark Artisans
- Dismal Disarmament
- Ditches To Dig
- Dust Bowling
- Feast of Them
- Fire Beets
- Froggish Fury
- Go Green, Get Unlucky
- Gutter Ghouls
- Lawyer Feeding Frenzy
- Lost Stand
- Moonlight Mix-Up
- Neon Mixtape Tour Beta Concepts
- Portal Panic
- Rebirth and Rehatch
- Romantic Rough-Up
- Roto Troubles
- Some Massive Plunders

- Spicy Sushi
- Split Decision (this one's different)
- Stalkers on The Run
- Sticks and Stones May Break My Stones
- Sun Stealers
- Thyme is Ticking
- When Waves Collide

Plant Changes:

- (HOTFIX PATCH 3) Cabbage-Pult

- Recharge: 10 → 7.5

Dev Note: This is so he's less totally outclassed by Fume-Shroom and also so he's a bit easier to use.

- (THE BALANCE PATCH) Cabbage-Pult

- PF Damage: 400 → 200

- Stunion

- No longer poisons zombies

Dev Note: This is so he can actually be an early game staller without advancing waves, and because the poison was kinda slapped on and not worth using unless you're forced to.

- Wall-Nut

- Recharge: 10 → 12

Dev Note: This is because we felt like Wall-Nut was TOO good as an early game staller and needed a slight nerf to encourage other options, this has also been done by nerfs/buffs to other walls and early game stallers.

- (THE BALANCE PATCH) Potato Mine

- Plant Food Duplicates: 5 → 3

Dev Note: 5 PF clones was absolutely ridiculous and totally broken. Yeah Potato Mine isn't very strong in this mod, but he doesn't need a super cracked Plant Food to "balance it out".

- Cherry Bomb

- Recharge: 35 → 45

- Snow Pea

- No longer has a chance to freeze zombies

Dev Note: Originally just kept as a leftover from vanilla, we found it too hard to balance and felt that it powercrept Kernel-Pult, who also has a heavy damaging stunning shot.

- (THE BALANCE PATCH) Snow Pea

- Splash Radius reduced from a full tile to half a tile

- Chomper

- Sun Cost: 150 → 175
 - Gobble Capacity: 2 → 1
 - Chew Time: 15 → 10

Dev Note: We decided that it swallowing 2 zombies was weird when we could just make it 1 with a faster eat rate. Felt it would make Chomper more balanced AND more interesting.

- Grave Buster

- No longer unable to be eaten by zombies
 - Now has 500 health
 - Bust Time: 4 → 6

Dev Note: Grave Buster very badly needed a weakness, him being untouchable and a free kill on a grave AND zombies was not good. I genuinely don't know how this got through for so long.

- Explode-O-Nut
 - No longer immune to frost
- Hypno-Shroom
 - Sun Cost: 25 → 50
 - Increased hitbox area
- (THE BALANCE PATCH) Hypno-Shroom
 - Sun Cost: 50 → 75
 - Health: 27 → 100
 - Heal Percentage: 122% → 50%

Dev Note: Hypno-Shroom was genuinely pretty busted and powercrept most other lower tier instas, he was also being heavily overused by players due to his sheer power. He should now hopefully be on par with the others now.

- Ice Bloom
 - Sun Cost: 125 → 150
- (THE BALANCE PATCH) Boom Balloon Flower
 - Plant Food no longer pierces armor

Dev Note: We've had to nerf this gal so many times that it's unreal, hopefully her PF won't be TOO busted since it can't pierce armor anymore and can't reliably take out tanky armors as a result.

- Blooming Heart
 - Initial Damage: 40 → 10
 - Max Damage: 250 → 200
- (THE BALANCE PATCH) Blooming Heart
 - Sun Cost: 100 → 125
 - Initial Damage: 10 → 40
 - Max Damage: 200 → 150

Dev Note: It's been a struggle to try to find a balance for Blooming Heart that's not TOTALLY NOT BROKEN or super underwhelming, but hopefully this will do the trick.

- Torchwood
 - Sun Cost: 200 → 175
 - Health: 2000 → 900

- Tall-Nut
 - Health: 12000 → 8000
 - Recharge: 25 → 15

Dev Note: Tall-Nut having triple wall health made him too hard to kill, made him boring to use, and made levels with him as an endangered plant too easy.

- Squash
 - Sun Cost: 100 → 75
 - Recharge: 30 → 20
 - Damage: 900 → 1800
 - Now only squashes one zombie (instead of two)
 - Dev Note: Squash was kinda unsatisfying to use at 2 squashes due to it taking less strategy to use and not really feeling like the TRUE potential of Squash. We prolly coulda kept Squash as is because on paper he's fine, but 1 squash Squash is just cooler. Less is more folks. (Also the animations for it looked weird and poopy imo).

- Split Pea
 - Recharge: 5 → 20
 - Back Head Pea Damage: 80 → 100
 - No longer has splash damage (back head)
 - No longer ashes zombies + inflicts fire damage (back head)
 - Dev Note: This is so Split Pea has actual risk when using him.

- Pumpkin
 - Recharge: 10 → 12

- (THE BALANCE PATCH) Pumpkin
 - Recharge: 12 → 20

- Twin Sunflower
 - Starting Recharge: 0 → 10

- Kernel-Pult
 - Butter Duration: 12.3 → 12.5
 - No longer uses the leveled-up projectile
- Sprout
 - Sun Cost: 25 → 125
 - Now grows into a new plant instantly
 - Increased variety of plants that can be spawned
 - Plant spawns are no longer dependent on column
 - Unbanned from various levels that banned sun-producers (such as Last Stands)

Dev Note: Sprout is functionally entirely different than before, old Sprout was overcomplicated and not fun to use. We've been planning this rework since *Gloomy Glow-Ups*, but couldn't get it working till now.

- Garlic
 - Health: 6000 → 3000
- (THE BALANCE PATCH) Garlic
 - No longer stuns Zombies after they get diverted

Dev Note: The post diversion stun made Garlic wall strats too powerful and it was just kinda weird looking.

- Buttercup
 - Butter Duration: 12.3 → 12.5
- (THE BALANCE PATCH) Buttercup
 - Health: 900 → 600
 - Recharge: 15 → 10
 - Butter Duration: 12.5 → 6
 - Butter Tile Lifetime: 120 seconds → 30 seconds
 - PF Butter Tile Lifetime: 150 seconds → 60 seconds

Dev Note: Buttercup had genuinely become the most powerful wall in the mod and had become a plant both the devs and the players had fallen back on too much as a result of her power. We felt her stats were overtuned and wanted to make her more on par with the other walls.

- Dazey Chain
 - Sun Cost: 200 → 175
 - Damage: 10/20/30 → 20/40/80
 - Fire Rate: 0.5-1.0 → 1.35-1.5
 - Stun Duration: 0.1 → 3/4/7
 - Petal Amount to Grow: 30 → 15
 - Stalling gas no longer deals damage

Dev Note: This was because old Dazey Chain was weird and buggy and not good, and also because Heliconia Gunner fills the role of a fast shooting attacker now.

- Hot Date
 - Sun Cost: 75 → 125
 - Recharge: 25 → 15

- (THE BALANCE PATCH) Hot Date

- Sun Cost: 125 → 150
- Recharge: 15 → 20

- Burnade

- Explosion Radius: 5x5 → 3x3
- Recharge: 40 → 30

Dev Note: After some fan feedback and discussion among the devs, the dev team felt that Burnade's old radius was somewhat broken and also kinda jank, so we nerfed it. But we also found him underpowered at the same time, so we made his recharge a bit faster. We hope this'll make Burnade more enjoyable to use.

- Iceberg Lettuce

- Sun Cost: 50 → 0
- Recharge: 20 → 7.5
- Chill Duration: 13 → 20
- Freeze Duration: 7 → 10
- Area: 3x3 → Single Target
- No longer deals damage

Dev Note: We felt that 3x3 Iceberg Lettuce was powercrept too hard by Stallia and was kinda redundant to have them both coexist when Stallia's usually better and more fun and has more early game potential, so we reverted it back to vanilla's radius. We also just find 3x3 Iceberg Lettuce kinda strange in general, so this was a good change. It wasn't bad in a vacuum, we still liked him as a plant the old way, but it just didn't fit for Iceberg Lettuce. We hope this rework isn't too broken and is more fun to use and makes Iceberg fun competition for Stunion.

- Sapfling

- Sun Cost: 150 → 75

- Recharge: 20 → 5

- Sap Slowing: 70% → 40%

- Firing Rate: 7 → 3

- Sap Tile Lifetime: 5 → 20

- No longer unable to sap certain zombies (Mecha-Football, Wizard, Camel, Piano, Snorkel, Diver)

- Still unable to sap flying zombies, for logic reasons

Dev Note: His old self was extremely overtuned and having certain zombies be entirely immune to him was very slapped on and forced as a crutch.

- Chili Bean

- Plant Food Duplicates: 5 → 3

- Increased hitbox area

- Shrinking Violet

- Sun Cost: 50 → 75

- Recharge: 15 → 25

- Damage Multiplier: 3x → 2x

- Olive Pit

- Pit Capacity: 1 → 2

- Chew Time: 7.5 → 15

Dev Note: We found that Olive Pit worked better in Chomper's old role as an eater that can eat multiple zombies at once, while Chomper fit better as a quick eater that can only eat one zombie at a time. Hopefully this helps Olive Pit out as nobody currently uses him lol.

- Spring Bean

- Health: 900 → 600

- Attack Cooldown: 5 → 15

- Dev Note: Spring Bean was

WAAA

AAAAAAAAAAAAAAAAAY too reliable as an early game smaller (hell his ass would sit comfortably as a WALL before this update). We took em out back and shot him in the knees to fix this up, now he's actually what he's meant to be.

- Chard Guard

- Recharge: 10 → 15

- No longer does damage

- (HOTFIX PATCH 3) Snapdragon

- Sun Cost: 200 → 175

- Dev Note: We felt he was slightly too pricey and could use a small buff

- Draftodil

- Sun Cost: 200 → 100

- Recharge: 5 → 15

- Damage: 40 → 5

- Plant Food Damage: 5 → 400

- Firing Rate: 2.8-3.5 → 4.5-5.5

- Stun Duration: 0.5 → 1

- Projectiles no longer blow away imps and flying zombies

- Plant Food Projectiles still retain this ability

- Projectiles now pierce through up to 5 zombies

- (THE BALANCE PATCH) Draftodil
 - Firing Rate: 4.5-5.5 → 3.5-4.0

- Coconut Cannon
 - Sun Cost: 300 → 400

Dev Note: He was just way too powerful before, but nerfing his damage would make him less fun and less impactful, so a cost nerf back to his original price just made sense.

- Sling Pea
 - Recharge: 10 → 15
 - Fire Rate: 1.35-1.50 → 2.35-2.50
 - Peas fired per shot: 5 → 7
 - No longer deals splash damage
 - No longer stuns zombies, except in his Plant Food

Dev Note: He was actually secretly overpowered before this update and needed to be nerfed BAD. We just didn't know because no one ever used him, until people did start using him and realized, whoops!

- Pea-Vine
 - Now buffs all "Peashooter"-type plants (like Snow Pea and Fire Peashooter) in addition to formerly Appease-Mint plants (ones that weren't changed to another family in prior updates)

Dev Note: This was a feature that was always planned, but wasn't viable to do unless we removed mint icons, which we eventually decided to do for other reasons. We hope it makes Pea-Vine more interesting to use. This was also done in part to give him more reason to be in Pirate Seas, as he buffs Sling Pea.

- Spikerock
 - Sun Cost: 125 → 175
 - Recharge: 10 → 15
 - Damage: 20 → 35

Dev Note: His damage being less than CACTUS'S was a HUGE crime, so this was a needed buff. Spikerock was also too weak before to be viable.

- (THE BALANCE PATCH) Tumbleweed
 - Sun Cost: 25 → 50

- Endurian
 - Recharge: 10 → 12
 - Health: 4000 → 3000

- Electrici-Tea
 - Sun Cost: 75 → 100

- (THE BALANCE PATCH) Electrici-Tea
 - PF Damage: 1000 → 600
 - PF Volts: 10 → 5

Dev Note: His plant food was mindlessly busted and [could be used to cycle out Zomboss in Wild West](#), which was very bad for that fight's difficulty!

- (THE BALANCE PATCH) Jack O' Lantern

- Recharge: 20 → 15
- Damage: 150 → 200
- PF Damage: 150 → 200

Dev Note: Jacko was nerfed ages ago back in the very old times of this mod's history, one of the first plants to be nerfed from vanilla actually. However we felt that we went a bit too far back then and wanted to throw him a bone.

- Pea Pod

- Sun Cost: 75 → 100

- Electric Pea

- Recharge: 30 → 20

Dev Note: Buffing Electric Pea SOUNDS crazy, but his nerfs from Far Future Update were too harsh as a result of us tweaking out with nerfs due to how broken he was back then.

- (HOTFIX PATCH 3) Wasabi Whip

- Sun Cost: 200 → 450
- Recharge: 5 → 15
- Damage: 40 → 80

Dev Note: The dev team has long felt that Wasabi Whip was one of the most boring plants in the entire mod, just being Bonk Choy^2. So we came up with a new purpose for him as a heavy hitting melee, especially since Headbutter Lettuce was reworked to not be a heavy this update. It gives him a purpose and gives the meta a heavy hitting melee again.

- Electric Currant
 - Sun Cost: 150 → 100
 - Damage: 60 → 40
- Sweet Potato
 - Sun Cost: 75 → 100
- (HOTFIX PATCH 3) Fire Peashooter
 - Sun Cost: 250 → 225
 - Chance to Shoot Napalm Pea: 7% → 15%
 - Napalm Pea Damage: 240 → 80

Dev Note: Fire Peashooter felt too underwhelming for its high price, being 100 sun more than Repeater just for splash and a crit that felt more inconsistent than helpful. The crit was way too overtuned to be in line with Snow Pea's freezing crit, which got removed this update. So there's no need to hold up a fault status quo that no longer exists.

- Turkey-Pult
 - Firing Speed: 2.85-3.00 → 3.85-4.00
 - Turkey Health: 55 → 85
 - Turkey Damage: 65 → 95

Dev Note: Turkey-Pult needed to be more well-rounded. Overall her stats are better because she needed a buff, but she also shoots slower to prevent her from perma-stalling Gargantuars. The Remixed Dev Team feels that's too OP.

- Stallia

- Stall Slowdown: 60% → 50%

Dev Note: This was done for consistency, because it being extra potent was pointless and slapped on and vaguely overpowered, and because it was too hard to explain anywhere.

- Power-Vine

- Fire Rate: 1 → 2

- (THE BALANCE PATCH) Power-Vine

- Sun Cost: 150 → 175
 - Recharge: 5 → 10

- Toadstool

- No longer immune to frost

Dev Note: Silly Remixed! Toadstool doesn't have fur, she has gills! (This was fucking stupid, we changed it).

- E.M. Peach

- Now able to stun Mecha Monkey Zombie
 - No longer able to stun Chair Racer, Piano, Pirate Cannon, Carnie Cannon, or Ballista

- Citron

- Sun Cost: 400 → 375

Dev Note: We felt that Citron could stand to have a minor buff so him and Laser Bean aren't the same cost, and cuz we felt he was kinda underpowered at 400.

- Tile Turnip

- Sun Cost scaling reverted to vanilla costs

- Recharge: 40 → 15

Dev Note: We did this cuz old Tile Turnip SUCKED. It was super underpowered, boring to use, and made no one use Tile Turnip anymore.

- Goo Peashooter

- Sun Cost: 375 → 325

- Recharge: 10 → 20

- No longer slows down zombies

- (THE BALANCE PATCH) Goo Peashooter

- Projectile Damage: 80 → 60

- Sun Bean

- Increased hitbox area

- Solar Sage

- Sun produced on planting: 5 → 0

- Sun produced when destroyed: 100 → 0

- Sun produced from Enlightened Zombies: 50 → 75

Dev Note: This was done to make using Solar Sage have more thought into it, instead of just getting immediate sun profit just by using her on any zombie (or none at all!).

- (HOTFIX PATCH 3) Solar Sage

- Health: 300 → 900

Dev Note: This is so she doesn't die as easily when being used on big hordes, as you're meant to use her on big hordes.

- Solar Tomato

- No longer deals damage

Dev Note: Because him doing damage was pointless. Like WHY?!

- Hocus Crocus

- Sun Cost: 200 → 125
 - Recharge: 20 → 10
 - Attack Cooldown: 15 → 30
 - No longer deals damage

Dev Note: Her doing damage was pointless, didn't fit her kit, and actively hurt her use as an early game staller. We also feel this rework will make her easier to fit into strategies, have more of a niche, and be more fun.

- Witch Hazel

- Attack Cooldown: 17 → 25

Dev Note: She was actually kinda fucking broken, it wasn't good, dude. She was a sleeper pick, but some fans were using her to totally cheese levels, and that's BAD.

- Caulipower

- Chance to target Basics: 1% → 20%
 - Chance to target Special Zombies: 30% → 70%
 - Chance to target Gargantuars: 69% → 10%

Dev Note: This was OP, also used the unfunny number for "the memes", *sigh*, lame ass humor bruh.

- Spore-Shroom

- Sun Cost: 200 → 175
- Health: 900 → 600
- Damage: 100 → 70
- Fire Rate: 6.85-8.15 → 2.85-3
- Is now able to transform critters, Healer, and Medusa

Dev Note: After years of identity crisis, Spore-Shroom is finally usable AND fun to use. All it took was a return to form and buffing the stats that needed buffing. Crazy.

- Electric Blueberry

- Chance to target Basics: 27% → 34%
- Chance to target Special Zombies: 69% → 33%
- Chance to target Gargantuars: 95% → 33%

Dev Note: I don't understand how or why these percentages didn't add to 100 before. Whatever. Not gonna bother. See Caulipower's Dev Note for more info, same story.

- (THE BALANCE PATCH) Thyme Warp

- Sun Cost: 75 → 125

- Strawburst

- Sun Cost: 300 → 400
- Recharge: 5 → 25
- Damage: 50/400/1100 → 300/600/1200
- Stun Duration: 0.5/1.5/8 → 2/3/10
- Growth Time: 5/10/10 → 10/15/20
- Now ashes defeated zombies

- Primal Peashooter

- Sun Cost: 150 → 225

- Recharge: 5 → 10

- Plant Food Projectiles Fired: 15 → 7

Dev Note: He was weirdly too cheap and we didn't like that, also his PF was BUSTED! TF?!

- (HOTFIX PATCH 3) Cold Snapdragon

- Sun Cost: 200 → 175

- Damage: 15 → 25

- Fire Rate: 1.85-2 → 3.85-4

- Chill Duration: 10 → 3

Dev Note: Cost change has the same reason as normal Snapdragon, the rest is to prevent him being able to perma-chill, we don't want that.

- Snap Pea

- Sun Cost: 150 → 225

- Chew Time: 15 → 20

- Zombie Head Damage: 1800 → 600

- Pea Damage: 40 → 20

- Primal Potato Mine

- Recharge: 40 → 35

- Plant Food Duplicates: 3 → 1

- Explode-O-Vine

- No longer immune to frost

- Now able to protect the plant inside it from a Gargantuar smash

- Guacodile

- Sun Cost: 125 → 175
- Pit Damage: 40 → 30
- Pits no longer deal splash damage
- Rush Damage: 300 → 200

Dev Note: He was a plant who slipped through the cracks and was uber unbalanced due to being untouched from old versions.

- Inferno

- Sun Cost: 150 → 275
- Damage: 5.5 → 25
- Tornado Duration: 3 → 1

- Boingsetta

- Knockback: 2 tiles → 1 tile
- Decreased knockback height

- Blockoli

- Recharge: 15 → 10
- Damage: 20 → 60

- (THE BALANCE PATCH) Blockoli

- Sun Cost: 75 → 125
- Recharge: 10 → 12
- Damage: 60 → 30
- Plant Food Damage: 450 → 90
- Stun Duration: 15 → 3
- Fire Rate: 30 → 7

- Moonflower
 - Sun Cost: 100 → 75
 - Recharge: 10 → 7.5
 - Added Sun-Production per Neighbor: 30 → 15
- Nightshade
 - Sun Cost: 75 → 175
 - Recharge: 5 → 10
 - Melee Damage: 400 → 600
 - No longer applies bleeding to zombies during PF attack
- Murkadamia Nut
 - All stats except sun cost and recharge reverted to vanilla
- Dusk Lobber
 - Sun Cost: 250 → 225
 - Recharge: 10 → 15
 - Direct Damage: 40 → 20
 - Splash Damage: 30 → 20
- Shadow Peashooter
 - Recharge: 25 → 5
 - No longer slows zombies
 - Pea Damage: 40 → 20
 - Plant Food Damage: 1800 → 1200
- Imp Pear
 - Recharge: 5 → 7.5
 - Increased hitbox area

- Heath Seeker

- Sun Cost: 400 → 600
- Recharge: 60 → 120
- All other stats reverted to vanilla except target count

- Headbutter Lettuce

- Sun Cost: 300 → 225
- Damage: 100 → 50
- Butter Damage: 40 → 100
- Butter Duration: 12.3 → 12.5

Dev Note: Bomb! wanted this really bad, so he worked with CK to make Headbutter fit his vision better.

- Pokra

- Sun Cost: 250 → 225
- Damage: 15 → 20
- Spike Damage: 500 → 250
- No longer stalls zombies

Dev Note: A return to form, Pokra as a staller was weird so we changed it

- Holly Barrier

- Sun Cost: 250 → 200
- Health: 4000 → 3000
- Barrier Leaf Health: 4000 → 2000
- Plant Food Barrier Leaf Health: 8000 → 4000
- Projectile Impact Damage: 300 → 700
- Range: 3x3 → 1x3

Dev Note: This was done to make him more balanced and more satisfying to use, and also because Bomb! LOATHED 3x3 Holly Barrier.

- Apple Mortar

- Sun Cost: 100 → 450
- Recharge: 5 → 25
- Damage: 20 → 60
- Fire Rate: 1-6 → TBA
- Plant Food Damage: 200 → 300
- Projectiles now deal splash damage in a 3x3 area
- No longer stuns zombies

Dev Note: We finally gave him an actual purpose in the meta, hopefully. Instead of whatever nonsense he was before.

- (THE BALANCE PATCH) Dartchoke

- Ammo: 20 → 10
- Reload Time: 30 seconds → 15 seconds

- Missile Toe

- Damage: 250 → 100

- Imitater

- Now able to imitate some previously un-imitatable plants

(Explode-O-Nut, Hot Date, Caulipower, Electric Peashooter, Ultomato, Tumbleweed, Explode-O-Vine, and Heath Seeker)

- Still unable to imitate Gold Bloom, Thyme Warp, or Power Lily (for more balanced reasons)

Dev Note: Imitater's had a ton of restrictions slapped on him throughout Remixed history in an attempt to keep certain plants in check. Nowadays, this is no longer necessary when we can just... actually balance the plants themselves. Crazy, right?

Plant Order Changes:

- Swap: Shadow-Shroom and Squash
 - Shadow-Shroom is now unlocked after completing P-22
 - Squash is now unlocked after completing P-32

- Swap: Twin Sunflower and Power Lily
 - Twin Sunflower is now unlocked after completing P-42
 - Power Lily is now a gem plant in the store

Dev Note: We changed this because the old way was bizarre and bad and a holdover of ancient long gone terrible balancing. Also because Prelude having another secondary sun-producer is good.

- Swap: Bombegranate and Gold Bloom
 - Bombegranate is now unlocked after completing P-48
 - Gold Bloom is now unlocked after completing P-55

- Swap: Spring Bean and Chard Guard
 - Spring Bean is now unlocked after completing PS-1
 - Chard Guard is now unlocked after completing PS-2

- Shuffle: Hurrikale, Inferno, and Blockoli
 - Hurrikale is now unlocked after completing PS-11
 - Inferno will now be unlocked after completing BWB-7
 - Blockoli will now be unlocked after completing BWB-11

- Swap: Wasabi Whip and Fire Peashooter
 - Wasabi Whip is now unlocked after completing FBC-4
 - Fire Peashooter is now unlocked after completing FBC-19

- Swap: Laser Bean and E.M. Peach
 - Laser Bean is now unlocked after completing FF-1
 - E.M. Peach is now unlocked after completing FF-2

- Swap: Celery Stalker and Pea-Nut
 - Celery Stalker will now be unlocked after completing NMT-2
 - Pea-Nut will now be unlocked after completing NMT-7
 - Does not affect any existing levels, as Neon Mixtape Tour is new to this update

- Swap: Primal Peashooter and Perfume-Shroom
 - Primal Peashooter will now be unlocked after completing JM-1
 - Perfume-Shroom will be unlocked after completing JM-2

- Shuffle: Explode-O-Vine, Grapeshot, and Rhubarbarian
 - Explode-O-Vine will now be unlocked after completing JM-19
 - Rhubarbarian will now be unlocked after completing JM-22
 - Grapeshot will now be unlocked after completing BWB-19
 - Does not affect any existing levels, as Jurassic Marsh and Big Wave Beach are currently unreleased

- Swap: Guacodile and Blastberry-Vine
 - Guacodile will now be unlocked after completing BWB-1
 - Blastberry-Vine be unlocked after completing BWB-2

- Swap: Bowling Bulb and Banana Launcher
 - Bowling Bulb will now be unlocked after completing BWB-15
 - Banana Launcher will now be unlocked after completing BWB-22
 - Does not affect any existing levels, as Big Wave Beach is currently unreleased
- Swap: Moonflower and Nightshade
 - Moonflower will now be the first plant unlocked in Modern Day
 - Nightshade will now be the second plant unlocked in Modern Day
 - Does not affect any existing levels, as Modern Day is currently unreleased
- Swap: Imp Pear and Heath Seeker
 - Imp Pear will now be the eighth (second to last) plant unlocked in Modern Day
 - Heath Seeker will now be the last plant unlocked in Modern Day
 - Does not affect any existing levels, as Modern Day is currently unreleased

Zombie Changes:

- Super-Fan Imp
 - Health: 500 → 350
- All-Star Zombie
 - Speed (after tackling): 0.5 → 0.3
- Snorkel Zombie
 - Health: 500 → 350
- ZCorp Chair Walker
 - Health: 500 → 300
- Gargimp Legal
 - Health: 190 → 250
- Roman Healer Zombie
 - Increased delays between healing zombies
- Roman Caesar Zombie
 - Health: 9900 → 3600
- Zombie Dove
 - Time before stealing a plant: 1.5 → 6

- Giga Gargantuar

- Health: 10800 → 7200

Dev Note: He was NOT fair before and was really annoying, dragged out levels and begged you to use Burnade. What is this? PvZ1?!

- Zombot Catastro-lio

- Completely overhauled zombie spawns

- Now crushes zombies during rush attack

- Reduced amount of Imps fired from cannon attack

- Zombot Sphinxinator

- Gravestones created from missile shots: 4 → 2

- Pirate Captain Zombie

- Health: 1000 → 800

- Pelican Zombie

- Health: 1000 → 700

- Zombot Plank Walker

- Reduced amount of Pirate Imps fired from cannon attack

- No longer fires Super-Fan Imps from cannon attack

- Rodeo Legend Zombie

- Speed: 0.5 → 1

- Dodo Rider Zombie

- Health: 500 → 350

- Hunter Zombie
 - Health: 1000 → 500
- Yeti Zombie
 - Health: 1000 → 600
 - No longer immune to Olive Pit, Levitater, Hocus Crocus, Teleportato Mine, and Tomb Tangler
- Bad Santa Zombie
 - Removed from Frostbite Caves
 - Now immune to chill
 - No longer immune to freeze
 - Targeted columns to land on: Column 4 to Column 9 → Column 4 to Column 6
- Ultra Yeti
 - Health: 6500 → 5500
 - Fire Damage Multiplier: 3 → 2.5
 - No longer immune to knockback
- Relic Hunter Zombie
 - Health: 190 → 350
 - Targeted columns to land on: Column 4 to Column 7 → Column 4 to Column 6
- Jetpack Zombie
 - Health: 190 → 250

- Robo-Bucket Zombie

- EatDPS: 300 → 100

Dev Note: Weird vanilla thing we never realized somehow, glad it's fixed.

- Giga All-Star Zombie

- Speed (after tackling): 0.5 → 0.3

- (THE BALANCE PATCH) Plague Bringer Zombie

- Health: 1000 → 600

Dev Note: We felt that Plague Bringer with that much health was honestly really annoying, and we wanted to make him more enjoyable to face off against.

- (HOTFIX PATCH 2) Party Raver Zombie

- Speed: 0.30 → 0.25

- Firefly Zombie

- Health: 500 → 350

- Speed: 0.123 → 0.4

- Hot Dog Imp

- Health: 500 → 350

- No longer immune to shrinking, Thyme Warp, and potion buffs

- Jurassic Rockpuncher

- Health: 500 → 800

- Surfer Zombie
 - Health: 200 → 350
- Diver Zombie
 - Health: 3000 → 1000
- Feastivus Troglobite
 - 2Block variant now pushes 2 Yetis (instead of 2 Pianos)
 - 1Block variant now pushes 1 Piano (instead of 1 Gargantuar)
- Cake Clown Zombie
 - Speed (Normal): 0.25 → 0.5
 - Speed (While spinning): 0.31 → 0
- Cake King Zombie
 - Armor Health: 1000 → 900
- Birthday Troglobite
 - 3Block variant now pushes 3 Jetpacks (instead of 3 Jesters)
- Deflector Zombie
 - Shield Reactivation Delay: 1 → 13

~~~(MIDDLE REM) BETA VERSIONS~~~



# The Gloomy Glow-Ups Update

**Release Date: October 21st 2024**

## ChangeLog

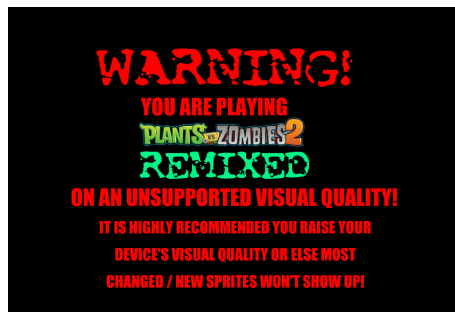
~~ Written By gpoeris - Edited By Cool Kid95 and Bomb! ~~

### Main Additions:

- New world gimmick for Roman Rift: Portals! These rifts in time will spawn more Roman zombies straight into your defenses.
- Replaced a large amount of mediocre bonus levels to make Bonus Levels worth playing
- Power Mints largely rebalanced, now giving much smaller buffs to plants in exchange for their longer duration and no longer Plant Food boosting plants on planting (except for Reinforce-mint)

## General Changes:

- Night levels in the Prelude now use the Summer Nights lawn instead of the Arena lawn to better convey it being Nighttime
- Super Trove has been removed. In its place, you can now exchange your mints into smaller amounts of coins or gems
- Coins and gems can now be exchanged with each other in small amounts
- P-4 dialogue rewritten to introduce graves and encourage Cabbage-Pult after his rework, killing off the "Leviter bad" bit as it just confused new players as it's not bad in Remixed (or even worse convinced them Leviter WAS bad in this mod)
- P-5 dialogue updated to explain Bulbs a bit better and mention how they're equal in damage unlike the actual Bowling Bulb
- Added new dialogue to P-35 and P-40 to properly explain your newly received upgrades
- Overall trying to make the mod not memey, so we're not a meme mod, but still humorous
- Logo Screen replaced to credit The Dev Team as a whole instead of being a highly outdated CK-centric image
- Title Screen and Loading Screen replaced to be better and accurately represent the mod
- Title Screen and Loading Screen appear as warning screens on LQ graphics, inspired by Anti-Piracy screens



- Mini Pea has been removed because The Remixed Dev Team decided he was bad for the meta and was just boring and lame, **next update he will be replaced by something NEW to Remixed**, something COOL! CK was initially really hesitant to remove Mini Pea (because we haven't removed a Plant since Tomb Tangler back in Alpha 1 and he was worried it would be bad), but Bomb! was right. CK soon came around. And besides, it'll lead to something NEW!



Cool Kid95 - Remixed Lead Dev 09/03/2024 9:03 PM  
<https://youtu.be/Bwat6aDklak?si=K5HRmcvFiIjH2dca>

YouTube

BadBoyBird

PEASHOOTER ARMY - Plants vs zombies 2 Remixed #3



I think he may be overhyping mini pea but it's nice regardless. Nice to see him be used post nerf.



Bomb! - Remixed Candy Giver 09/03/2024 9:16 PM  
just now relising that minipea almost entirely outclasses puffshroom



gpoeris - Remixed Assistant Dev 09/03/2024 9:16 PM  
Wait you're right



Bomb! - Remixed Candy Giver 09/03/2024 9:17 PM  
unless im forgetting something



@Bomb! - Remixed Candy Giver unless im forgetting something  
Cool Kid95 - Remixed Lead Dev 09/03/2024 9:20 PM  
Just damage



@Bomb! - Remixed Candy Giver just now relising that minipea almost entirely outclasses puffshroom  
Cool Kid95 - Remixed Lead Dev 09/03/2024 9:20 PM  
Same



@Cool Kid95 - Remixed Lead Dev Just damage  
Bomb! - Remixed Candy Giver 09/03/2024 9:23 PM  
thats not nearly enough cuh  
gonna be real  
i dont see a reason for this plant to exist



Cool Kid95 - Remixed Lead Dev 09/03/2024 9:24 PM  
We need to do some rebalancing methinis



gpoeris - Remixed Assistant Dev 09/03/2024 9:24 PM  
Range + vine ability just makes it busted



Cool Kid95 - Remixed Lead Dev 09/03/2024 9:24 PM  
It's really that OP?  
Hold on lemme eat first  
But you 2 could discuss some ideas on how to rework this guy  
Cause I need to eat rn  
Hope you 2 can do that  
Good luck



@Bomb! - Remixed Candy Giver thats not nearly enough cuh  
Cool Kid95 - Remixed Lead Dev 09/03/2024 9:25 PM  
I agree

 @Bomb! - Remixed Candy Giver i dont see a reason for this plant to exist

 Cool Kid95 - Remixed Lead Dev 09/03/2024 9:25 PM

I don't want him to be REMOVED tho

That feels like that the lazy way out

 Bomb! - Remixed Candy Giver 09/03/2024 9:27 PM

i dont see how

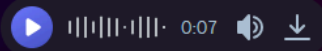
It overlaps with Powervine and Puff too much

its not even that interesting of a plant

 Cool Kid95 - Remixed Lead Dev 09/03/2024 9:29 PM

Hmm

gpoeris, you have anything?



 @Bomb! - Remixed Candy Giver It overlaps with Powervine and Puff too much

 Cool Kid95 - Remixed Lead Dev 09/03/2024 9:43 PM



I laid out some ideas

@Remixed Dev Team

 gpoeris - Remixed Assistant Dev 09/03/2024 9:45 PM

I have no ideas

 Cool Kid95 - Remixed Lead Dev 09/03/2024 9:47 PM

I mean

we have like 3 choices

or 4

keep mini pea the same

try to rebalance mini pea

disable mini pea and remove it for now

replace mini pea with something else new or added from 2C like the average mod (edited)

i'm more inclined to options 2 or 4

cause i'm not like happy with its current state

but i don't wanna just remove a plant without at least putting something new in its place

 Bomb! - Remixed Candy Giver 09/03/2024 9:51 PM

1. Nah

2. If if he was "balanced" hed be the most un pickable plant around. A puffshroom that has lane range and is a vine. wowie.

3. I like this one the most cuz it lets us cook and synergizes well with option 4 cuz then wed have some cool new thing for NMT

4. option 3 but more rushed ig

- Scuba Zombie redesigned to be less memey and renamed to Diver Zombie (no more shitty Among Us memes), (CK and Bomb! collabed on this redesign)

 **Cool Kid95 - Remixed Lead Dev** 08/03/2024 2:48 PM  
Also [@New Content Ping](#) Other update thingy, Scuba Zombie... He's DEAD! He's NOW Diver Zombie! Starting in the upcoming minor update, the shitposty Among Us themed Scuba Zombie is now replaced by the less stylish but better looking Diver Zombie.

Alright how's the update?



They work exactly the same, it's basically just an appearance overhaul.

 **@Cool Kid95 - Remixed Lead Dev** Also [@New Content Ping](#) Other update thingy, Scuba Zombie... He's DEAD! He's... 

 **Radical Rowlet** 08/03/2024 2:49 PM



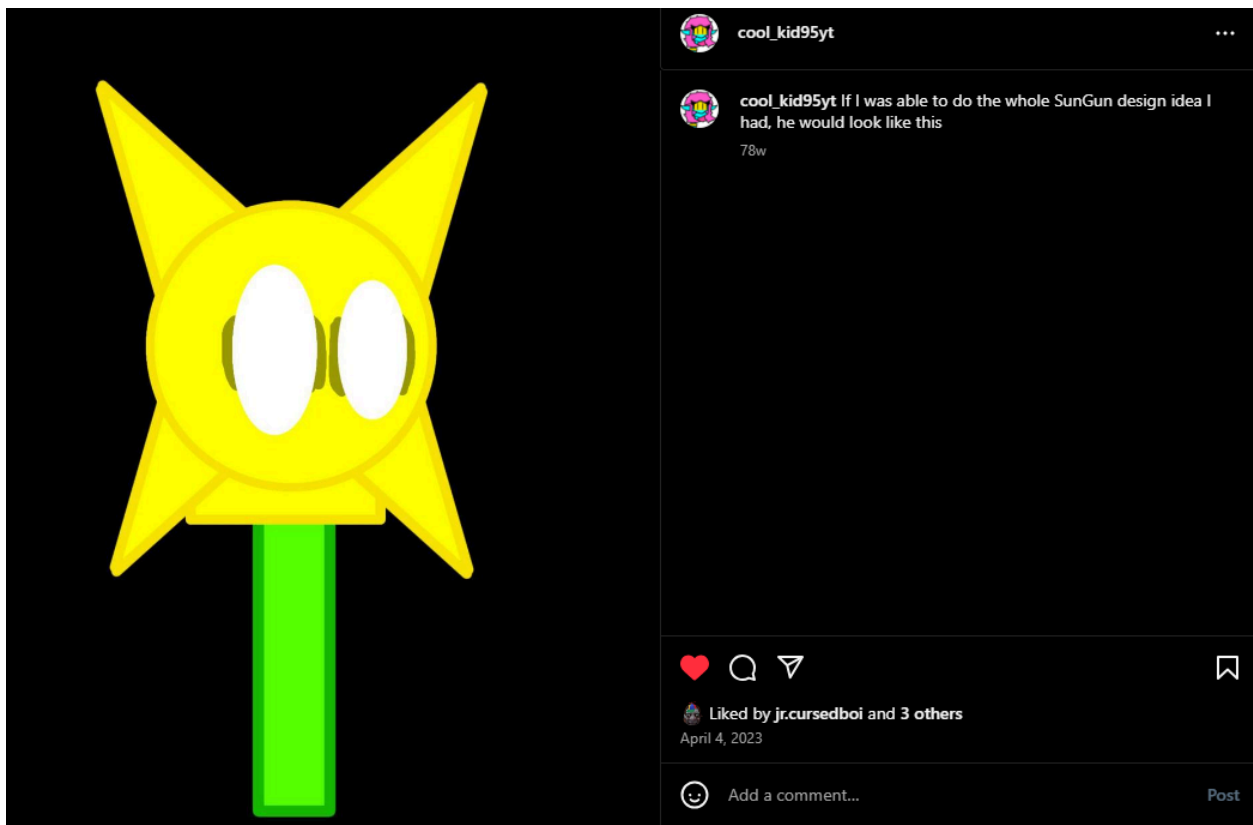
 **Bomb! - Remixed Assistant Dev** 08/03/2024 2:50 PM  
The gas leak spreads

 **GuanlongX: FFC Speedrunner** 08/03/2024 3:24 PM  
Just finished my first day at my new job

- SunGun respired to not look like dogass (CK and Bomb! collabed on this redesign)



(A lot better than his old design's "full version" too. Thank GOD! This still looked BAD!)



- (HOTFIX PATCH 1) "OFFICIAL YOUTUBE CHANNEL" Link has been renamed to "Cool Kid95's YT" to reflect the fact that the mod is a group project now, and has been for the last year. The links to Conical Disenfranchisement and CK's Instagram have also been replaced by links to "Bomb!'s YT" and "gpoeris's YT" for the sake of fairness, and giving their channels some deserved showing off. "OFFICIAL DISCORD SERVER" is also renamed to "Our Discord Server (For CK's Projects)" to describe in a more accurate way.

|                                               |                                                                                       |
|-----------------------------------------------|---------------------------------------------------------------------------------------|
| <b>Our Discord Server (For CK's Projects)</b> |    |
| <b>Cool Kid95's YT</b>                        |    |
| <b>Bomb!'s YT</b>                             |    |
| <b>gpoeris's YT</b>                           |  |

- (HOTFIX PATCH 1) Bomb!'s "oooooh larkle dunky tundra... lop box yoink raek." has been removed from the Age Gate Screen due to being weird nonsense, and being too meme moddy, which is especially bad for a first impression! Although the whole screen might come off as meme moddy, so maybe it should get another rework sometime?! Eh.



- Pea-Nut now shoots actually drawn peanut projectiles instead of shitty crusty PNGs



- Replaced purple Power Tiles in Far Future levels that originally used them because using them was weird and stupid
- Redesigned Far Future minecarts to have a glass cart instead of a dirt cart (CK did this)
- Level starting text is now "READY SET PLANT!" instead of "LET'S GO BRANDON" [because of reasons I'll let the showcase video explain](#)
- Minigame nodes on the world map are now only used for Joke Levels and Cutscene Levels
- Polished up art for Zeaweed and Stickpack Zombie (CK did the updates to both designs)
- Removed Dwayne Johnson

## Bug Fixes:

- Fixed an issue where certain zombies would automatically unlock in the almanac before being properly encountered in-game
  - If updating from an earlier version, you may need to re-unlock these almanac slots again by defeating the associated zombies
- Fixed issues with the Almanac dialogue incorrectly playing multiple times when playing through the start of the game
- Fixed crashes that occurred with the last two levels of Lost City
- AE-20's objective text now shows up properly
- DA-9's objective text now shows up properly
- Fixed Neon Mixtape Tour zombies not jamming in Sands of Time
- Fixed CK's Adventure 4 not playing its dialogue on repeat playthroughs
- B-17 no longer displays the Locked and Loaded objective
- Reduced delays at the end of certain levels with Jetpack Attack ambushes
- Plagued Rat Zombie no longer reuses Imp animations when burnt or electrocuted
- Plagued Rat Zombie no longer shows up as a Sky City Battle Plane on LQ Graphics
- (HOTFIX PATCH 1) "Doom-Shroom Gifty Graves" now spawn Heath Seeker instead of Ultomato
- (HOTFIX PATCH 1) Lawnstrings changes intended to be in the update are now actually here

## Level Changes:

- Tutorial 1: level replaced to make it a better opener and not an outdated PvZ3 joke
- Tutorial 2: level remade to make the wave spawning harder and utilize ground spawns, is also made by gpoeris now
- P-2: added pre-placed Peashooter and Cabbage-pult to showcase their differences
- P-4: level replaced
- P-6: added Vanilla's minecart tutorial
- P-8: level replaced
- P-18: reduced variety of conveyor plants
- P-31: added portals
- P-32: removed one column of vases
- P-33: added portals
- P-35: level replaced
- P-37: added portals, increased Balloon Zombie spawns, removed Medusa and Gargantuar
- P-39: added portals
- P-40: added portals
- P-43: zombie waves nerfed, graves and minecart removed
- P-49: level remade
- P-50: Ultomato replaced with Heath Seeker
- P-60: Missile Toe replaced with Banana Launcher
- AE-9: Old Farmer replaced with Newspaper Zombie
- AE-13: level remade
- AE-14: level nerfed
- AE-15: level remade
- AE-19: level replaced

- AE-21: increased requirement for shrinking objective
- AE-23: level nerfed
- AE-24: Ultomato replaced with Heath Seeker, Missile Toe replaced with Banana Launcher
- PS-14: level nerfed, starting grave placement improved
- PS-17: level replaced (like seriously why the FUCK was there a grave danger level in Pirate Seas?!)



**Cool Kid95 - Remixed Lead Dev** Yesterday at 11:56 PM

Why are they being spawned in rows



what is this, the technology problem!?! (edited)

Also this level's like

so weird

not bad

just

why

is this

in adventure

a GRAVES centered level

in PIRATE SEAS

That's totally held up by FOREIGNERS?!

at least it's funnish i guess? (edited)

- PS-20: level replaced
- PS-23: level nerfed
- WW-7: Gold Bloom replaced with E.M. Peach
- WW-11: no longer has plants pre-picked
- WW-12: removed foreigner zombies (except Balloon)
- WW-13: Gold Bloom removed
- WW-14: level nerfed
- WW-15: wave spawning overhauled
- WW-18: level replaced
  - The original level is now playable as a Wild West bonus level
- WW-23: level nerfed
- FBC-1: changed starting grid item placement
- FBC-3: level replaced, now introduces Hunter
- FBC-4: wave spawning improved
- FBC-8: level replaced
- FBC-10: level replaced, now introduces Troglobite
- (HOTFIX PATCH 1) FBC-12: objectives removed
- FBC-13: level nerfed, fill row objective removed
- FBC-14: level nerfed
- FBC-15: level replaced
- FBC-17: zombie waves nerfed
- FBC-22: level replaced (first time Bomb! has remade one of his adventure levels)
- FC-23: level nerfed
- (HOTFIX PATCH 1) LC-3: level remade
- (HOTFIX PATCH 1) LC-4: level remade
- (HOTFIX PATCH 1) LC-5: level remade
- (HOTFIX PATCH 1) LC-6: pre-placed Red Stingers removed, Lava Guava replaced with Cherry Bomb, zombie waves nerfed

- LC-6: Gold Bloom replaced with Stallia, zombie waves nerfed
- LC-7: swapped endangered Missile Toe and Banana Launchers
- (HOTFIX PATCH 1) LC-8: rebalanced zombie waves, removed graves
- LC-10: level replaced
- (HOTFIX PATCH 1) LC-11: rebalanced zombie waves, removed Gold Leaf, added Bramble Bush, Gold Bloom, and Grapeshot, removed Torchlight Zombie and Parasol Zombie
- LC-13: level replaced
- LC-14: level nerfed
- LC-17: level replaced
- (HOTFIX PATCH 1) LC-18: level replaced
- (HOTFIX PATCH 1) LC-21: rebalanced zombie waves, removed Party Raver and Arcade Zombie
- ~~- LC-22: removed Torchlight and foreigner zombies, zombie waves nerfed~~
- (HOTFIX PATCH 1) LC-22: level remade
- LC-23: level nerfed
- FF-11: unbanned Ultomato
- FF-14: level nerfed
- FF-18: level replaced
- FF-23: level nerfed
- DA-4: removed Jester
- DA-5: removed Jester
- DA-10: doubled requirement for poison objective
- DA-12: level replaced (first time gpoeris has remade one of her adventure levels)
- DA-14: level nerfed
- DA-15: removed Necromancies, added more Plant Food
- DA-23: level nerfed

- B-3: Banana Launcher replaced with Missile Toe
- Recovery System: unbanned Ultomato, Conceal-mint and Spear-mint
- Sweet Souls: pre-placed Ultomato replaced with Heath Seeker
- Backside Bash: pre-picked Banana Launcher replaced with Missile Toe, pre-picked Ultomato replaced with Heath Seeker
- Xmaskirmish 3: zombie spawns nerfed, added Hurrikale and pre-placed Primal Sunflowers
- Alternative Solution: moved back endangered Moonflowers, removed Chefster

## Replaced Bonus Levels:

- Escape Root: The Invincible Wall → Root of Medieval
- The Testing Simulation → P-56 Alternate Ending
- The Symmetry Breaker → Rough N' Tumble
- A Vision to Behold → 2 Year Anniversary Level
- Caught in 144p → Solar Infection
- Arena Tournament 1 → Gloom Walk of Shame
- Arena Tournament 2 → Explode-Me-Not
- Arena Tournament 3 → California Gold Rush
- The Worst Day of Chair Racer's Life! → Free Trial
- Back to Basics → Gone With the Wind
- Ultra Yeti's Big Day → Zomboss Sandbox
- Crater Solutions → Nothing That Craters is Hot
- Frostbite Caves Day 24B → Volcanic Panic
- Blasted Into the Stratosphere → Gambling with Gamblug
- It's Just Like a Small Town! → House Party
- Mint Madness → Melee Monsters
- Puffy Shroomy Duty → Budget Bedazzle
- Lukewarmest Castling → Street-Lights



# Plant Changes:

- Peashooter

- Recharge: 5 → 3.5

- Marigold

- Recharge: 5 → 20
  - Money produced when boosted: 1000 → 100

Dev Note: This is because Marigold's powerful money gain caused an osmosis complacency effect where new players would just only focus on using Marigold on Boost Tiles (P-7 & P-12) to generate endless cash, which really annoyed The Dev Team for how monotonous and boring it was

- Chomper

- Health: 600 → 300
  - Chew Time: 10 → 15

- Ice Bloom

- Starting Recharge: 15 → 20
  - Recharge: 25 → 40

- Squash

- Recharge: 20 → 30
  - Damage: 1800 → 900

Dev Note: This is because Squash smashes twice in this mod, and because he did instakill damage, he could kill a garg, and that's too much man

- Pumpkin

- Health: 5000 → 4000

Dev Note: Pumpkin was only 5000 before because we thought Pumpkin was like that in Vanilla and it was unchanged, but apparently CK did that himself early on for some fuckin reason, so we fixed that

- Magnet-Shroom

- Sun Cost: 200 → 100
  - No longer instakills Bull, Rodeo Legend, and Mecha-Football
  - Now instakills Bug Bot Imp
  - Can now steal Roman Shields and ~~Stiltwalker stilts~~

- (HOTFIX PATCH 1) Magnet-shroom

- Can no longer steal Stiltwalker's stilts or Surfer Zombie's surfboard

Dev Note: Him stealing surfboard's has been coded since Alpha 1 (2 years ago), we only removed it now cause we had NO IDEA this was a mechanic until recently

- Buttercup

- Damage: 50 → 20

Dev Note: This is so she doesn't ruin early game stalling and can compete with Wall-Nut for that role better

- Gold Bloom

- Starting Cooldown: 25 → 100
  - Can no longer be Instant Recharged

Dev Note: She had a stranglehold over the meta and how levels were designed, it was overall quite unhealthy for the mod's balance, so we had to fix her

- Burnade

- Recharge: 20 → 40

- Bombegranate

- Sun Cost: 175 → 200
  - Recharge: 45 → 20
  - Explosion Damage: 1800 → 500
  - No longer ashes zombies or pierces armor

- Sapfling

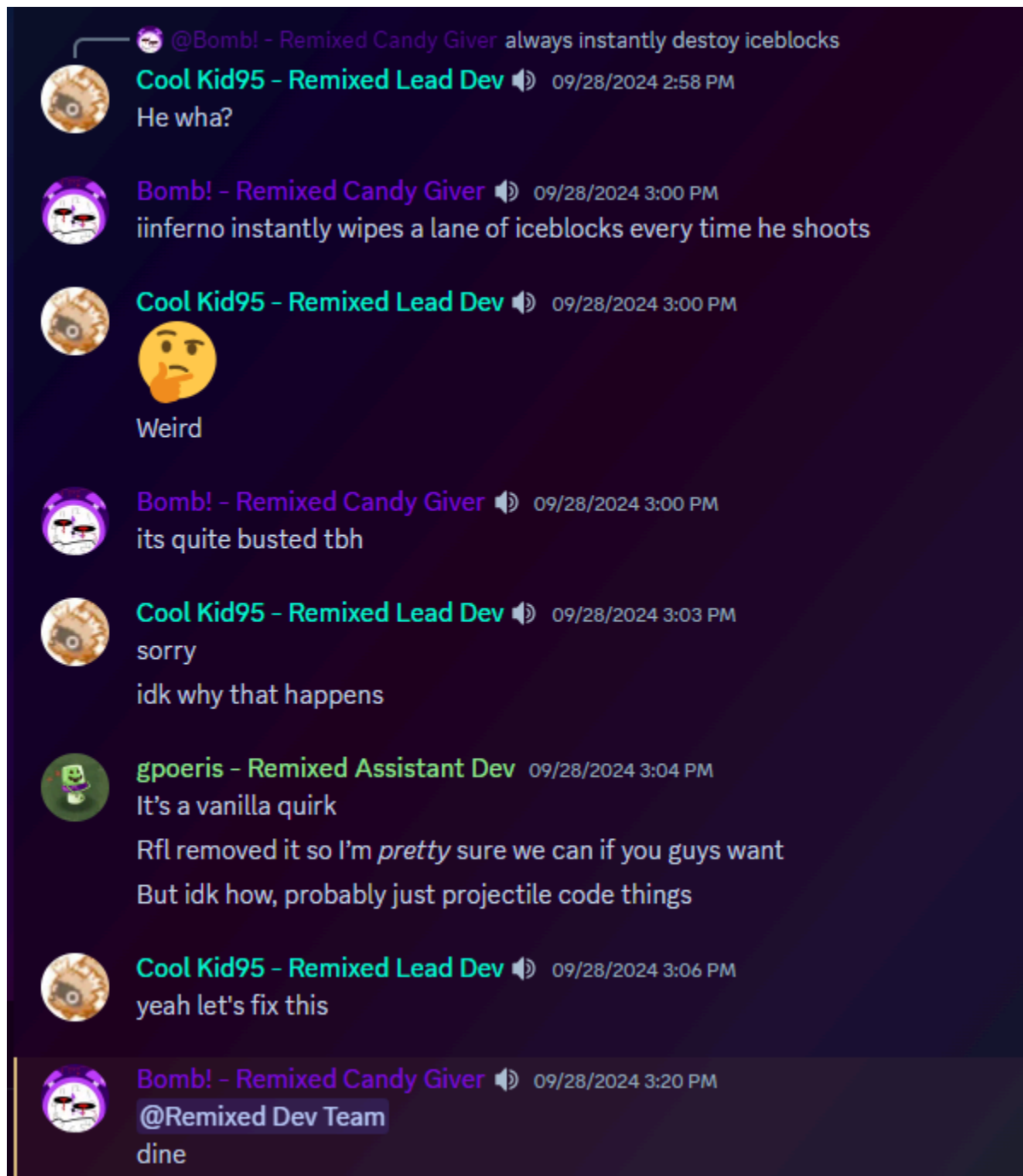
- Firing Rate: 4 → 7
  - Sap Tile Lifetime: 30 → 5
  - No longer deals damage

- Snapdragon

- Damage: 60 → 50

- Inferno

- No longer instantly destroys ice blocks when attacking



- Pyre-Vine

- Sun Cost: 50 → 75
- Damage: 5 → 15
- Now heats slower

Dev Note: [During development he briefly had a bug where his heating damaged Plants as well as ice](#)

- (HOTFIX PATCH 1) Rotobaga

- Sun Cost: 150 → 225
- Recharge: 5 → 7.5
- Damage: 5 → 15
- No longer a vine

Dev Note: Vine Rotobaga was the last balance change in the mod Bomb! actively disliked and wasn't either positive or neutral on, so we removed it! His idea is also probably just a lot better than before lmao.

- (HOTFIX PATCH 1) Power-Vine

- Projectiles fired when powered: 3 → 9
- Now fires projectiles at random angles

Dev Note: We wanted a shotgun-type Plant in Remixed, and the 3 of us felt Power-Vine was a good fit for the role since prior to this update he was boring as fuck. Hopefully this helps him out?

- Toadstool

- Chew Time: 10 → 30

- Aloe

- Healing Cooldown: 60 → 5
- Hitpoints Healed: 5000 → 300

- Magnifying Grass
  - Sun Cost: 300 → 125
  - Recharge: 5 → 15
  - Damage: 200 → 600
  - Sun Per Shot: 25 → 50
- Intensive Carrot
  - Sun Cost: 0 → 75
  - Recharge: 7.5 → 10
- Spore-shroom
  - No longer a vine
- Perfume-shroom
  - Sun Cost: 50 → 100
  - Recharge: 10 → 30
- Primal Peashooter
  - Damage: 80 → 120
- Cold Snapdragon
  - Damage: 30 → 15
  - Chills for shorter so it doesn't perma-chill

- Rhubarbarian
  - Sun Cost: 200 → 400
  - Recharge: 20 → 10
  - Damage: 50 → 200
  - Initial Smash Damage: 190 → 200
  - Lifespan: 16 → 20
  - No longer stuns zombies
  - No longer insta-kills zombies
  
- Grapeshot
  - Recharge: 60 → 40
  - Explosion Damage: 1800 → 200
  - No longer ashes zombies or pierces armor
  
- Banana Launcher
  - Sun Cost: 350 → 700
  - Recharge: 5 → 60
  - Damage: 250 → 1800
  - Reload Time: 20 → 35
  - Area: 5x5 → 3x3
  - Now ashes defeated zombies
  
- Bowling Bulb
  - Sun Cost: 350 → 250
  - Cyan Bulb Damage: 100 → 60
  - Blue Bulb Damage: 100 → 120
  - Orange Bulb Damage: 100 → 240
  - Now loads bulbs from smallest to largest

#### - Ultomato

- No longer explodes on planting, restored to Vanilla ability
- Sun Cost: 300 → 150 + 50 increase per Ultomato planted
- Recharge: 90 → 10
- Plant Food Explosion Damage: 1800 → 900
- Plant Food explosion now ashes zombies + pierces armor
- Plant Food explosion no longer chills or freezes zombies

Dev Note: We reworked him because people kept using him to cheese levels and it was really fucking boring to watch, also cause Bomb! has been begging for this change since he's joined The Remixed Dev Team

#### - Apple Mortar

- Sun Cost: 225 → 100
- Damage: 40 → 20
- Firing Rate: 1.75-2.0 → 0.5-5.0

Dev Note: We genuinely have no idea what to do with this guy, this rework probably won't even be the final iteration, we're just TRYING to give him SOMETHING

#### - Dartichoke

- No longer prioritizes specific zombies when attacking



- Missile Toe

- Sun Cost: 700 → 350
- Recharge: 60 → 25
- Damage: 1800 → 250
- Reload Time: 35 → 25
- Area: 3x3 → 5x5
- Freeze Duration: 20 → 2
- Chill Duration: 40 → 10
- No longer ashes zombies

- Mini Pea

- Removed, will be replaced next update

- Enchant-mint
  - Sun Cost: 500 → 300
  - Zombies Hypnotized: 30 → 5
- Ail-mint
  - Sun Cost: 500 → 300
  - Poison Damage: 500 → 100
- Arma-mint
  - Damage: 1500 → 100
  - Stun Duration: 10 → 5
- Bombard-mint
  - Sun Cost: 500 → 200
  - Explosion Damage: 1800 → 200
  - Explosions no longer pierce armor
- Spear-mint
  - Sun Cost: 500 → 300
  - Created Spikerocks no longer give sun when shoveled

## Zombie Changes:

- Impfinity

- Health: 60 → 190
- Speed: 1 → 0.22
- EatDPS: 200 → 100

Dev Note: He's no longer iZombie Imp because that was stupid and annoying to me (Cool Kid95)

- Head Office Impgargantuar

- Now throws Imp to column 4 (instead of column 5)

Dev Note: Combined with Gargimp's lower health, the column 5 Imp throw was just too far of a nerf to me (gpoeris)

- Roman Ballista

- Max Column Target: Column 3 → Column 5
- Default Throwing Target: Column 7 → Column 5

Dev Note: Prevents Ballista from being too overpowered when it has plants to target and too utterly useless when it doesn't

- Gladiator Gargantuar

- Speed: 0.25 → 0.24

Dev Note: Consistency.

- (HOTFIX PATCH 1) Gladiator Gargantuar

- Health: 5400 → 3600

- Cannonballer Zombie
  - Health: 1000 -> 800
  - EatDPS: 100 -> 200
- Dev Note: sword.



**Cool Kid95 - Remixed Lead Dev** 🔊 Today at 8:19 PM

I had NO idea about these cannonballer changed  
but i understand em



**Bomb! - Remixed Candy Giver** 🔊 Today at 8:28 PM

Harold!



**Cool Kid95 - Remixed Lead Dev** 🔊 Today at 8:29 PM

what

bomb what are you doing

so yeah, the cannonballer changes were good

- Seagull Zombie
  - Health: 500 -> 300

- Redneck Yeti Zombie
  - Killed off entirely
  - Still appears in Xmaskirmish 6 as a "Feastivus variant" of Yeti Zombie, reusing his stats

Dev Note: Redneck Yeti never really did a whole lot as a special, with his slowing immunity and fire weakness not doing anything to benefit his nonexistent threat level. We're also not going to pretend that he did anything of value with Prospector, as they were never coherently used together and most chilling plants have AoE anyways. Good riddance, Redneck! He was reworked many times over the updates to try to make him more than just the filler Zombie he was when he was added back during The Wild West Update, but alas he was pointless. [We also put together this video as a send-off to Redneck, showing how utterly worthless he was.](#)

- Yeti Zombie
  - No longer drops a lunch box when defeated

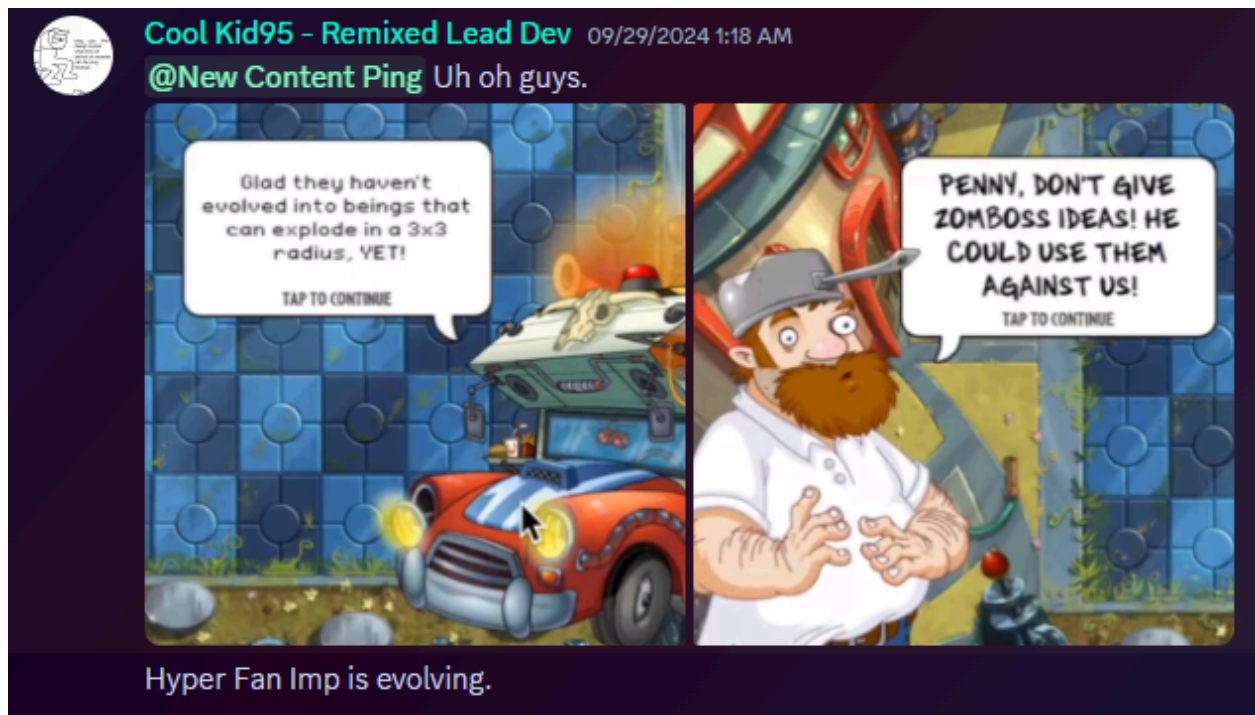
Dev Note: This was weird and janky and led to insane money gain in FBC, this had to go for the sake of mod polishing

- Sloth Gargantuar
  - Now throws Imps to column 4 (instead of column 5)

Dev Note: This guy's Imp throw was just too outright nerfed, honestly

- Jalapeno Zombie
  - Now only drops one flame tile on death (instead of two)
- Hyper Fan Imp
  - Health: 1000 -> 450
  - Explosion Area: 1x1 -> 3x3
  - Explosion Damage: 7000 -> 2000

Dev Note: He actually fucking works now, Dave and Penny's fears came true, he evolved!



- Z-Mech
  - Will attack less often
  - Can't teleport as far or as much
  - Spawns 4 Imps instead of 5-10
  - Missile launches less often
- (HOTFIX PATCH 1) Jester Zombie
  - Health: 1000 → 500
- Pied Piper Zombie
  - Can now summon Plagued Rats multiple times instead of just once (every 30 seconds after the initial 12)

- (HOTFIX PATCH 1) Punk Zombie

- Health: 190 → 250

- Party Raver Zombie

- Health: 500 → 350

- Speed: 0.285 → 0.3

- Is now more immune to more Plant abilities to keep in line with his concept

Dev Note: With the removal of Redneck Yeti, it became important that Party Raver didn't end up following in the same mistakes (he was actually nerfed to basic speed at some point during development), so we gave him a role as a pressure zombie that keeps slowing effects from being too overpowering in Neon Mixtape Tour

- Boombox Zombie

- Health: 1000 → 500

- Glitter Zombie

- Health: 1350 → 500

Dev Note: Her HP being so high was extremely stupid and was only done because "she runs over Plants and leaves a trail like Zomboni, thus she should have the same amount of health!". IT WAS SO DUMB AND BAD DUDE! TOTALLY DISREGARDS HER ROLE!

- Hair Metal Gargantuar

- Shockwave Damage: 111 → 300



- Stickpack Zombie
  - EatDPS: 1000 → 150
  - Dev Note: A fast eating jetpack. Peak?!

- Turkey Boss / Primal Turkey
  - Health: 10000 → 1000
  - Speed: 0.1 → 0.123
  - EatDPS: 100 → 900
  - Now ignored by dinosaurs

# The Dark Ages Update

**Release Date: July 27th 2024**

## **ChangeLog**

~~ Written By gpoeris - Edited By Cool Kid95 ~~

### **Main Additions:**

- Dark Ages is here! Featuring 25 levels and a brand new world map.
- A new special for Dark Ages: Pied Piper Zombie! After some time, he'll summon Plagued Rats to run through your defenses.
- A new special for Day: Construction Worker Zombie! On defeat, he'll drop two road cones that act like weaker gravestones.
- New mini-bosses added to all worlds, each being featured in a new level for Ancient Egypt, Wild West, Lost City, and Far Future.
- 20 bonus levels, unlocked after completing all of Dark Ages! Featuring some former Adventure levels, the final CK's Adventure level, and some special epic quests.
- B-Sides comes to an end with its sixth and final part! Play through 3 more levels in the Climactic Chaos.
- New epic quest: Threeparty! Play through 3 levels featuring Threepeater, who managed to pull his once piss-poor Plant Food effect out of the dirt
- 40 new epic quests in Vanilla Slop, including a repackaged Thymed Event to commemorate a special plant.

## General Changes:

- New art for Cannonballer, Plagued Rat, Dragon Panel, and Diet Balloon; Cannonballer's is based on a fan design (used with permission) by Pinapporaptor
- Frostbite Caves and Lost City no longer have placeholder armor4s, FBC now gets Skullhead from China and LC gets Vodkahead from our older concepts
- All Prelude levels have been renamed from T- to P- to better fit their purpose
- Worlds now introduce their first special at Day 2 ALWAYS instead of sometimes Day 3 as a holdover of Old Remixed, this is along with moving back several levels by a space or 2 to generally improve world pacing, see Level Changes for more info
- Endless Zones overhauled to have multiple layouts and utilize more world gimmicks
- Added around 44 more loading tips to the pool of the existing around 26 for a total of 70 new loading tips!
- Loading tips now appear on screen for longer due to the amount of longer ones
- WavePointCost values for zombies tweaked to improve Endless Zone spawning
- Birthday Barrel is dead. All levels formerly including him now use an Imp in its place
- Pompadour Zombies removed from Flood (as well as their subsequent appearances in Climactic Chaos), they've now been moved back to Big Wave Beach
- Climactic Chaos Part 1 (P-51 to P-55) now uses Lunar Basic Zombies and Lunar Super-Fan Imp where applicable

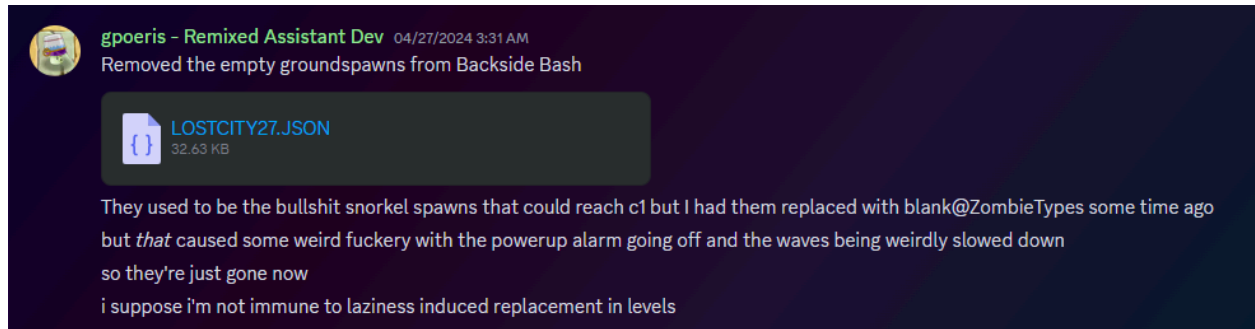
- Time Traveler Zombie remade into Stickpack Zombie, a caveman with a prehistoric jetpack
- Tutorial plants now appear on the Tutorial map instead of the Prelude's
- Zen Garden background updated to be apocalyptic
- Instant-use plants now have unique boosts
- Added more loading screen tips
- "Boss" Bonus Levels now all drop a treasure chest on completion, but only a single gem on replay completion to avoid money farming
- Added unused vanilla costumes to the store
- Costumes for Dark Ages plants are now available in the store
- First batch of Power Mints now available in the store
- Removed various empty islands from world maps that were leftovers of Vanilla expansions
- Rewrote and replaced a large amount of flavor text, plant and zombie Almanac entries, and dialogue to better improve its overall quality
- Stats for plants in the Almanac improved to remove unnecessary stats or leftovers of plant leveling, and actually detail stats that were previously unspecified

- Several Plant names tweaked to add hyphens or fix weird capitalization
- Portal spawns overhauled and reduced to only spawn 3 zombies instead of 5
- Gargantuar battles and Zomboss fights updated to have unique names
- Main Campaign Gargantuar battles now reward a non-functional world key for the world it takes place in
- Giga Garg no longer references Spamton "for the funnies" due to us trying to be less memey, and cuz it wasn't exactly funny and barely made sense
- [Green Horse](#)

## Bug Fixes:

- The 4 Loading Tips written by RZ were never actually added to the game when they were made for The Original Demo, this is now fixed!
- Armored Party Flies now correctly drop their cargo
- 1Block Feastivus Troglobite now pushes his Gargantuar in a present instead of an ice block
- 2Block Alternate Troglobite now pushes his Yetis in ice blocks instead of presents
- Lunar Camel now properly appears with Lunar Zombie's body instead of Mummy Zombie's prior to breaking his armor
- Gargantuar's ash animation now fades away properly like other ash animations
- P-59's note dialogue now shows up properly
- PS-16's objective nerf is now actually implemented in-game
- PS-18's plankless lane zombie spawns removed
- WW-13 no longer has the Cloud of Nothingness as a placeholder that was accidentally left in
- FBC-13's objective now clarifies that you don't need to fill a full row with plants, only the space you have
- LC-7's seedbank no longer has Holly Barrier Leaf
- LC-20 no longer displays the Locked and Loaded objective (it's a conveyor)
- FF-6's objective text is now consistent with the required amount of graves you actually need to destroy
- Banned Toadstool in FF-8
- Ice Bloom is no longer pointlessly boosted in Raid of the Dragon Fan Club
- Banned Sprout in The Sun Heist

- Piñata Party Animals objective text is no longer bugged (half of it was dyed black for some reason?) and no longer displays the Locked and Loaded objective
- Banned Enchant-mint in B-11
- Banned Sprout in B-14
- Removed empty groundspawns from Backside Bash



- Vanilla Slop Aloe epic quest no longer lacks sunfall during daytime levels
- Removed various typos in Almanac entries and dialogue

## Level Changes:

- P-6: now introduces Construction Worker, graves removed
- P-7: added Construction Worker, improved wave spawning
- P-8: added Construction Worker
- P-9: added Construction Worker, Explorer portals removed
- P-10: added Construction Worker
- P-11: no longer has extra starting sun
- P-13: improved wave spawning, added Newspaper Zombie, removed several chosen plants
- P-14: level remade, added Newspaper Zombie
- P-15: zombie selection slightly improved
- P-16: added Newspaper Zombie
- P-19: removed Birthday zombies, adjusted zombie spawns
- P-22: removed Gargimp Legals
- P-25: level remade
- P-26: level remade
- P-27: level remade
- P-29: nerfed zombie spawns, removed several Lily Pads, replaced pre-picked Melon-pult with Tumbleweed
- P-33: level replaced
- P-38: nerfed zombie spawns
- P-40: nerfed zombie spawns, adjusted plants in conveyor to make level easier
- P-42: level remade
- P-47: improved wave spawning
- P-49: nerfed zombie spawns
- P-52: level replaced



- P-53: Lawnbowl Balloon Zombies replaced with Construction Worker Zombies, Lawnbowl and Feastivus Gargantuars replaced with Modern Day Gargantuars + Level name and description changed to not be shit



- P-60: nerfed zombie spawns, nerfed portal spawns, lowered portal amount by a tad
- AE-2: level removed, replaced with the former day 3
- AE-3: replaced with new level
- AE-7: level replaced, now introduces Tomb Raiser
- AE-9: level replaced
- AE-16: pre-placed Wall-nuts removed, Gold Bloom removed, Pumpkin replaced with Wall-nut
- AE-17: level replaced with new miniboss fight
  - The original level is now playable as a Dark Ages bonus level
- AE-19: level replaced
- AE-22: level remade
- PS-2: level remade
- PS-3: now introduces Pirate Captain, level remade
- PS-4: now introduces Barrel Roller

- PS-6: level remade
- PS-7: level replaced
- PS-10: level replaced
- PS-12: level replaced
- PS-21: level replaced
- PS-23: (re)added graves to level, now with a more unique placement
- WW-2: level removed, replaced with the former day 3
- WW-3: replaced with the former day 4
- WW-4: replaced with the former day 5
- WW-5: replaced with new level
- WW-7: rebalanced wave spawning
- WW-8: tweaked plant lineup and zombie spawns
- WW-9: level replaced
- WW-10: pre-placed Spore-shroom removed
- WW-15: removed Zombie Bull, adjusted early waves
- WW-19: level replaced with new miniboss fight
  - The original level is now playable as a Dark Ages bonus level
- WW-21: level replaced
- WW-22: level replaced
- WW-25: minecart placement changed, plant selection tweaked
- FBC-2: removed two graves that overlapped with the ice blocks
- FBC-5: level replaced
  - The original level is now playable as a Dark Ages bonus level
- FBC-7: level replaced due to recurring crashes with the original level
  - The original level is now playable as a Dark Ages bonus level
- FBC-9: level replaced
- FBC-11: level replaced
- FBC-16: level replaced
- FBC-17: level replaced

- FBC-19: wave adjustments, starting frozen Troglobites replaced with Yetis due to jank involving frozen Troglobites
- FBC-20: level remade
- FBC-23: starting grid item setup changed to be more unique from FBC-14's
- LC-2: level remade, now introduces Lost Pilot
- LC-3: replaced with the former day 4
- LC-4: replaced with the former day 5, graves and backpacks removed
- LC-5: replaced with the former day 6
- LC-6: replaced with new level
- LC-11: removed pointless specials from the level (Excavator, Parasol, Crystal Skull, and Lost Pilot)
- LC-12: removed Crystal Skull and Parasol
- LC-16: level replaced
- LC-18: removed Buffs and Bruises
- LC-19: level replaced with new miniboss fight
- LC-25: level remade
- FF-4: graves removed
- FF-5: level replaced
- FF-9: level replaced
- FF-18: wave adjustments
- FF-20: level replaced with new miniboss fight
- Back to the Juwassic: level remade
- Musical Chairs: level remade
- Piñata Party Animals: pre-placed Squashes replaced with Grimroses
- B-7: objective rewritten to account for Zeaweed's changes
- The Level Ever: now drops sun slower to match LC-14's dusk sunfall

## Plant Changes:

- Potato Mine
  - Now immune to frost
- Snow Pea
  - Sun Cost: 200 -> 150
  - Freezing Pea Damage: 20 -> 60
  - Freeze Duration: 10 -> 4
- Boom Balloon Flower
  - Plant Food Damage: 1800 -> 900 (also gets to pierce armor and ashes Zombies now)
- Threepeater
  - Plant Food effect no longer bugged, now lasts for 7 seconds
- Blower
  - Recharge: 5 -> 30
- Sprout
  - Sun Cost: 0 -> 25

- Dazey Chain
  - Sun Cost: 150 -> 200
  - Damage: 20/40/60 -> 10/20/30
  - Stun Duration: 1 -> 0.1
  - Firing Rate: 1.25 to 1.50 -> 0.5
  - Takes more shots to grow stages

- Iceberg Lettuce
  - Freeze Duration: 10 -> 7
  - Chill Duration: 20 -> 13

- Chili Bean
  - Sun Cost: 25 -> 50
  - Recharge: 15 -> 20
  - Stun Duration: 11 -> 22

- Olive Pit
  - Sun Cost: 400 -> 225
  - Recharge: 5 -> 10
  - Pit Capacity: 6 -> 1
  - Chew Time: 20 -> 7.5

- Gatling Pea
  - Recharge: 23 -> 25

- Chard Guard
  - Health: 4000 -> 2500

- Coconut Cannon
  - Recharge: 5 -> 7.5
  - Reload Time: 10 -> 15
  - Direct Damage: 900 -> 1300
  - Splash Damage: 900 -> 700

- Draftodil
  - Sun Cost: 150 -> 200
  - Fire Rate: 1.35-1.5 -> 2.8-3.5

Dev Note: We did this to try and make Draftodil less dominant over flying and small zombies, so it's more of a fun counter and less of a total shut-down, it was too boring before and we hope this change will make it not boring anymore.

- Inferno
  - Sun Cost: 300 -> 150
  - Damage: 22 -> 5.5
  - Attack Cooldown: 20-25 -> 10

Dev Note: We hope this will allow him to have a more interesting supporting role, instead of just being yet another heavy hitter.

- Spikerock
  - Health: 30000 -> 900

- Tumbleweed
  - Sun Cost: 0 -> 25
  - Recharge: 5.5 -> 2.5

- Lightning Reed
  - Damage: 20 -> 15
- Electrified-tea
  - Recharge: 15 -> 20
  - Damage on defeat: 1800 -> 1000
- Zoybean Pod
  - Zomboid Growth Time: 15 -> 25
- Winter Melon
  - Sun Cost: 500 -> 575
  - Recharge: 30 -> 20
  - Chill Duration: 10 -> 2.5
- Sweet Potato
  - Sun Cost: 100 -> 75
  - Health: 6000 -> 4000
- Stallia
  - Stall Duration: 12 -> 14
  - No longer deals damage
- Bramble Bush
  - Sun Cost: 125 -> 75
  - Recharge: 10 -> 25
  - No longer deals damage
  - Health: 2000 -> 300

- Gold Leaf
  - Recharge: 50 -> 20
- Tiger Grass
  - Sun Cost: 250 -> 200
  - Tiger Health: 250 -> 200
  - Damage: 20 -> 25
  - Dev Note: Stat isn't listed here, but he also reloads his tigers slower
- Infi-Nut
  - P-Food Wall Health: 10000-> 15000
- Teleportato Mine
  - Sun Cost: 125 -> 100
  - Recharge: 33 -> 40
  - Health: 900 -> 300
  - Area: 3x3 -> 1x1
- Sun Bean
  - Sun Cost: 0 -> 25
- Grimrose
  - Sun Cost: 25 -> 50
- Solar Sage
  - Sun dropped on planting: 50 -> 5
- Hocus Crocus
  - Sun Cost: 300 -> 200



- Puffball

- Recharge: 20 -> 60
- Poison DPS: 50 -> 25
- No longer stuns

- Witch Hazel

- Now turns zombies into Pumpkins with 900 health

Dev Note: We wanted to make Witch Hazel more separated from Caulipower, which will hopefully make it a more interesting auto target plant

- Solar Tomato

- Sun Cost: 130 -> 125

- Caulipower

- Recharge: 95 -> 40

- Stickybomb Rice

- Recharge: 10 -> 20
- Firing Rate: 1.35-1.5 -> 3.0-3.5
- CreatedBombPropagationMultiplier (whatever that is): 2 -> 0.15

Dev Note: I have no idea what that stat is, but having it be so high felt like it was probably a contributor to it being broken before. We just wanna make this gal not broken lol.

- Spore-shroom
  - Health: 300 -> 900
  - Damage: 20 -> 100
  - Fire Rate: 1.85-2.15 -> 6.85-8.15
  - No longer has the Stallia stall slowing ability
  
- Shine Vine
  - Sun Cost: 275 -> 0
  - Recharge: 30 -> 55 (45 starting recharge)
  - Sun Production: 50 -> 10
  - Sun Production Boost: 25 -> 75
  - No longer immune to frost
  
- Primal Peashooter
  - Damage: 20 -> 80
  - Fire Rate: 1.85 -> 4.85
  
- Primal Wall-nut
  - Smash Damage: 1500 -> 500
  
- Snap Pea
  - Sun Cost: 150 -> 175
  - Chew Time: 10 -> 15
  - Zombie Head Damage: 500 -> 1800

- Blockoli
  - Sun Cost: 150 -> 75
  - Health: 6000 -> 2000
  - Recharge: 10 -> 15
  - Damage: 100 -> 20
  - Attack Cooldown: 10 -> 30
  - Stun Duration: 3 -> 15
  - No longer able to be planted on water

- Boingsetta
  - Sun Cost: 150 -> 100
  - Health: 3 -> 300
  - Attack Cooldown: Infinite -> 20
  - Grid Item Damage: 1000 -> 500
  - Chill Duration: 11 -> 5
  - Now bounces zombies higher

- Hurrikale
  - Recharge: 15 -> 20

- Explode-O-Vine
  - Sun Cost: 200 -> 100
  - Health: 5000 -> 1500
  - Damage (On planting): 200 -> 100
  - Damage (On death): 1800 -> 500
  - Knockback: 50 -> 100

- Murkadamia Nut

- Sun Cost: 50 -> 75

- Regeneration Damage: 300 -> 100

Dev Note: We were trying to rework her to be something more interesting, but genuinely couldn't figure it out, so we just kinda gave up and undid some of the changes since she's not out yet and to not break the levels she's in.

- Gloom Vine

- Sun Cost: 50 -> 100

- Recharge: 5 -> 15

- Damage: 5 -> 80

- Noctarine

- Explosion Damage: 200 -> 20

- Cloud Damage: 20 -> 40

- Shadow Peashooter

- Sun Cost: 250 -> 150

- Recharge: 5 -> 25

- Powered Damage: 80 -> 20

- Imp Pear

- Health: 300 -> 3

- Ultomato

- Freeze Duration: 11 -> 3

- Chill Duration: 44 -> 7

- Red Stinger
  - Sun Cost: 150 -> 75
  - Recharge: 5 -> 10
  - Damage (Offensive State): 40 -> 8
  - Damage (Middle State): 40 -> 62
  - Projectiles now bounce after hitting zombies
  
- Escape Root
  - Now always transforms into a Potato Mine that does half the damage of a Potato Mine in a 3x3, this is a WIP for giving it its own explosion effect
  
- Holly Barrier
  - Sun Cost: 250 -> 200
  - Recharge: 15 -> 45
  - Contact Damage: 60 -> 45
  - Projectile Damage: 123 -> 300
  - Plant Food Projectile Damage: 500 -> 700
  - Knockback: 64 -> 120
  - Now immune to frost
  
- Mini Pea
  - Sun Cost: 1 -> 0

- SunPod
  - Sun Cost: 1500 -> 400
  - Recharge: 30 -> 20
  - Damage: 404 -> 600
  - Plant Food Damage: 1800 -> 600
  - Sun Bank Increment: 1000 -> 250
  
- Power Mints (except Enlighten-mint)
  - Duration increased to 90 seconds
  - Recharge increased to 850 seconds
  - Can no longer be Instant Recharged

## Zombie Changes:

- Super-Fan Imp
  - Health: 900 -> 500
- Lion Imp
  - Health: 270 -> 190
- Daredevil Imp
  - Armor Health: 500 -> 310 (has 500 overall)
- Ra Zombie
  - Health: 1000 -> 500
- Redneck Yeti / Yeti Zombie
  - No longer runs away after 10 seconds
  - Vanilla Slop's Yeti Hunter quests and Xmaskirmish 6 do not have this change, and use Yetis that run away instead
- Yeti Imp
  - Speed: 0.12 -> 0.22
- Spider Bot Imp
  - Health: 270 -> 190

- Drunken Hobo Zombie
  - Renamed (formerly Barrel Zombie)
  - Health: 1000 (barrel) + 1000 (zombie) -> 360 (barrel) + 190 (zombie)
  - Now eats faster when enraged
- Imp Dragon
  - Health: 1000 -> 500
  - Speed: 0.185 -> 0.22



- Blasphemyhead Zombie
  - Renamed (formerly Fuckhead Zombie)



**Bomb! - Remixed Assistant Dev** 04/29/2024 5:43 PM

can we rename fuckhead to blasphemyhead  
to fit with the world theme and also have a funnier word (edited)



**@Bomb! - Remixed Assistant Dev** can we rename fuckhead to blasphemyhead

**Cool Kid95 - Remixed Lead Dev** Today at 5:46 PM

Chat are we still doing this



**gpoeris - Remixed Assistant Dev** Today at 5:46 PM

hmmmmmm

it's a bit wordy but i do think it might be funnier overall



**Bomb! - Remixed Assistant Dev** Today at 5:53 PM

if we name fuckhead fuckhead mashu cant say his name  
this is the crux of my agrument



**gpoeris - Remixed Assistant Dev** Today at 5:53 PM

does he actually prohibit himself from swearing



**Bomb! - Remixed Assistant Dev** Today at 5:53 PM

yeah



**Cool Kid95 - Remixed Lead Dev** Today at 5:53 PM

damn, got me there



**gpoeris - Remixed Assistant Dev** Today at 5:53 PM

~~i also do that when talking out loud but that's besides the point~~ (edited)



**Cool Kid95 - Remixed Lead Dev** Today at 5:53 PM

I'm adding this as a note to the changelog

Also I redid Fuckh- I mean Blasphemyhead's almanac entry

- Hot Dog Imp
  - Now immune to shrinking, Thyme Warp, and being buffed by Cardio's brains
  
- Monk Imp
  - Speed: 0.185 -> 0.22
  
- Zombie Turkey
  - Speed: 1 -> 0.5
  - EatDPS: 100 -> 200
  - Dev Note: Same change scale applies to Domestic Turkey Zombie
  
- Jurassic Rockpuncher
  - Health: 1000 -> 500
  
- Stickpack Zombie
  - Health: 1000 -> 500
  - EatDPS: 100 -> 1000
  
- Mermaid Imp
  - Speed: 0.185 -> 0.22

# The April Fools Update

**Release Date: April 1st 2024**

## ChangeLog

- NOTE: This version is a modified version of The Far Future Update Hotfix Patch 2 with a couple of bug fixes featured in Hotfix Patch 3 added here early

- **Baldi's Basics**

- - **Peas now hath a 20% to crit. A 20% what? IDK man.**

# . American Suburbs

- - Sunflower now gives 15(ten) sun because we fuckin love aliens.
- - Floating Potato isnt shit anymore
- - Snow Pea now has a 55percent chance to [FREEZE.](#)
- - Chomper eats 5 zombies but no longer swallows them.
- -Repeater take 2 Minutes to attack since he's forgotten his function.

# . UMBER

- - Sumshroom's sun making skills have been changed.  
Phase1 : 300  
PhaseTwo: 50  
Phase 6: None
- - Eckplodonut now has 1 Health Compared to its previous 2.
- - ChillBloom now is REALLY cold. Cold enough to not freeze/chill anymore.  
Iceblocks take roids now. Shes.

# • FUCK YES ITS TIME FOR THE sky city

assult airspace

- - Lilypads takes roids now.
- - hearts blooms bleed the best!
- - Threepeter cant aim for his life.

- literally just fucking magnet shroom

- *plasma pea moves 100x faster . The game cannot visaully convey this due to the sheer SPEED(7) it has*
- - ***FRUIT STAR'S PEIRCE.***

- ***FRUIT STAR'S PEIRCE.***

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- ***FRUIT STAR'S PEIRCE.***

- ***FRUIT STAR'S PEIRCE.***

- ***FRUIT STAR'S PEIRCE.***

- The Magnet might plantsfoods when plants

## • *Original joke* (Twitterville)

- Sprout only sprouts sprout
- Goldbloom costs 375 sun.





**Bombseeds:** Deals no explosion damage BUT!!! But! Costs less.

- Play Undertale Yellow

◦ N/A

- Poisonous Potatoes have been removed in solidarity with gpoeris' plight

- **The place in the bible: Jesus**

- **Sapfling's sap brutally burns off the faces of zombies turning them into a gruesome red pulp. Due to budget cuts we aint animating that shit.**
- **Ghost Pepper no longer speeds up peppino and lasts forever. The Pepper buys less damage.**
- **Shrinking Violet now shrinks the whole board wow.**
- **Gatling Pea has its Bullshit Plantfoods back but now he is back. Riveting.**

- This Sucks Seas

- Spring Bean now LOVES trampolining. Joke is MY middle name.
- Sling Pea now shoots every angry bird.

- Goodbye pirate seas hello wild west!

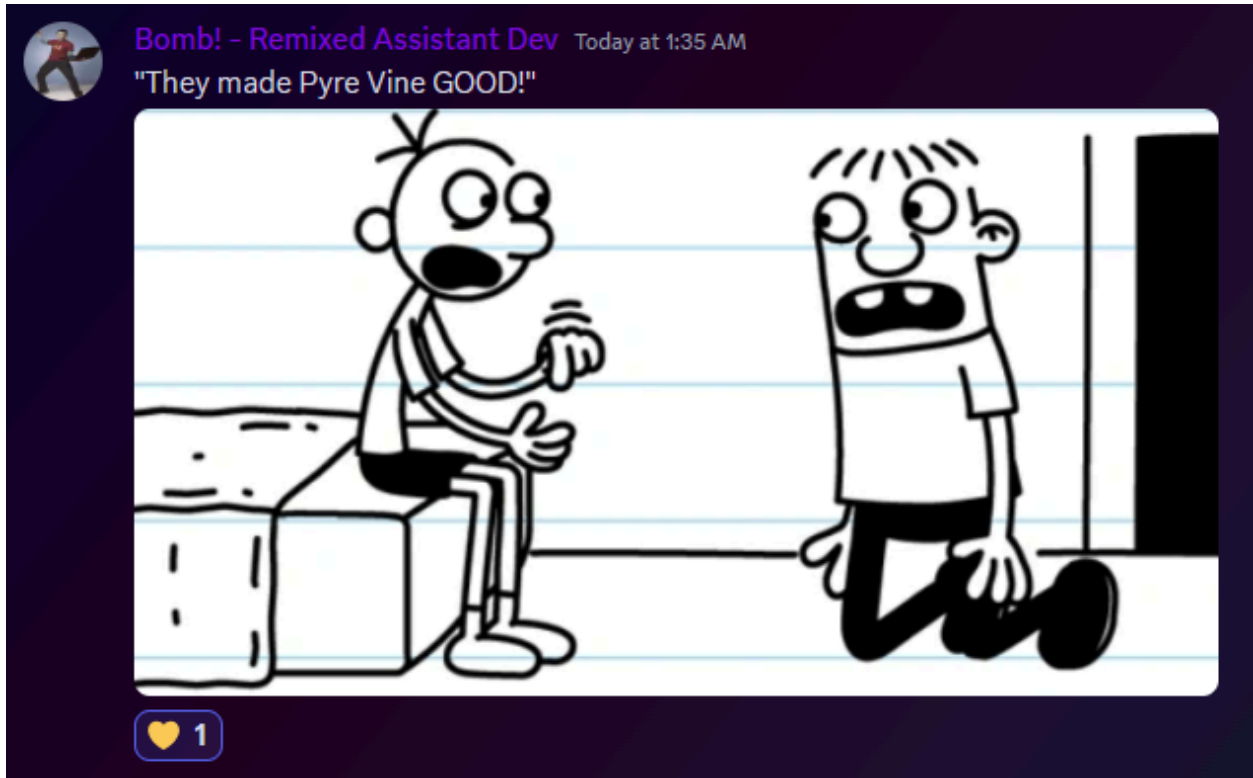
- *I dont feel like writing this one figure it out.*

- *Rian. Meta.*

- *Zoybean POD!!! What. He dont eat no more!! NO!!! FUCK! EDEGDGEGEDG  
EG WOOOOOORTH.*

- FROSTBITE AGES: CHapeter One: 9

- Peas (Fire) now shoots advanced shots. Guess what they do.
- VINE that consists of fire is unshit.



- Sweet potato is now a 7/7 Armor 17 Cost Plant in the Gaurdian Class.
- \Turkey pult gave the fuck up look at zoybeans change.

- **Power Vine Level 3**

- Power Vine but on crack

- Guava Lava is just..... plants..... Versus... zombies..... Doomshrooom

- **Pokemon RIP-OFF.**

- Teletater sticks to its name
- GUM. EVERYWHERE. Hi aaron.
- Goopea's gunk isnt gunky but it peas sure is



- Dveains nds aodsij mkl I CCANT FUCKING SPELL DEVIANT ART

- Sunbean more like Wall. Bean. Gottem
- The witch hazel is never the end of the The witch hazel is never the end of the HARDCODE STOPS  
THIS TRAIN



- The best damn world in the whole gosh darn game i tell you what! (SLAPS HOOD OF CAR) this baby has awesome and is the most religious pvz2 world

- I regret to inform you that neon mixtape tour has no plant changes for this update. Please grab you nearest sharp weaponry and hunt down the remaining remixed dev tem members for causing this unfortunate circumstance.

Or dont idc

- The 3rd (and 4th) Pack of Cards
  - Ancient sunflower is ancient
  - Grapeshot more like Grape. Gottem

- GUYS!!! THIS WORLD ISNT MESSIN AROUND!!!!  
This is bowling bulb now.

-  "Mo Money" Undertale Yellow OST

- [Everyone who value good level design's nightmare](#)  
[Listen to it.](#)

-  "Mo Money" Undertale Yellow OST

- WALMART PLANTS.

- Ulttomato is now perfect. NOT! XD

- Red Stinger uh he uhhh zzzzzzzz mimimimi zzzzzzzzzzzz mimimimi

- What does akee even stand for???

- Like

- Acidic

- Killer

- Even

- Ethanical!

- Something something evan joke

- Dartyjoke MIGHT be a bad shot. Its a 50/52 really.

- Intro Text now updated to pay respects to gpoeris

# The Far Future Update

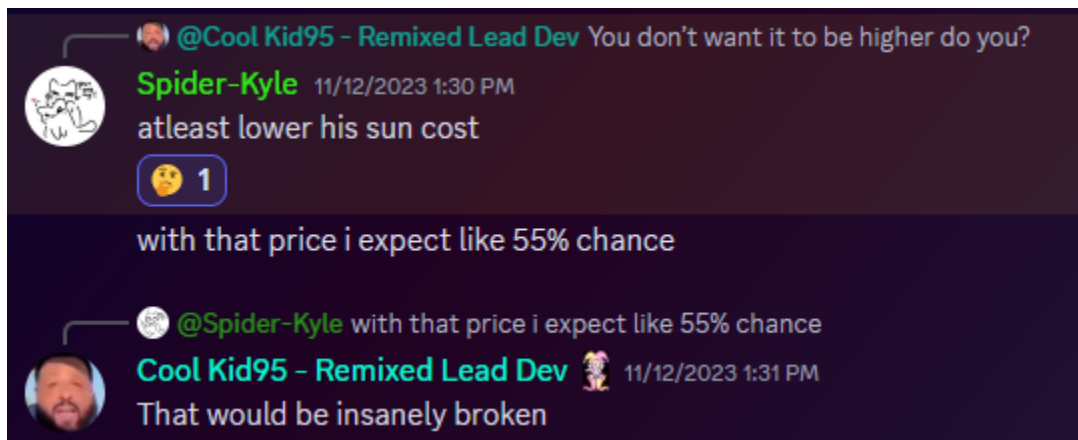
## Release Date: March 23rd 2024

### ChangeLog

- Far Future Days 1-25 have been added
- Far Future has a new map
- T-53 (Alternate Cut) is no longer treated as a Penny's Pursuit stage to avoid softlocks
- Contain The Nothing and Blasted Into The Stratosphere have swapped places as Lost City Bonus Levels to avoid softlocks
- The Prelude World Map has finally been added, after an immense struggle, due to issues with this change, all save files **MUST** be started over to avoid issues
- JM Portals now spawn Time Traveller instead of Hamster Ball due to a [softlock](#) in AE 17
- Mini Pea Nerfed, now does 2.5 DPS instead of 10
- Mini Pea Flavor Text Updated
- Levitater Nerfed, is now 100 sun more expensive and has 10 seconds added to both recharges, AKA it's back to being 150 like in the "good ol days" of Remixed where the mod sucked
- Missile Toe Nerfed, recharge is now 55 seconds longer, attack cooldown has gone from 15-20 seconds to 35 seconds, however since this nerf is so hard I figured I'd throw her a bone, her chill and freeze times are now both 10 seconds longer
- Bowling Bulb Nerfed, recharge is now 5 seconds longer
- Bowling Bulb Buffed, now costs 50 less sun cause gpoeris wanted it for some reason
- Banana Launcher Nerfed, takes 5 more seconds to reload

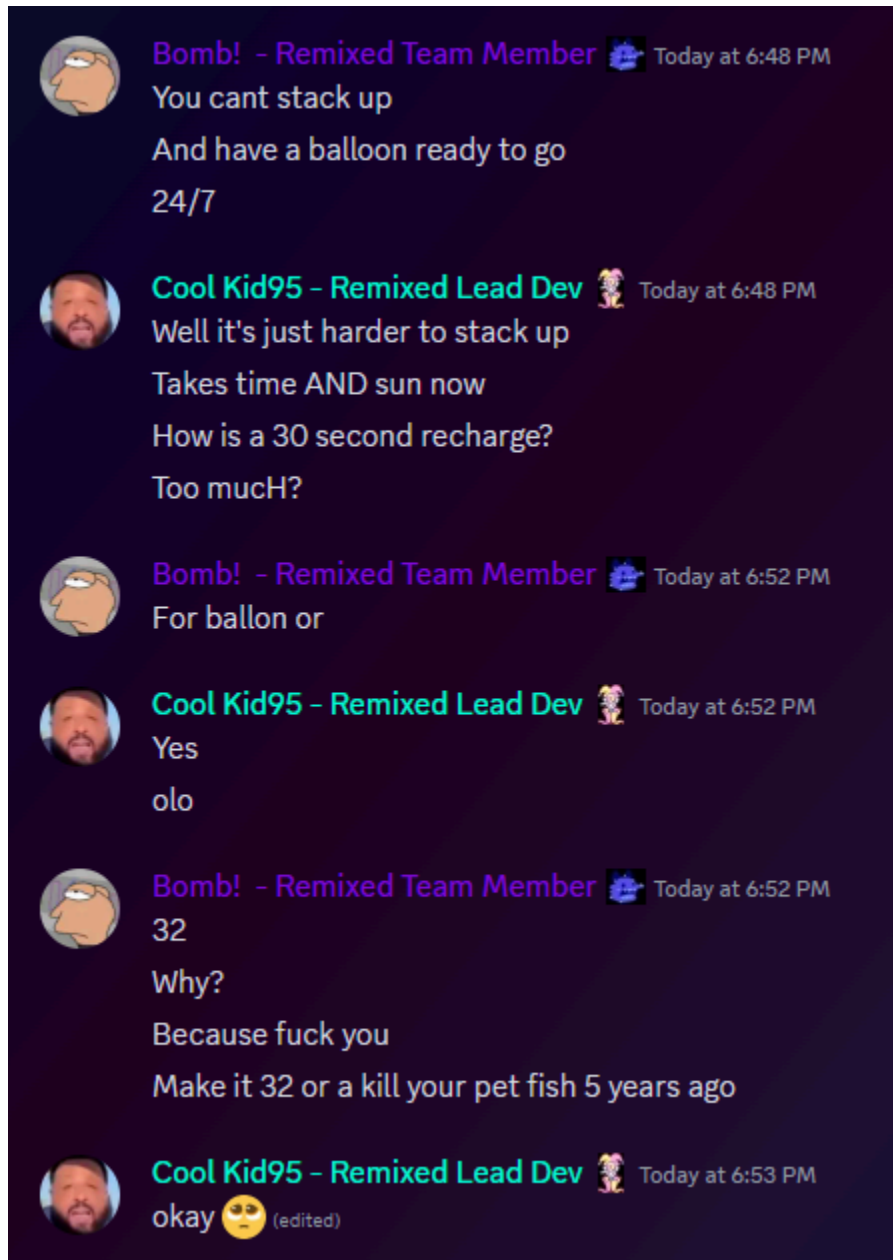
- Dazey Chain's puff movement speed reverted because it made the plant insanely fucking broken and ruined the fucking meta
- BUG FIX: Primal Peashooter's pea now travels at the normal speed of a pea
- Blastronaut is now slow, like half the speed of a normal jetpacker or so, the jetpack was just too heavy guys
- BUG FIX: T-60 is no longer broken, it's been randomly crashing the game for people when opening it (really bad) and I have no clue why
- You no longer have to wait out failsafe timers in T-12 and T-59
- BUG FIX: Fixed Typo in Redneck Yeti's code that may or may not make the game crash whenever he's in a level (if this is actually a problem, then Wild West may have been unplayable in the previous update, fuck), this may also be why T-60 crashes the game, since he's spawned in via a Portal in the final wave
- Cabbage-Pult nerfed, 5 more seconds added to recharge and 25 sun added to his cost cause he's really solid and invalidated Peashooter right from the get-go!
- Cabbage-Pult's flavor text has been updated to mention his splash since he's frequently skipped over by players who don't know any better.
- Cactus has been reworked into a heavy hitter with buffed stats all around but a higher cost
- Explode-O-Vine Nerfed, is now 75 sun more expensive
- Bramble Bush's health has been halved to a cool 2500
- Evil Leafy has been purged from the game

- Hot Date Nerfed, is now 6 Sun more expensive, bringing it up to 75 Sun. It used to be 69 Sun as a reference to the plant's uncomfortably suggestive moans, but no one fucking got the joke and thought it was just SIXTY NINE FUNNY with no deeper meaning. I was tired of people pointing it out whenever I used Hot Date in gameplay, YOU ALL DID THIS!
- Buttercup Rebalanced, Sun Cost has been reverted from 75 to 25, recharged lowered from 20 to 15, and damage lowered from 100 to 50
- Rhubarbarian Nerfed, Sun Cost raised by 50 to 200
- Infi-Nut Rebalanced, is now 25 Sun Cheaper but has halved health
- Primal Potato Mine Nerfed, now spawns only 3 clones instead of 5, because 5 was fucking ridiculous and broken
- Snow Pea Nerfed, chance to freeze has been halved because it made the meta slightly worse, although some people aren't happy with this change





- Boom Balloon Flower Nerfed, 27 seconds added to recharge for a total of 32 seconds total. It was meant to be 30 but Bomb threatened me 🙄🙄🙄



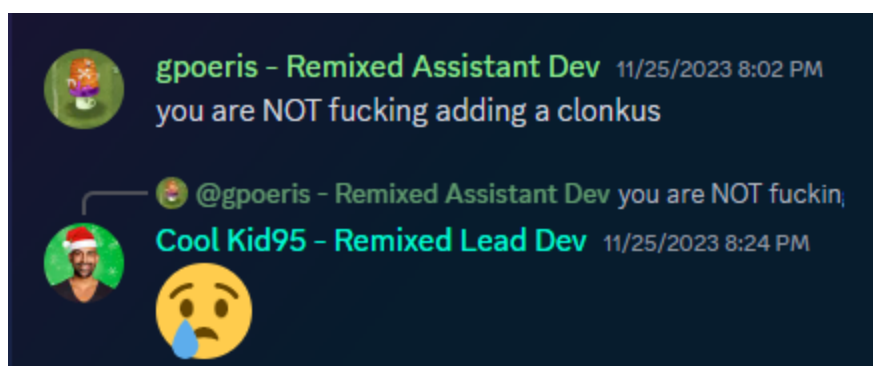
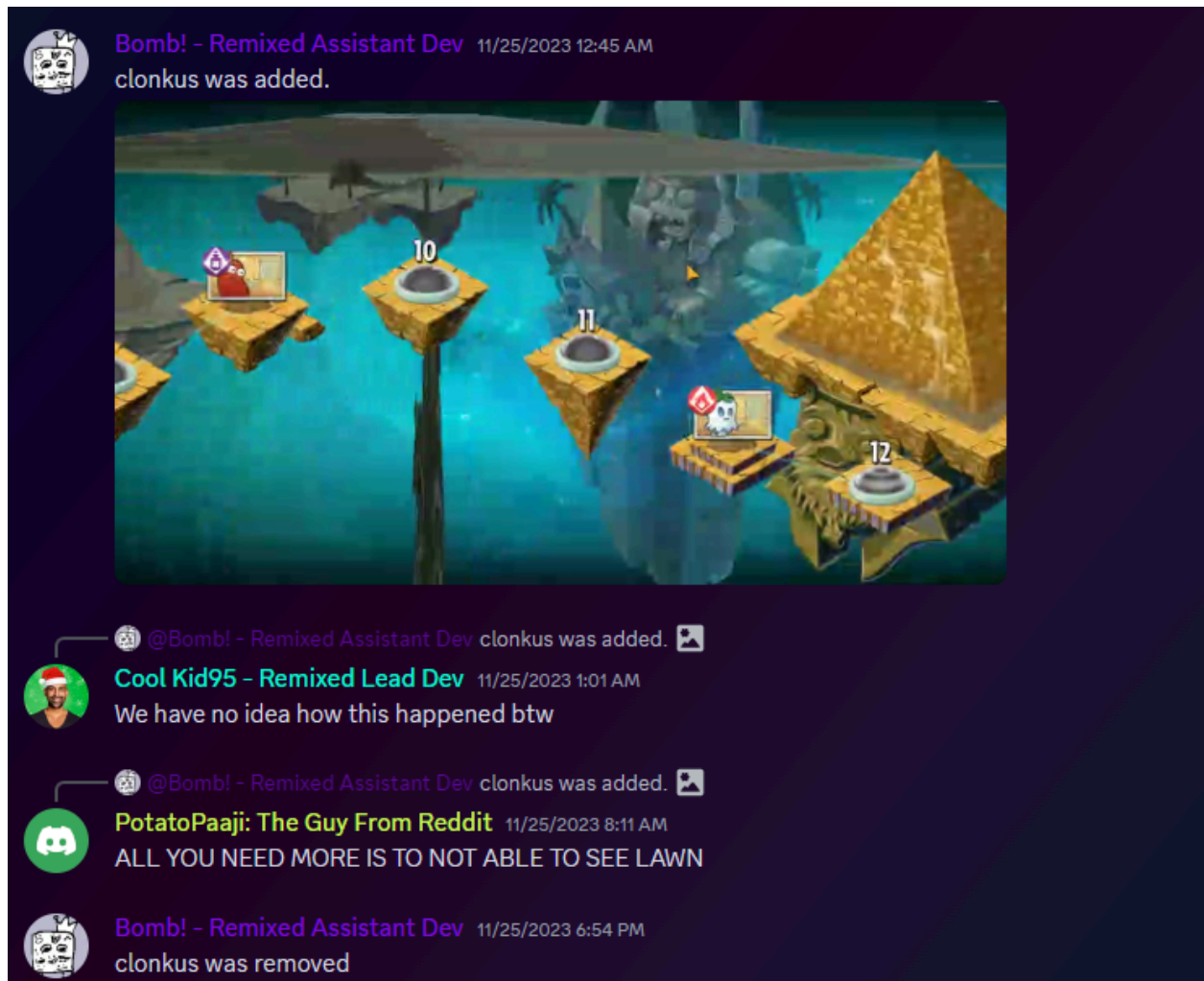
- Citron Nerfed, Sun Cost raised by 50 because he still is totally amazing
- Splash Butter removed from Kernel-Pult because it made him way too OP, it was a fun idea, but it just didn't work

- Garg Battles and Goodbye Stages remade for all MAIN CAMPAIGN worlds
- Ancient Egypt Day 16 no longer has the super mega bullshit grave spawn on the final wave
- Pirate Seas Day 9 has been replaced by a new level made by gpoeris, I had him make it since he was always the original's biggest critic, it's a beautiful poetic irony or something
- AE 6, AE 12, AE 18, PS 13, and FBC 22 are being remade by Bomb! for a variety of reasons (aka they're all mid)
- Dodo Rider reworked, now flies over all wall and trap plants (even if it doesn't actually work out for him, he'll still try, it's the thought that counts)
- Explode-O-Nut and Hot Date again have been nerfed for balance reasons, their recharges are now exactly halfway between the plants they're fusing together
  - Explode-O-Nut's recharge is now 22.5 Seconds
  - Hot Date's recharge is now 17.5 Seconds
- PS 18 nerfed in several ways due to being too hard, and then a second time lol
- Frostbite Caves Day 5 remade by gpoeris Cool Kid95
- BUG FIX: More Walls are banned in Demolition Derby
- Lost City Gravestones now drop 10 Sun instead of 50 Sun to try and fix the difficulty issues that made the world so utterly mid (Lost City? More like Lost Midil!)
- Lost City Day 7 has been heavily reworked to make it actually work with its gimmick
- Lost City Day 9 is now a placeholder because we can never seem to get this level to work smh

- PeaPod's Plant Food was buffed to be AWESOME!!! (I may have gone overboard)
- Removed Herobrine
- Apple Mortar's damage has been reduced by a third and his stun time by 2 thirds because he was so broken he made the game not fun, might get a price hike later too, his brokenness also led to one of our players playing the mod with only Apple Mortar and enjoying it less as a result, truly terribly balanced before
- Remade ALL The Prelude Goodbye Stages EXCEPT Climactic Chaos' because it already got remade last update. While T-30 ALSO got remade Last Update, it EEEERRRRRM needed to be remade again!
- Robo Bucket Zombie now goes at a reasonable speed
- Hyper Fan Imp has been buffed all around in an attempt to fix his issues, it didn't fix the core issue, THANKS HARDCODE!
- Gold Tiles have been heavily nerfed
- The Endless Zone exiting text has been made even more unclear as a parody of how unclear it is in vanilla
- AE now has a night background for the prelude because it looks cool
- BUG FIX: Invisible Levels in FBC and LC now show up
- Zombie spawns in Lost City Day 4 made much more dense and harsh
- Escape Root Buffed, he's now 225 Sun cheaper at 75 Sun
- Pirate Seas Day 5 Dialogue entirely replaced due its mediocrity, and cause Bomb! Had a better idea for it
- T-11 dialogue updated to be AWESOME

- T-24 has new dialogue, note: the new dialogue calls back to dialogue for Cartridge Game (slated to be written by gpoeris) that hasn't been added yet
- Added [EVIL SPRING BEAN](#), a variant of Spring Bean that launches Zombies forward, only seen in a certain Far Future Level...
  - He's officially named Scheme Bean, Bomb! gave him this name
    - He says it's peak and that anyone who disagrees will be sent to the incinerator and die
- Bloomerang reworked, now hits only 5 Zombies instead of 27, but does 35 DPS instead of 30 now, this was done in an attempt to make him stand out from Laser Bean and be more interesting or some shit
- Chair Racer now moves at half the speed cause he's annoying as fuck
- Bloomerang flavor text now updated to say 5 instead of 27
- Find More button and text have been updated because rip leveling
  - Also added some new text to the button if you have a plant ready to level up, because you **SHOULDN'T, CHEATER!**
- Gauntlets are now free, because Arena isn't beneficial enough to justify them not being free
- T-3 no longer has unusable P-Food
- Art Scale Zombies are now smaller
- Removed the extra pre-placed Lily Pads from T-25
- T-13 doesn't display objective twice now
- T-12 no longer has Blover and the eighth seed slot
  - It now uses 7 slots
- World backgrounds for upgrades changed to Modern Day

- Clonkus was added (unintentionally)



- Clonkus was removed (it made gpoeris feral as Bomb! says)

- FBC 25 unlocks the trophy properly, for real this time
- Boss Vase now uses a regular Gargantuar instead of a Vase Gargantuar
  - This level will be replaced in the future, but it's just here to make it possible in the meantime
- All lawns should have the proper Gargantuars when you use Hypno PF now
- Summer Bug now drops a Party Raver, Party Raver is no longer big basic Imfao
- Caketank doesn't stop offscreen
- Zomboss fights now forcetoworldmap
- Cartridge Game renamed to The Tutorial (why was it called that?)
  - UM WELL gpoeris, IT'S A REFERENCE TO THE LEAPSTER, IF YOU WERE CULTURED AND HAD A LEAPSTER GROWING UP, YOU'D UNDERSTAND!!!
- Backpacks and surfboards have their grid item class back so that they no longer function like shit
- Debug Text in The Intro Sequence removed, finally
- And probably a bunch of other undocumented presentation tweaks, gpoeris made a bunch of epic fixes, he documented as many as possible for me to add here, but may have forgotten to document a few, just to clarify
- Unreleased worlds are now hidden on the world map, except Far Future since it's in development
- Ancient Egypt info tab now crashes the game (this is a glitch)
- Removed The Level Packs System, aka Prelude Map Jank since we finally have the prelude map and all that
- Travel Log is now correctly enabled
- Tutorial Pinata is now named The Bloom & Doom Lore Piñata

- Tutorial store tab is now named LORE (But No Ethan)
- Turbo Button Tutorial enabled
- Lettuce removed from the salad bar
- Tabs in the Travel Log have been renamed to reflect their usage in Remixed



- BUG FIX: Blastberry Vine isn't secretly disgustingly powerful anymore
- BUG FIX: Blastberry Vine's plant food no longer temporarily freezes the game (At least not by itself)
- BUG FIX: Lost City Night 25 no longer crashes the game during Zomboss's Phase 3, this was done by remaking the level entirely
- Wild West Day 17 remade by Bomb! (with the same joke and theming) to turn this joke level from meh to good
- T-46 remade by Cool Kid95 to be like actually a level that has depth

- Lost City levels 13, 16, 18, 19, 21, and 22 remade by Cool Kid95 in an attempt to make this world less shit

|            |                                                                                     |
|------------|-------------------------------------------------------------------------------------|
| S          |  |
| A          |    |
| B          |    |
| C          |    |
| D          |                                                                                     |
| E          |    |
| F          |                                                                                     |
| UNRELEASED |    |

- Like Lost City is the only world in Remixed I feel is actively bad, above are my personal thoughts on every currently released world at the time of writing. F is shit, E is bad, D is meh, C is fine, B is good, A is great, and S is amazing, idk if I'd actually say Lost City is terrible, but it sure fucking feels like it, that's why I'm trying to make it fucking better cause this world fucking sucks and is only held up because it has a few genuinely good to really good levels in it
- Wild West Day 15 updated to have better wave progression
  - The notorious 1 Imp Wave has been kept for its iconicness
- BUG FIX: EM-Peach is no longer misspelled as EM-Peace
- Feastivus Basics, Gargs, Imps, and Camels are now immune to chill



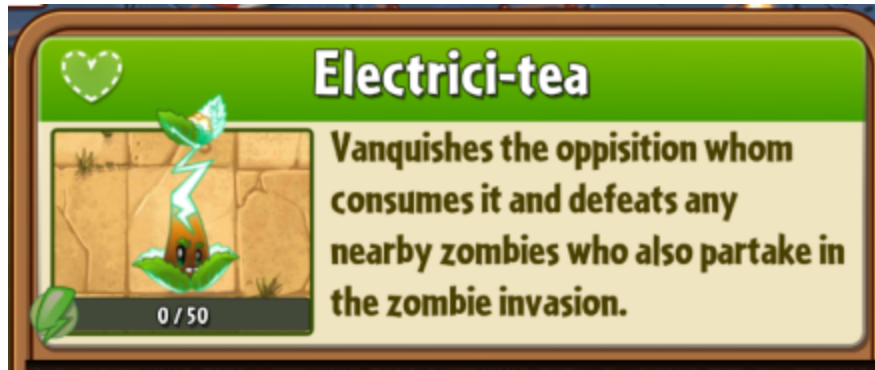
- Text added to explain the SECRETNESS of Penny's Pursuit
- Arena is now disabled for the time being due to issues with The Prelude Map
- Added an endless zone for The Prelude called "Tutorial" of Terror, due to issues it is currently none functional
- Mecha Monkey HP and Speed Halved
- Mecha Monkey now drops a Gold Coin instead of a Silver Coin
- Magician Zombie's chance to spawn multiple doves has been heavily lowered, along with an easter egg where on EXTREMELY rare cases, he'll spawn 100 Doves and steal everything
- Daredevil Imp HP nerfed heavily
- Fire Pea is now 50 Sun more expensive
- Sunflower's recharge is 3.5 seconds faster to give her a unique edge over her kin of being a more spammable yet overall worse sun producer who has a stronger early game but weaker late game than her kin
- Strawburst Small Berry Reworked to have splash like the others but less damage
- Strawburst stun buffed
- All Main Campaign Day 20 Vasebreakers replaced by non Vasebreakers that are actually fun levels that aren't utter trash (except FBC cause I like that one)
- Early waves in T-49 nerfed due to the level being low key cancer if you weren't staying on meta
- T-52, T-53, and T-54 have harsher early games to keep them interesting

- Roman Ballista has been heavily nerfed to make him more fun and less painful
- T-38 has been replaced for the 4th time by an improved roman caesar fight due to true as fuck complaints by Bomb!
- T-45 has been replaced by Bomb!, and it's COOL!
- Moonflower Plant Food Buffed to actually be GOOD because it was underwhelming
- Electric Blueberry Plant Food Buffed to actually be GOOD because it was underwhelming
- Lightning Reed Plant Food Buffed to actually be GOOD because it was underwhelming
- Remade Lost City Day 3 to be more interesting
- Remade Lost City Day 6 to better introduce its mechanics
- Remade T-23 to be more memorable, it also utilizes a new grid item exclusive to this stage called the Corporate Casket
- Added sprites for Gifty Graves drawn by Cool Kid95, they don't fit the art style like always and look out of place but it's the best we could do, the design used in-game was voted on by the community
- Colored in the sprites for the Coffin grid item (first being used in Corporate Casket)
- All Ultimate Battles remade by Bomb! to actually be fun and not UltiMID Battles
- More anti cheating secret text added
- Mint family lists removed for outdatedness
- New dialogue added to The Tutorial
- Rotobaga damage and cost halved because it ruined its niche as supporting fire

- Tiger Grass Sun Cost raised by 100 Sun to 250 Sun, DPS and other stats nerfed
- Boosted Plants removed from T-25 for trivializing the level
- T-22 has been remade to properly introduce the tides mechanic with a wacky constantly randomly shifting tide
- PeaPod recharge lowered by 2.5 seconds to give him more purpose
- BUG FIX: Several Levels in Flood don't have Flag Zombies due to a holdover issue stemming back to The Original Demo, this has finally been fixed
- T-26 now has some Snorkels cause why not
- T-51 replaced again to be a proper world intro
  - The old T-51 is now a Bonus Level, partially due to Bomb!'s suggestion
- AE Day 10 replaced by an actually fun Cleopatra intro
- Default Name changed from "User Dave" to "Dandex Fan" as a niche reference to the PP.DATs the player needed for the mod to function properly in the old versions, and the Mod's Founder, RZ by extension
- Electric Peashooter recharge tripled to 30 Seconds to avoid people from spamming him down and cheesing levels
- Electric Pea can no longer be imitated
- Power Lily can no longer be imitated
- Sling Pea's cost lowered by 75 Sun to 400 Sun and recharge decreased by 5 because he's too underused by players
- Sling Pea splash damage restored
- New almanac entry added for Explode-O-Nut to match its current state in the mod

- Quotations around Bomb! Almanac entries removed since he's a part of the team now and his style is very distinct
- Cactus shadow fixed
- Unlocking plant text changed to reference the PvZ2 Fake Leak
- Flavor Text for Blockoli, Explode-O-Nut, and Explode-O-Vine changed to be more helpful
- 2 Block Troggs removed from FBC 13
- Slider Tiles removed from FBC 8
- Blover locked to loadout in FBC 8 is now a Garlic
- Harder early game and slider tiles added to FBC 10
- Burning Rage ambush for JM renamed to Volcanic Panic
  - New Ambush from Zombies rising from the Volcanic Panic lava named Zomburn
- Flag Zombies are now somewhat faster than normal basics
- FBC Day 16 replaced
- FBC Day 21 replaced
- AE Day 21 replaced
- T-20 dialogue improved
- T-30 dialogue improved
- T-45 dialogue updated to match the level's current version
- Zombie almanac order tweaked

- Various flavor text updates done by Cool Kid95 and gpoeris
  - Also Bomb! did the new Electrici-Tea one



- Guacodiles removed from T-21 for ruining the level
- Prepicked Lilypad in T-21 replaced by Guacodile
- Amogimp almanac entry added
- Plague Bringer almanac entry added
- Sprites for Plague Bringer finally added
- Pokra DPS halved due to a request by MC-Devin
- Shadow-Shrooms in T-32 replaced by Burnades so players don't cheese the entire level
  - Sorry Bomb!, but now you can't cheese this level with your CRIMES AGAINST HUMANITY anymore
- Burnade flavor texts improved
- Sprout reworked, spawn table made more dynamic and germination time has been made faster
- Sprout flavor text updated to talk about his rework
- T-55 improved in many ways
- T-56 improved in many ways as well
- T-47 Fire Pea replaced by Guacodile because Fire Pea is fire, but the level says fire safely kills Carnie Imp Virus, but only Jalapeno actually does and it misdirects the player
- Sweet Souls improved

- Wild West Day 11 improved, made specials focused, made waves more dense, moved up tide, replaced Spikeweed with Electric-Tea
- Wild West Day 4 remade
- Wild West Day 5 remade
- BUG FIX: Seasonal Ponchos now correctly act as 25% and 75% variants

 \*PvZ2 Remixed Codenames.txt - Notepad

File Edit Format View Help

## Wild West:

Cowboy Zombie - cowboy  
 Cowboy Conehead - cowboy\_armor1  
 Cowboy Buckethead - cowboy\_armor2  
 Cart-Head Zombie - cowboy\_armor4  
 Cowboy Flag Zombie - cowboy\_flag  
 Chicken Wrangler Zombie - chicken\_farmer  
 Zombie Chicken - chicken  
 Domestic Chicken Zombie - chicken\_battlez  
 Poncho Zombie (0%) - poncho\_no\_plate  
 Poncho Zombie (25%) - feastivus\_poncho  
 Poncho Zombie (50%) - poncho  
 Poncho Zombie (75%) - spring\_poncho  
 Poncho Zombie (100%) - poncho\_plate  
 Prospector Zombie - prospector  
 Old Farmer Zombie - sportzball\_wizard  
 Bull Zombie - west\_bull  
 Rodeo Legend Zombie - west\_bull\_veteran  
 Redneck Yeti Zombie - holiday\_treasureyeti  
 Pianist Zombie - piano  
 Candy Loving Imp - west\_bullrider  
 Candy Loving Gargantuar - cowboy\_gargantuar  
 Zombot War Wagon - zombossmech\_cowboy2

- Wild West Day 3 renamed from "Mort The Chicken" to "The Worst Level In Pizza Tower" out of spite
- Wild West Day 13 wave spawning improved, as well as somewhat reworked in general
- Wild West Day 18 wave spawning improved
- Wild West Day 19 wave spawning improved, as well as somewhat reworked in general
- Zoybean Pod nerfed, recharge is now 20 seconds longer bringing him to a total of 25 seconds
- T-18 remade to use the gimmick in an actually interesting way, instead of being boring nonsense
- T-58 remade to remove the Old Remixed Stench
- B-8 BETA and Zomboss Time Paradox Team Up replaced by T-38 ALPHA and PS 9 BETA
  - Idk which one replace which, gpoeris did that for me
- Chefster removed from the Neon Mixtape Tour portals due to his removal as a special from Neon Mixtape Tour in our plans for the world
  - At least as a normal Zombie
  - He was also replaced with Breakdancer
- Amogimp removed from Big Wave Beach portals as he's now officially a The Tutorial Zombie
  - He was replaced by Surfer
- Several Bonus Levels in AE, PS, and WW replaced or reworked
- Jurassic Marsh Basic Variants now move at a normal speed
- Time Traveler Zombie made less tanky and slower

- Electric Pea's P-Food has been nerfed very begrudgingly, it was a fun board clear, but a strong plant having a board clear plant food just feels unfairly balanced, as most other board clear plant foods in Remixed come from overall more meh plants
  - Also A CERTAIN SOMEBODY was just only using E-Pea's plant food to beat stages without using any actual thought in their set-ups and it was pissing off the entire dev team
    - The Potato That I Paajioli
- Pea-Nut got real
  - Pea-Nut's projectiles are now hyper-realistic and awesome
    - They also deal visualless stun now
- BUG FIX: Tumbleweed instakill ability removed as has been intended for a while now
- Rent-A-Plant text updated and changed to be called BORROW-A-PLANT
  - It also comes with new lore!
- Unreleased Worlds are now gated with impossible levels so you can't cheat to get unreleased plants so easily
  - It also comes with funny new gpoeris written dialogue
- BUG FIX: AE 13 no longer has Mummy Gargs
- All Bonus Levels are now unparented, so they can be played in any order in the travel log and so special unlock ones can't be cheesed
- Zomboss Fights now drop trophies as the cash rewards are now in the travel log, for extra coolness, and so you can't money farm



- Bonus levels built off of Penny's Pursuit levels no longer have the modules, meaning no perks sadly, but also no SOFTLOCKS!
- BUG FIX: Disco Jetpack Zombie no longer uses the Far Future lawn in its background
- BUG FIX: Deflector Zombie no longer uses the Far Future lawn in its background
- BUG FIX: Zcorp Conehead no longer has the water background
- BUG FIX: Computerhead Zombie is no longer misgendered as a "he"
- Cannonballer Zombie flavor text improved, with a weakness section added
- Vanilla Slop Quests and any other leftover in the code Vanilla levels (used in Remixed or not) that's not set in Wild West but uses Wild West rails have their rails changed accordingly
- BUG FIX: Redneck Yeti's almanac entry is no longer written in red
- BUG FIX: Ultra Yeti's almanac entry is no longer written in red
- Yeti Quests in Vanilla Slop now use Feastivus Zombies when applicable, use the Feastivus Lawn, and require you to kill the Yeti so they're less of a lazy clone of already lazy levels



**gpoeris - Remixed Assistant Dev** Today at 2:21 AM

I want to fix up the Yeti quests  
Because they are so pathetically bad right now  
Just random other vanilla slop level but with one (1) yeti spawn



**Cool Kid95 - Remixed Lead Dev** Today at 2:22 AM

How do you wanna change them?  
If you change them  
Are they are even Vanilla Slop anymore?



**gpoeris - Remixed Assistant Dev** Today at 2:22 AM

Just swapping the lawn and zombies to Feastivus  
And maybe requiring you to kill the yeti  
That's all



**Cool Kid95 - Remixed Lead Dev** Today at 2:22 AM

Thesse questions have plagued even the hardest of scholars from ancient cheese.



**gpoeris - Remixed Assistant Dev** Today at 2:22 AM

We can still keep that ✨ vanilla slop style ✨

@gpoeris - Remixed Assistant Dev Just swapping the lawn and zombies to Feastivus



**Cool Kid95 - Remixed Lead Dev** Today at 2:22 AM

Wow, you can do all that?

Good luck

Sounds pretty neat actually.



**gpoeris - Remixed Assistant Dev** Today at 2:52 AM

Okay cool it worked!



**Cool Kid95 - Remixed Lead Dev** Today at 2:57 AM

Oooo

- Yeti's entry no longer mentions appearing in Ultimate Battles
- Chicken and Weasel's entries are updated to not call them "Chicken Zombie" and "Weasel Zombie" because gpoeris found that so weirdly off-putting, much to my chagrin
- Yetis in Climactic Chaos levels have been replaced by more fitting Zombies
- Yeti removed from Prelude Zomboss spawn list
- Added flavor text and almanac entry for Chefster, by gpoeris, along with several other Zombies which I'm too lazy to list which lacked it before
- Vanilla Credits replaced by a new set of credits for PvZ2 Remixed
- Ancient Egypt Day 16 replaced by a new remake that forces the player to use Sprout strats to win
- Ancient Egypt Day 17's foreigners replaced so the ones from the portals have more purpose and so the level's concept makes more sense, portals have also been spread out along with some other tweaks
- Lost City Day 10 replaced by a remake that tries to properly introduce Shovel Guy and Umbrella Gal instead of being a nothing burger level
- Pirate Seas Day 19 replaced by a shitpost boss fight
- Added Cancer Cannon, a new Zombie that's the Miniboss of Pirate Seas, it's a Pirate Cannon that shoots Super Fan Imps, but at a decreased rate and speed to keep it fair, he's low key a total shitpost, but I tried to balance him to be fun and fair if possible

- Updated Miniboss flavor text to say which world they're the miniboss of for flavor
- Updated Zen Garden dialogue to talk about its non functionality in the mod and tell players not to use it cause it won't work, but done in a silly way that pretends to take itself seriously for comedic effect and LORE
- The Tutorial Lawn is now the ZCorp Takeover Lawn
- BUG FIX: Giga Garg NEO now properly throws his Super Fan Imp in levels where it didn't work before
- Sapfling Nerfed due to it dominating the meta, sun cost has been doubled and its recharged quadrupled as well as several select zombies being made immune to sapped in an attempt to make it more interesting
- Redneck Yeti is now finally different than normal Yeti, he's now weak to fire instead of fire immune but immune to all forms of slowing and stun
- Stickybomb Rice stun time increased again but damage decreased along with some other rebalancing stuff to try and overall nerf it but make it more interesting and fun to use
- All New and Highly Reworked Specials have dialogue explaining them in their intro level
- Ultomato nerfed to have 90 Second Recharge all around because of Paaji
- All MAIN Power-Ups now last for a uniform 4 seconds

- All 5 Power-Ups from the Power-Up Tutorial are now in the power-up holder by default, the power-up holder has also been moved so that they properly fit. Also bug fixing the issue where they would overlap with the shovel in said tutorial.
- Power Butter made more expensive but more useful
- Prospector's health has been halved, but its explosion time is now 11 seconds faster so he's less of a pushover
- Pianos are no longer insta-killed by Endurian for balance reasons
  - And because it gave Bomb! gamer rage
- Pea-Nut is no longer immune to Punk's kicks as it's too niche of an ability to matter and most of the dev team didn't like it for that reason
- BUG FIX: ArtScaled Zombies now show up at the correct size in the almanac
- ZCorp Helpdesk Nerfed due to being way too annoying and not fun to fight, his laptop now deals less damage but has less health, damage also passes through the laptop
  - Because of this Boom Balloon Flower is now a Helpdesk counter, since it does exactly the health Helpdesk has in damage and doesn't let him throw the laptop

- T-24 has been updated to remove several random lilypads, adding more Zombies including Gargimp Legal, and giving it actually interesting locked plants
  - Boom Balloon Flower because it was in the Ultimate Battle AND to show how it counters Helpdesk and Blooming Heart to show you how it (the plant you unlock last level) is a good counter to Snorkel (the zombie this level introduces)
- Citron PF Buffed to make it more useful
- Cold Snapdragon's PF now deals the same amount as Hot Snapdragon's for consistency
- Disco Jetpack has been split into 2 Zombies: Disco Jetpack and Back-Up Dancer Jetpack
  - The former is the one that acts like how Disco Jetpack HAS been acting in Remixed and is the one encountered in The Prelude
  - The latter is the one that acts like vanilla Disco Jetpack, and is the one spawned by Disco Mech
    - He also appears in place of the proper Disco Jetpack in T-13 and B-4 due to a glitch that we are trying to fix
- The main powerups are now grouped together
- The upgrade that increases powerup duration now has a name instead of just saying  
UPGRADE\_POWERUP\_DURATION\_1
- The keys and trophies now match the world order
- Blooming Heart's max damage is now higher in an attempt to make it more useful

- Gatling Pea's recharge is now 13 seconds longer, totaling up to 23 seconds, I wanted it to be 20 seconds (a nice rounded number), but Bomb! INSISTED OTHERWISE
- Pirate Seas Day 2 updated and improved to be a Swashbuckler Intro
- Pirate Seas Day 4 updated to remove the gravestones in an attempt to make PS levels more varied
- Pirate Seas Day 11 remade to be an endangered plants stage that takes advantage of the dangers of Barrel Roller and Cannonballer
- Pirate Seas Day 17 remade to be more interesting and not a minigame anymore, aka not a locked and loaded
- Pirate Seas Day 3 remade to vaguely introduce barrels
- Save File Select text updated and changed
- External Link text updated and changed
- PopCap Website Link changed to a placeholder
- Power-Vine DPS halved from 10 to 5 per bolt
- Winter Melon recharged tripled to 30 seconds
- Well I rebalanced Goo Pea, I lowered the cost, slightly buffed projectile damage, made the poison trail last for a 5th as long as it used to, cut down the ball poison DPS by a third and made it take 6 seconds longer for all that damage to go through, the slowing from its PF trail is also a lot stronger, to give the trail more use in the much shorter time it's up. It also costs 325 now cause gpoeris wanted that, but then it got bumped up to 375 cause Bomb! didn't like that. Balancing can be so complicated, am I right?
- Enchant-Mint now hypnotizes way more Zombies to make it on par with other Power Mints

- World Descriptions rewritten
- The Tutorial now has a world description
- The really badly worded text from Vanilla "The {PlantName} cannot be used on this level." has now been changed to "{PlantName} cannot be used in this level." and other similar rage inducing vanilla bad Englishing
- T-33 and T-34 have had their minecarts and Snapdragons removed to add variety and make those levels less cluttered
- Some PS levels adjusted to remove Minecarts, Graves, and unneeded specials to improve the world
- Game now acknowledges Sun Producerless runs
- EM-Peach's radius is now the same as vanilla, and it's now 50 Sun
- Laser Bean now has 10 more seconds added to the recharge, totaling up to 15 seconds
- Citron's splash damage halved so now the splash can't kill a Conehead, it also shoots a bit slower



**gpoeris - Remixed Assistant Dev** 03/04/2024 10:08 PM

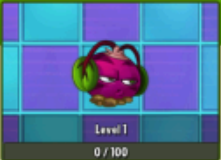
Citron splash damage is pretty absurd, I feel like it shouldn't kill coneheads

- Magnifying Grass's damage has been halved, like it deserves
- Tile Turnip's first 2 plantings are now 200 Sun (it's still 1000 Sun after those 2 tho), and it's recharge has been quadrupled to 40 Seconds
- Teleportato Mine's starting cooldown is 10 Seconds longer
- Spore-Shroom nerfed due to being too good, damage has been halved AGAIN so it's just PvZ1 Snow Pea but Vine with the stupid Spore-Shroom power



- Blastberry-Vine has been given a minor HP buff so its descriptions aren't technically a lie
- Phat Beet majorly reworked to be more fun and interesting

 **Cool Kid95 - Remixed Lead Dev** Today at 6:02 PM  
Something's changed... And Bomb!'s to blame! Did he cook?



Level 1  
0 / 100

cool button

|                         |                               |
|-------------------------|-------------------------------|
| SUN COST<br><b>150</b>  | RECHARGE<br><b>5</b>          |
| TOUGHNESS<br><b>300</b> | DAMAGE<br><b>45</b>           |
| RANGE<br><b>3x3</b>     | FAMILY<br><b>Enforce-mint</b> |

Phat Beets thump out damage every second.



Level 1  
0 / 100

cool button

|                          |                               |
|--------------------------|-------------------------------|
| SUN COST<br><b>175</b>   | RECHARGE<br><b>2.5</b>        |
| TOUGHNESS<br><b>1050</b> | DAMAGE<br><b>20</b>           |
| RANGE<br><b>3x3</b>      | FAMILY<br><b>Enforce-mint</b> |

Phat Beets thump out damage every second.

I need to actually playtest this, I hope he cooked.

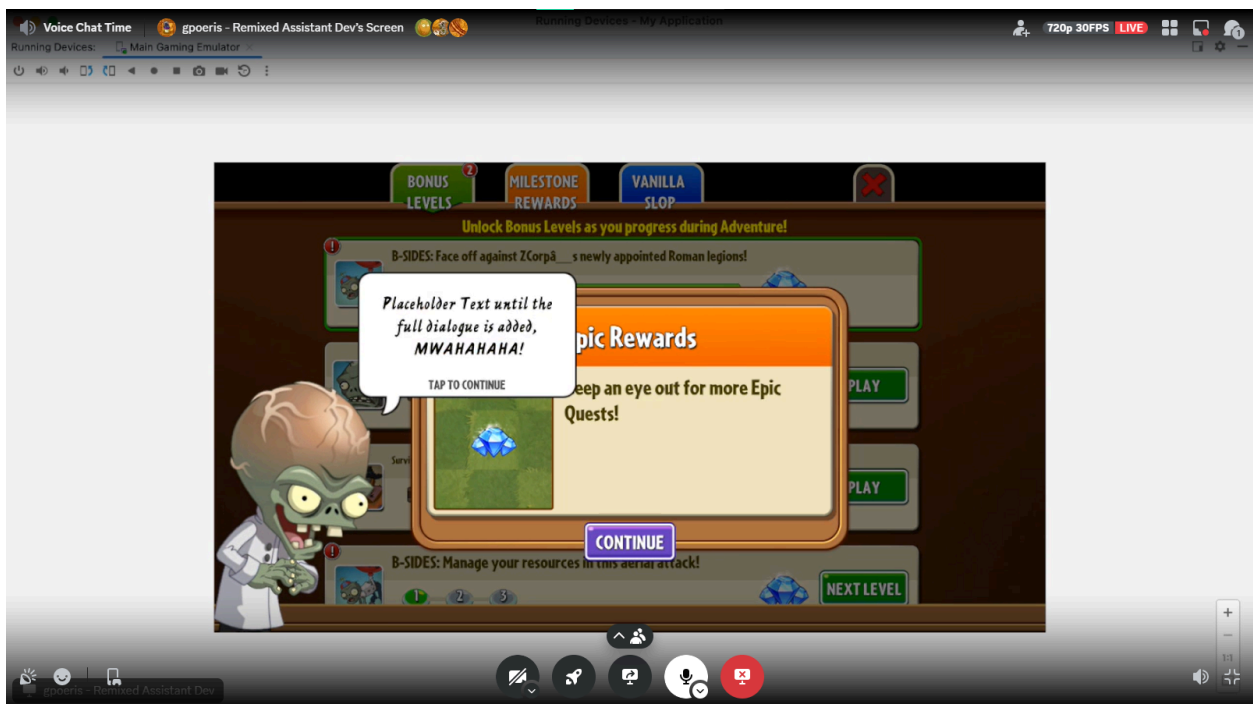
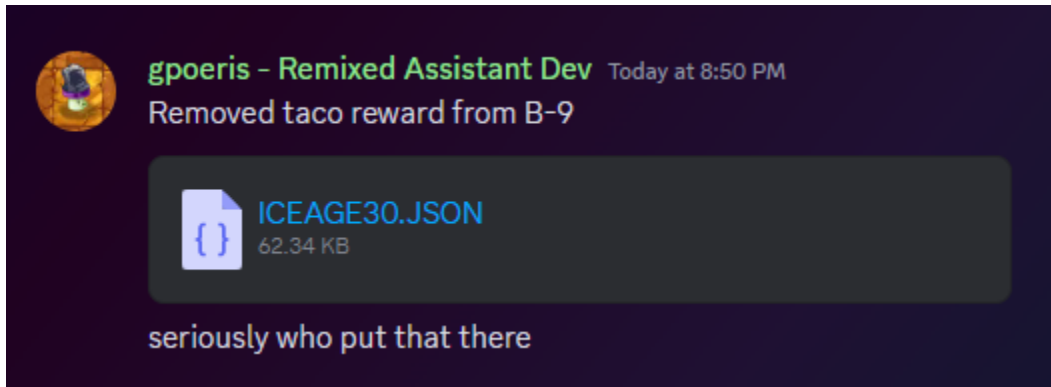
 **Cool Kid95 - Remixed Lead Dev** Something's changed... And Bomb!'s to blame! Did he cook? 

 **Bomb! - Remixed Assistant Dev** Today at 6:17 PM  
BEFORE

 **Cool Kid95 - Remixed Lead Dev** [Click to see attachment](#) 

 **Bomb! - Remixed Assistant Dev** Today at 6:17 PM  
AFTER

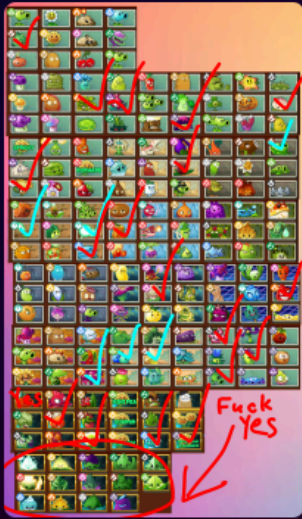
- Removed Taco Note from B-9 due to it causing issues and loading the Modern Day Note Dialogue early, leading to confusion, nonsense, and spoilers, and yes, that note dialogue as seen in the below image is currently placeholder text



- Mini Pea is now more expensive in the store as well as having its health severely nerfed cause it was dominating the meta and ruining Remixed's early game

- Inferno has been reworked. It now knocks back Zombies to the start of the row (I think?), but takes 20-25 seconds to shoot. It's meant to be more heavy support, like a worse but automatic hurrikale. Idk if it's good in this state, but I guess you guys can playtest it on release. Maybe it's OP, maybe it sucks, can't really tell. Since it hits Zombies for longer it can also one shot coneheads now, so yeah.
- AKEE's seeds now hit 5 Zombies instead of 27
- AKEE Recharge doubled to 10 Seconds
- Many Plants who formerly had OP PFs has had their PFs NERFED, more info below

 **Bomb! - Remixed Assistant Dev** Today at 5:35 PM  
So I made a list of plants that can easily screenwipe.  
Red: Can FOR SURE.  
Cyan: Maybe can/Can but only in bluemoons



 **Cool Kid95 - Remixed Lead Dev** Today at 5:36 PM  
Hmm  
I feel like this is ment to be bad  
And is stuff we should look into at some point  
Also Noctarine Cloud lol

 **Bomb! - Remixed Assistant Dev** Today at 5:37 PM  
Some of these just dont feel right?



**Bomb! - Remixed Assistant Dev** Today at 5:37 PM

Like buttercup

Why.



**Cool Kid95 - Remixed Lead Dev** Today at 5:37 PM

It was never meant to be one

Same for Akee

Do I try to nerf those or look into them sometime?



**Bomb! - Remixed Assistant Dev** Today at 5:38 PM

Ok hold on



**Cool Kid95 - Remixed Lead Dev** Today at 5:38 PM

I'm kinda trying to deal with my alledgedly shitty level so I can figure out how to make it unshitty



**Bomb! - Remixed Assistant Dev** Today at 5:38 PM

The ones that are straight up

Bad are uh



**Bomb! - Remixed Assistant Dev** Today at 5:40 PM

Buttercup

Olvie Pit

Lightning Reed(?)

Caulipower

Strawburst

ShadowPea

Akee

Cloud Of Nothingness

Any Cheap Mint.

And cabbage pult

Kinda



**Cool Kid95 - Remixed Lead Dev** Today at 5:41 PM

Oh I don't agree with all of those



Now what



**Bomb! - Remixed Assistant Dev** Today at 5:41 PM

make ur case



**gpoeris - Remixed Assistant Dev** Today at 6:15 PM

Okay here's my thoughts on all this

|                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                   |                                                                                    |                                                                                   |  |  |  |
|-------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|--|--|--|
| Powerful, but not overpowered or braindead enough for me to worry |  |  |  |  |  |                                                                                   |  |  |  |
| It is what it is                                                  |  |  |  |  |   |  |  |  |  |
| Why is this a boardwipe at all wtf                                |  |  |  |  |                                                                                    |                                                                                   |  |  |  |
| Could probably neuter a bit but idk honestly                      |  |  |  |  |   |  |  |  |  |
| Are they actually that broken?                                    |  |  |  |                                                                                   |                                                                                    |                                                                                   |  |  |  |
| Surprisingly decent now                                           |  |                                                                                   |                                                                                   |                                                                                   |                                                                                    |                                                                                   |  |  |  |
| Just let the dream die honestly                                   |  |                                                                                   |                                                                                   |                                                                                   |                                                                                    |                                                                                   |  |  |  |



**@gpoeris - Remixed Assistant Dev** Okay here's my thoughts on all this 

**Cool Kid95 - Remixed Lead Dev** Today at 6:15 PM

Holy shit Remixed boardwipe tierlist



**@Cool Kid95 - Remixed Lead Dev** They SHOULD have the same props

**gpoeris - Remixed Assistant Dev** Today at 6:15 PM

Yeah they did last time I checked



**Cool Kid95 - Remixed Lead Dev** Today at 6:15 PM

"let the dream die"

That quote goes hard as fuck WTF



**Cool Kid95 - Remixed Lead Dev** Today at 6:31 PM

Buttercup - PF is now one third as powerful as it has been since the rework we did near the start of the update, but does hit in a 3x3 radius.

Olive Pit - Same PF as vanilla now I think, Bomb!'s dream is DEAD now.

Lightning Reed(?) - Clouds last for half the time, balancing out to half as powerful as it has been since the rework

Caulipower - Now throws 15 Zombies instead of 50 (hope that's good or?)

Strawburst - Literally can't find out how to change the PF, sowwy

ShadowPea - Lowered the DPS of the lower tier bombs

Akee - PF Seeds are MUCH weaker, but shoots more (edited)

**@Remixed Dev Team** Is this good?

I also nerfed it so its seeds hit 5 zombies instead of 27 like how we did for bloomerang



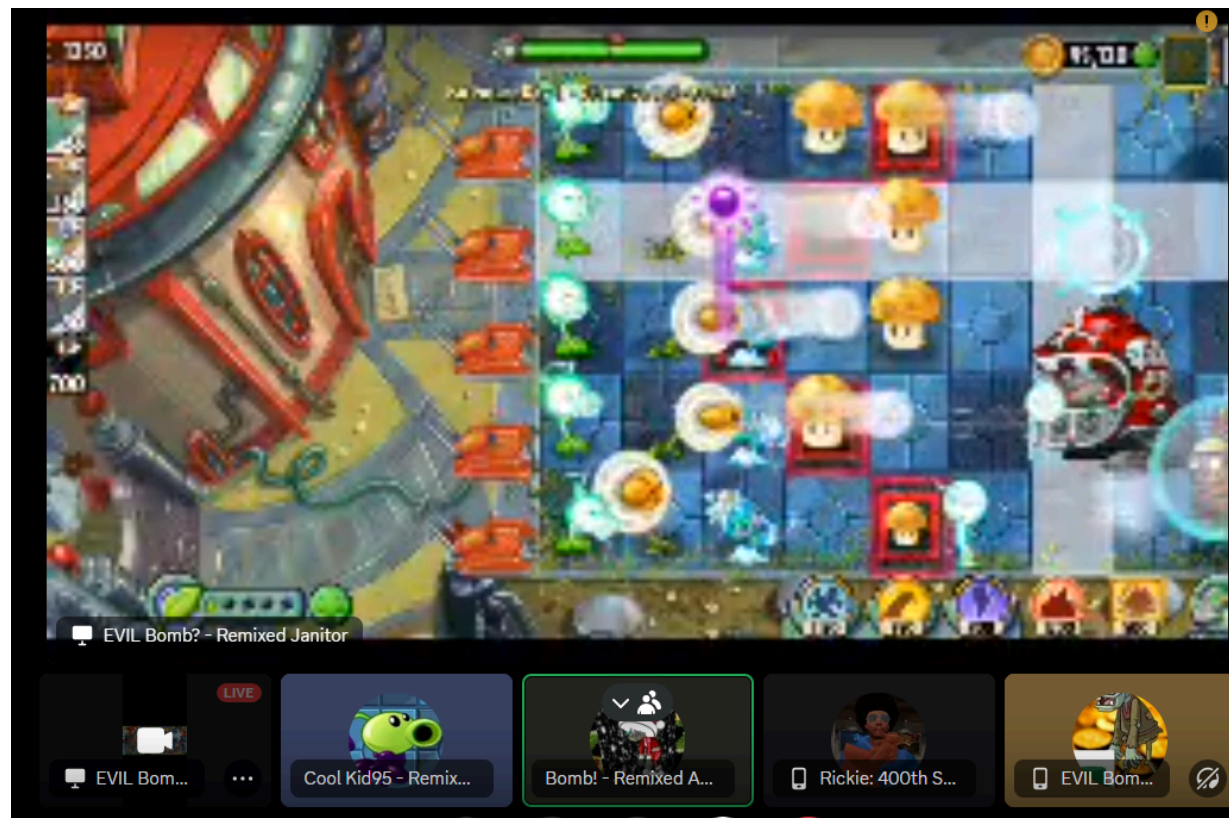
**Bomb! - Remixed Assistant Dev** Today at 6:34 PM

whhhhhAT

- HOTFIX PATCH 1 - Shovel banned in T-12 to prevent cheese
  - Mashu, YOU KNOW WHAT YOU DID
  - Due to limitations, it's also led to Plant Food being banned, to fix this, a Boost Tile has been added to the level. Use it WISELY!
  - Its Gargantuars have also been removed to try to keep it from being unfair
  - This change also led to the level becoming a lot more interesting in my eyes, thanks Mashu
- HOTFIX PATCH 1 - Dialogue in T-16 changed
  - It was supposed to be removed, but somehow it wasn't, so now it's just adjusted to not be redundant
- HOTFIX PATCH 1 - Frozen Caketanks in Frostbite Caves Day 11 replaced by Frozen Blockheads to prevent the Stickybomb Rices from being broken and useless throughout the level



- HOTFIX PATCH 1 - Far Future Day 4 is now longer so Citron gets more value
- HOTFIX PATCH 1 - BUG FIX: Far Future Day 6 now has a final wave
- HOTFIX PATCH 1 - Far Future Day 9 no longer has Rails
- HOTFIX PATCH 1 - Far Future Day 11 has 3 less Z-Mechs cause they ruined the level
  - It was so hard, Bomb! had to resort to his least favorite thing, *staying on meta*

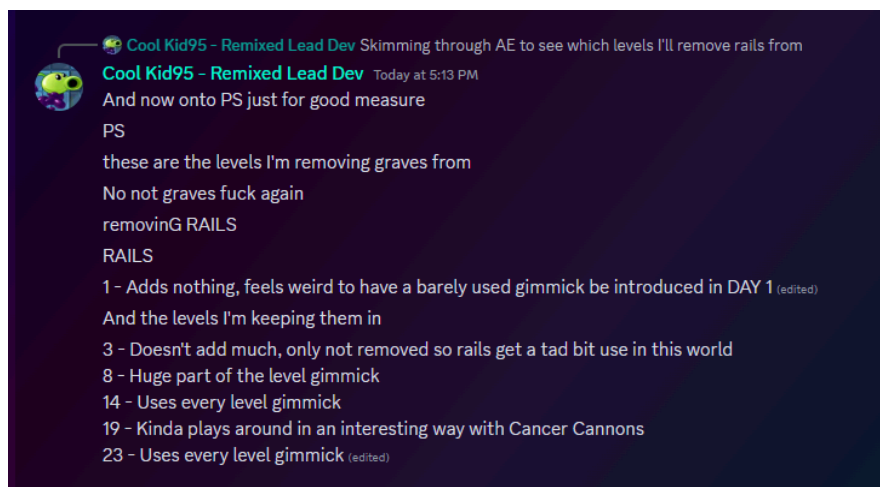
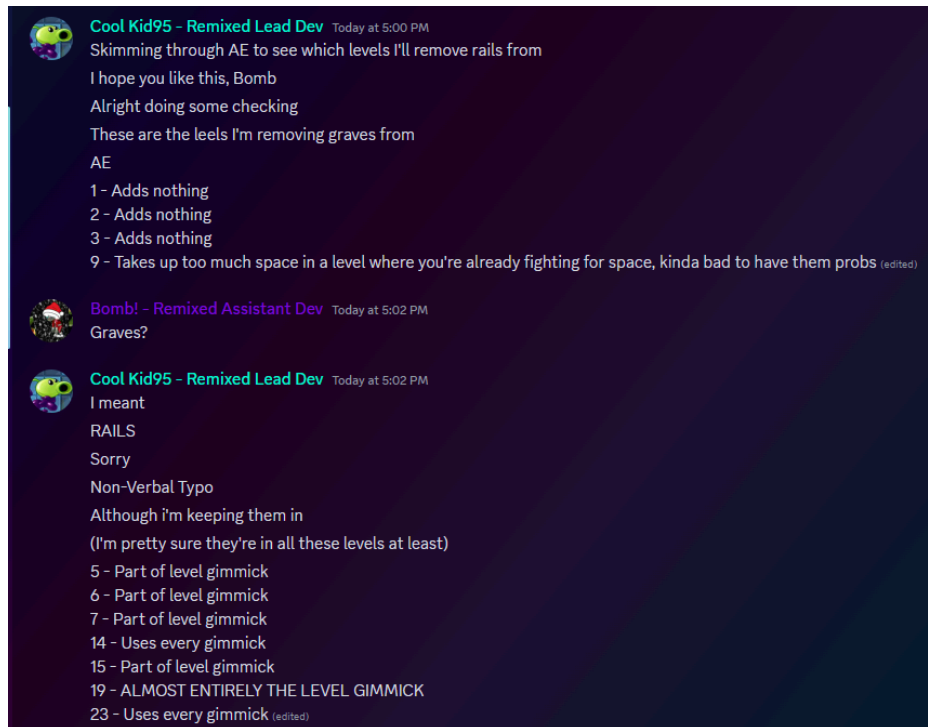


- HOTFIX PATCH 1 - Far Future Day 13 no longer has Mini Pea and Appease-Mint in the special seedbank cause letting you use the cheese ruined the level if you chose them

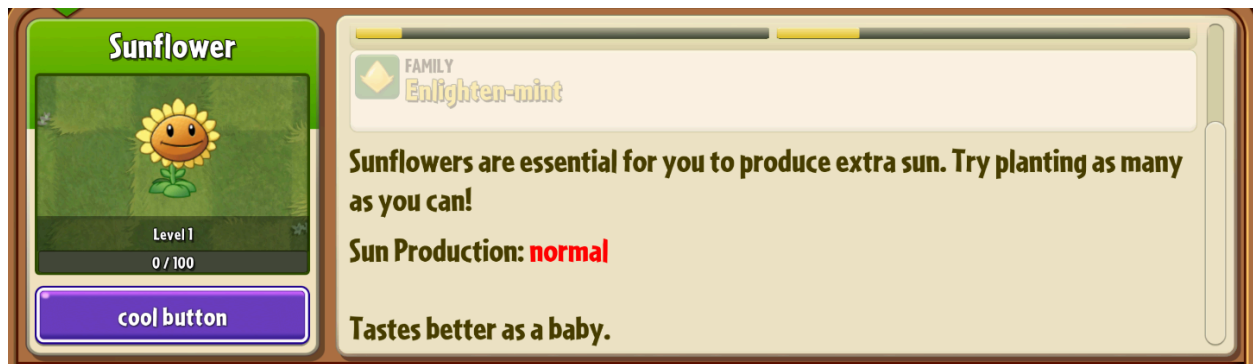
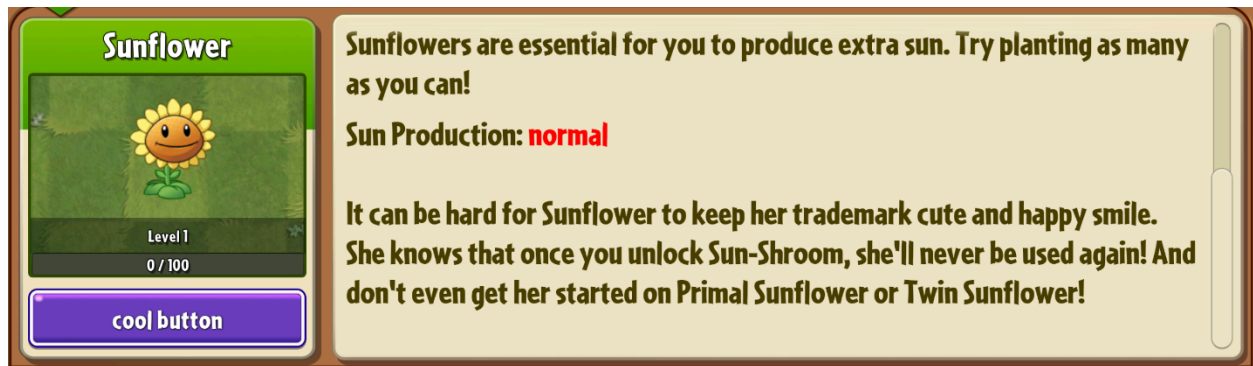
- HOTFIX PATCH 1 - Far Future Day 18 no longer has Raptors or the Meteor Shower ambush, the dinosaur spawns have also been made more fair and less oppressive
- HOTFIX PATCH 1 - Far Future Day 19 has had its Power Tiles moved up, and the waves that spawned in more Power Tiles now spawn Footmechs with Plant Food and some Imps, this was done to make the level more interesting and challenging
  - You now only start with 1 Plant Food so you aren't overflowing with Plant Food throughout the level
- HOTFIX PATCH 1 - Far Future Day 20 has had its Gravestones removed because they were placed in a very fucking annoying way
- HOTFIX PATCH 1 - Backyard Big Top Revisited is no longer bugged
- HOTFIX PATCH 1 - BUG FIX: Xmaskirmish Day 5 no longer lies to you in the level description due to a holdover of removed concepts
- HOTFIX PATCH 1 - Chomper now has 300 more HP so it can do its job better
  - This also applies to Toadstool since it's meant to be tankier than Chomper



- HOTFIX PATCH 1 - Rails removed from some levels in AE and PS, here's a guide for which ones I removed and kept



- HOTFIX PATCH 1 - Sunflower almanac entry changed due to being highly outdated due to this update's big rework to Sun Producers



- HOTFIX PATCH 1 - Kiwibeast Nerfed, health lowered by 3000 from 5000 to 2000, all phases including plant food now do 5 more DPS, and sun cost raised by 75 from 150 to 225
  - It still has the old balancing in Lost Day 12 so that level's gimmick isn't ruined
- HOTFIX PATCH 1 - BUG FIX: Pirate Zomboss now correctly shoots Cannonfodder Imps instead of Super Fan Imps
- HOTFIX PATCH 1 - Pirate Zomboss spawns adjusted to make the Phases better
- HOTFIX PATCH 1 - BUG FIX: Tile Turnip no longer costs 1200 Sun instead of 1000 Sun after the first 2 plantings

- HOTFIX PATCH 1 - Tall-Nut reworked: now recharges 15 seconds slower (25 total, starting is now 5 tho, although that barely matters), but is now immune to Excavator and Punk, this is meant to make him more interesting as well as give more fun counters against those 2 annoying Zombies
  - So people who hate Bramble Bush as a counter to Excavator (DON'T BELIEVE THE PROPAGANDA) now have Tall-Nut as an alternative
  - His description text has been updated to mention this fact, as well as say flying zombies instead of low flying because it gives off misleading implications
- HOTFIX PATCH 1 - Power Lily can now be planted on top of other Plants in the same vane as Gold Bloom
- HOTFIX PATCH 1 - Till The Clock Hits High Noon has been remade entirely to use escalation instead of Zombie Timers as well a total overhaul to the level layout, it's also made by both Cool Kid95 AND gpoeris now instead of just Cool Kid95

- HOTFIX PATCH 2 - AKEE reworked again, it now does 30 more DPS (150 DPS overall), shoots slower, and now only hits 2 Zombies instead of 5
  - This is to differentiate it from Laser Bean and Bloomerang, Bomb! came up with this change btw, similar to how he did the same for Bloomerang
- HOTFIX PATCH 2 - BUG FIX: The game no longer erroneously states that Sprout is a Premium Plant after pressing the Cool Button
- HOTFIX PATCH 2 - Cool Button now calls store bought plants in Remixed "Store Plants" instead of "Premium Plants"
- HOTFIX PATCH 2 - BUG FIX: Far Future Day 23 no longer has a chance to get permanently stuck after beating it
- HOTFIX PATCH 2 - Poncho now has his own Megalovania

- HOTFIX PATCH 3 - Stealthy Nerd has been reworked into Zeaweed, his ability is entirely the same, but his design is completely different and he has all new flavor text
  - His redesign concept and name were done by Bomb!, with changes and fine tuning done by Cool Kid95, with some minor feedback from gpoeris, truly a TEAM EFFORT



 **Cool Kid95 - Remixed Lead Dev** Today at 8:48 PM

| TOUGHNESS     | SPEED |
|---------------|-------|
| Above Average | Basic |

A bundle of sneaky seaweed that's hijacked a dead Zombie to help the Zombies, sneaks through defenses because it doesn't wanna hurt its fellow plants.

Health: **1500**  
Speed: **0.16**

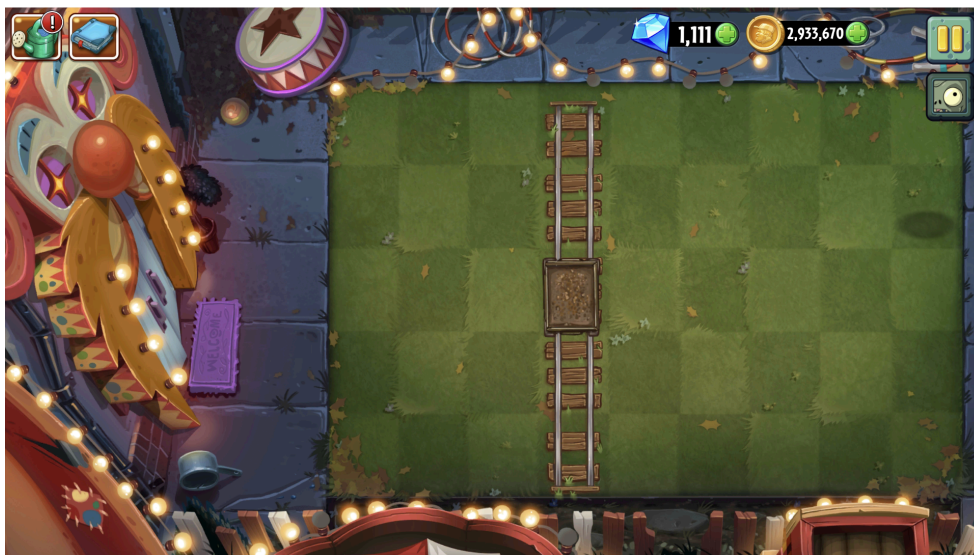
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| TOUGHNESS     | SPEED |
|---------------|-------|
| Above Average | Basic |

Speed: **0.16**  
Special: **sneaks past plants instead of eating them**

Why would a Plant like Zeaweed be helping the Zombies? Simple! They actually pay him.

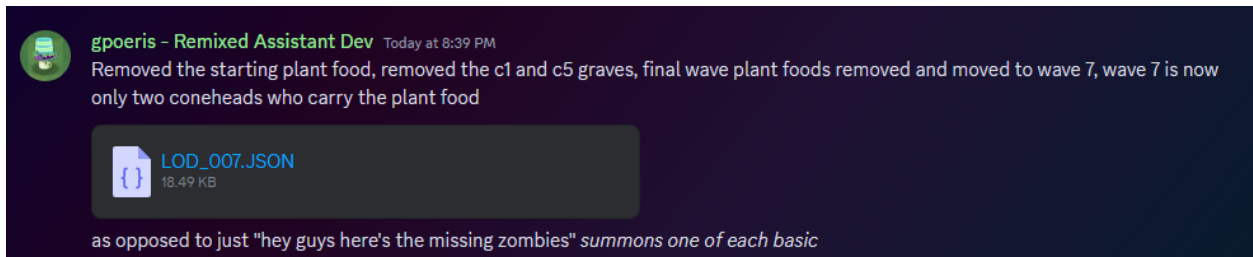
- HOTFIX PATCH 3 - BUG FIX: Fast Swimmer's almanac description now actually describes his current abilities instead of his old, extremely unfair abilities
- HOTFIX PATCH 3 - BUG FIX: Penny now correctly shows up in The Main Campaign unlocking dialogue (was also fixed in The April Fools Update)
- HOTFIX PATCH 3 - BUG FIX: Valuable Mowers no longer has the wrong description, again (was also fixed in The April Fools Update)
- HOTFIX PATCH 3 - T-3's stunion intro is now simplified and made clearer to the player
  - it is incredibly hard to actually notice the armor pierce when there's three guys jammed on c9
- HOTFIX PATCH 3 - First and Last Column Minecarts in T-14 removed for being annoying and to prevent Birthday Troglobite from being useless
- HOTFIX PATCH 3 - Minecart in T-43 moved to Column 1 because seriously who looks at this and thinks "i could put a WINTER MELON here!"



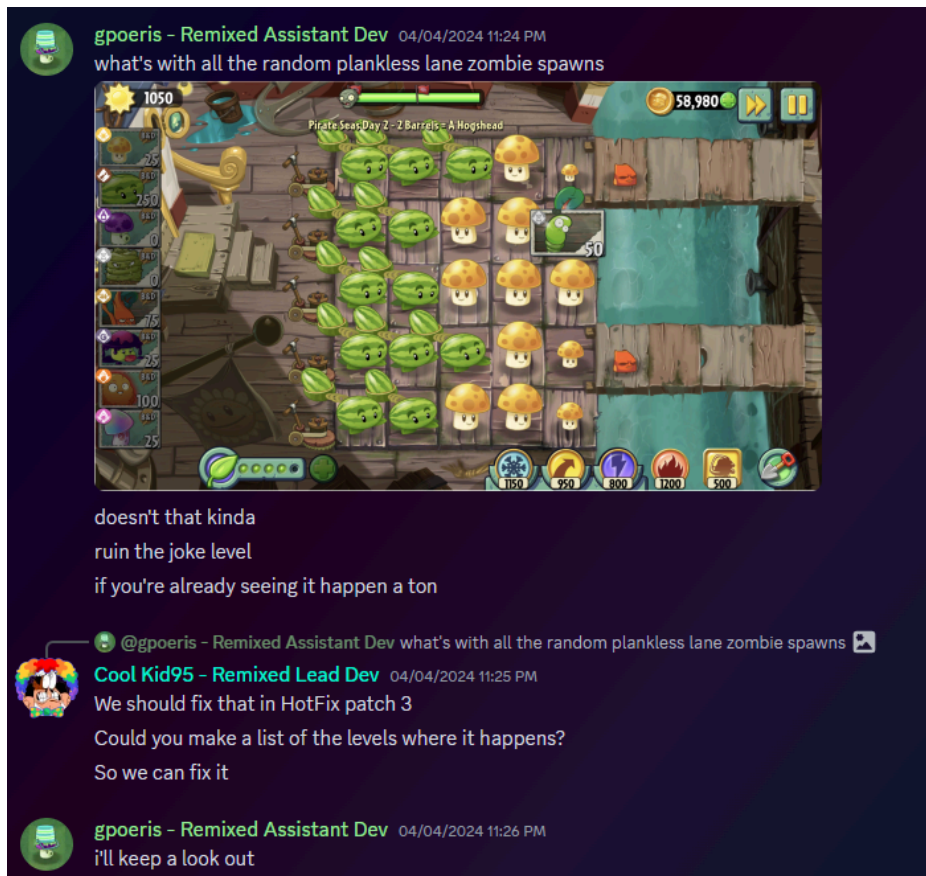
- HOTFIX PATCH 3 - T-45 Butterly Stoopid and T-48 Column Like You See Em have switched places, the former is T-48 and the latter is T-45 now
  - Butterly Stoopid retains its dialogue, but Column Like You See Em has been given new dialogue since it's now the level 5 minigame stage
  - Random Night Zombies in Column Like You See Em have been removed for being out of place, IE Newspaper, All Star, and Cake Tank
    - And Magician because he's introed in T-46
- HOTFIX PATCH 3 - T-51 tide moved back because gpoeris hates how it normally floods the entire right half and just sits at column 10 menacingly until it actually comes in
- HOTFIX PATCH 3 - [changed the first two waves of T-53 to better show off Burnade's power](#)
- HOTFIX PATCH 3 - T-59 note collection adjusted, dialogue now takes place on the gameplay screen instead of cutting away to the currently nonexistent note screen
  - This will be reverted once we can actually add new note sprite screens
- HOTFIX PATCH 3 - BUG FIX: In T-60 the portals don't take ages to go away now, hopefully
- HOTFIX PATCH 3 - Graves in AE 1 have better spawning locations apparently
- HOTFIX PATCH 3 - fixed AE 6 and 7 not having objective text show up



- HOTFIX PATCH 3 - Changes to AE 7, explained in this image, essentially a ton of improvements to this truly ancient (egypt) level, this stage has come a long way from its [original self](#), where you had to stall out the Ra's to the final wave so they could be killed by the mowers, glad I changed this long ago



- HOTFIX PATCH 3 - Ancient Egypt Day 8 remade to be more interesting, harder, and not boring Old Remixed Slop
- HOTFIX PATCH 3 - BUG FIX: Zombies no longer walk off the planks to their deaths comedically in Pirate Seas Days 1 and 2





- HOTFIX PATCH 3 - BUG FIX: Zombies no longer drop unusable Sun in Pirate Seas Day 8
- HOTFIX PATCH 3 - Pirate Seas Days 6 and 11 now use preset spawn locations for Cannonballer so he doesn't walk into the water pathetically and stupidly
- HOTFIX PATCH 3 - PS16's sun production objective nerfed to 4000 sun
- HOTFIX PATCH 3 - Sweet Potato's price doubled from 50 Sun to 100 Sun because she totally outclassed Wall-Nut, I worry this price is too high, but everyone else agrees it's fine
- HOTFIX PATCH 3 - Hot Date's recharged nerfed from 17.5 Seconds to 25 Seconds and her health from 4000 DPS to 3000 DPS because she totally outclassed Explode-O-Nut in every way except damage, and we wanted to make using each one more of a choice with pros and cons
- HOTFIX PATCH 3 - The Remixed Dev Team has grown tired of Boom Balloon Flower's continued stranglehold over the meta, so her balloon reload rate has been doubled, her recharge has been raised from 32 to 35 (screw you BOMB!, my pet fish WILL LIVE ON!), and her starting recharge has also been made 35 Seconds, we hope that these changes make her not busted anymore, if it's too much, please let us know, *after* trying it for yourself

- HOTFIX PATCH 4 - Holohead Zombie is now called Cubehead Zombie
- HOTFIX PATCH 4 - BUG FIX: New Armor4s no longer say "Bruhcket" for their armor as a placeholder
- HOTFIX PATCH 4 - BUG FIX: New Dialogue for T-45 Column Like You See Em actually added now
- HOTFIX PATCH 4 - BUG FIX: OBB is no longer undownloadable from MediaFire



~~~(OLD REM) BETA VERSIONS~~~

The Lost City Update

Release Date: October 15th 2023

ChangeLog

- Lost City Days 1-25 have been added
- Lost City has a new map
- Bomb! and gpoeris have OFFICIALLY joined the Remixed Dev Team along with the existing Lead Dev Cool Kid95, RZ, the Mod's founder, has NOT rejoined the Remixed Dev Team however
- Kernel-Pult and Headbutter Lettuce now have splash butter, the splash time for Buttercup has also been adjusted
- BUG FIX: Buttercup and Headbutter Lettuce now have consistent direct buttering time with Kernel-Pult
- T-27 through T-30 replaced by updated and improved levels
- Lost City onwards Zombies have been rebalanced to varying degrees
- BUG FIX: Chefster Zombie now functions correctly (as correctly as possible) and no longer crashes the game
- BUG FIX: You no longer have to play T-1 twice and you unlock the map at the right place, FOR REAL THIS TIME!
- BUG FIX: You can now use Plant Food in The Average PvZ3 Level
- BUG FIX: Some leftover vanilla flavor text is no longer unchanged
- BUG FIX: T-25, T-50, T-60, and Recovery System now boot you to The World Map
- Ancient Egypt, Pirate Seas, and Wild West's Expansion Levels have been replaced by fan submitted Bonus Levels
- BUG FIX: Dartichoke and Missile Toe can now be bought on the seed select

- The most hated level in the mod's current version, T-42, has been remade
- T-51 has been remade because I found it bad
- Portals for some worlds have had their spawns tweaked
- Added portals for all 6 of The Prelude worlds, except Day since it has no specials
- Nerfed Explode-O-Nut, doubled cost from 50 Sun to 100 Sun
- Nerfed Parsnip, recharge doubled from 5 Seconds to 10 Seconds like the other Pseudo-Walls
- BUG FIX: Grave Buster can now destroy tents, maybe?!
- Buffed Fume-Shroom, DPS Increased from 50 to 60 due to continued complaints about its strength
- BUG FIX: One of the kinds of portals from T-7 now has a Lost City background and now correctly spawns Torchlights alongside the previous Explorers
- Buffed Tiger Grass, recharged lowered from 7 Seconds to 5 Seconds
- Pokra Rebalanced, recharge doubled from 5 to 10, but its slowing lasts longer and its projectiles now do 40 more damage which is 100 DPS now, which is 50 less than vanilla, it also shoots 5 projectiles during its plant food, which was only 3 before
- Nerfed Hot Date, damage has been halved from 1800 DPS to 900 DPS
- Rebalanced Ice Bloom, chill and freeze lasts a bit longer, but damage is lower and consistent with Iceberg Lettuce and Stallia
- BUG FIX: You now get the Frostbite Caves Trophy when beating Frostbite Caves
- BUG FIX: Ghost Pepper is now correctly banned in Recovery System

- The Credits have been updated
- The Credits and Mod Blurb now show up for all languages
- B-Sides Part 3 has been almost entirely redone
- BUG FIX: Frostbite Caves 25 no longer has lawn mowers
- T-32, T-36, T-37, and T-45 have been remade
- More Zombies have been added to T-35
- BUG FIX: T-35 now has Wall-Nuts
- Lost City Promo Lawn has been replaced by the NEW Lost City Dusk Lawn ([Incorrectly Called The Dawn Lawn on reveal because I mixed up Dusk and Dawn](#)), this lawn is for Lost City Day 14, and any Bonus Levels that people decide to use it in
- Buttercup has been heavily nerfed due to [THIS VIDEO](#) where Bomb shows me how utterly busted she actually is, Buttercup's cost has gone from 25 Sun to 75 Sun, her recharge from 10 Seconds to 20 Seconds, and her starting recharge from 5 Seconds to 30 Seconds, LET'S SEE HER ALMOST SOLO THIS LEVEL NOW, EY?!
- Chard Guard Buffed, Health Buffed From 3000 DPS to 4000 DPS to keep it in line with other walls
- Kiwibeast Buffed, Recharged Buffed From 15 Seconds to 10 Seconds to keep it in line with other walls
- Cleopatra Rebalanced, She Now Has 1000 HP instead of 800 HP but now takes 20 seconds to spawn her goons instead of 10, cementing her role as a Zombie that's weak, but if you let her persist you're punished
- Kiwibeast Buffed, Plant Food Is Now MUCH Stronger
- Snow Pea AND Fire Pea have been nerfed, their costs have been nerfed from 150 Sun to 200 Sun due to their OPness

- [Blastronaut Zombie and Holo Head Zombie now wear future sunglasses cause their counterparts did, due to this, Hover Gift Zombie now wears present sunglasses](#)
- T-4 and T-6 have been remade with actual gimmicks and challenge this time
- T-14 and T-15 were also remade
- T-33 and T-34 were remade due to being too boring and not fitting in the difficulty curve
- T-43 and T-44 have been remade too now, AND THEY DON'T EVEN SUCK ANYMORE
- The Average PvZ1 Mod Level and Wild West Day 12 BUT's old spots have been replaced by Crater Solutions By EVIL Bomb? and Ultra Yeti's Big Day By Modern PopCap
- Shadow-Shroom Buffed, Damage Is Now 50 Instead of 33 and Sun Cost Is 25 Instead of 50
- Aloe Rebalanced, Now Takes Much Longer To Be Able To Heal, But Has a 10 Second Recharge
- All Non English Lawnstrings Files Replaced By English's, So The Mod Will Always Have All Its Text For All Players (Note, This Means We Could Use Foreign Translations At Some Point)
- Stallia and Stunion's prices have switched
- Dazey Chain's Critical Attack flies slower
- Dazey Chain's Critical Attack does more damage
- T-59 is now a bonus level in Lost City because it wasn't a proper goodbye stage, a new T-59 that actually fills that purpose has been created in its place!
- B-7 has been made easier cause it was an unfair RNG Fest
- Jester and its variants now move slower while walking but move faster while reflecting

- Snapdragons Nerfed, Both Now Cost 200 Sun
- Evil Leafy has been implemented
- Spore-Shroom reworked: damage halved to 40 DPS, firing rate doubled, and price increased to 200 Sun
- Sloth Garg now throws his Imps to Column 6 so he isn't so Goddamn annoying
- Levitater's air time increased to troll gpoeris (I don't think this was the best idea but idk)
- (POST EARLY ACCESS BUILD) B-Sides Part 5 added as some of The Bonus Levels of Lost City
- (POST EARLY ACCESS BUILD) Lost City Day 15 has been replaced by the originally intended version, made functional by gpoeris
- (POST EARLY ACCESS BUILD) Bug Fix: Lost City now has new note collection dialogue (I only remembered that I need to add it after sending out the early access build, fuck!)
- (POST EARLY ACCESS BUILD) The Alternate Cut of Lost City Day 15 is now a Far Future Bonus Level, for when that world releases
- (POST EARLY ACCESS BUILD) Bug Fix: Penny's Pursuit locked text updated say Ultra Yeti's Big Day instead of The Average PvZ1 Mod Level
- (POST EARLY ACCESS BUILD) T-35 and T-40 dialogue changed due to endless backlash (no one gets my childhood nostalgia)
- (POST EARLY ACCESS BUILD) Added new dialogue to Empty Placeholder Stage 2 explaining PRELUDE MAP JANK as gpoeris calls it
- (POST EARLY ACCESS BUILD) BUG FIX: Lost City's New Arena Tournament has ACTUALLY been added

- (POST EARLY ACCESS BUILD) New Almanac Entries added for Magnifying Grass
- (POST EARLY ACCESS BUILD) BUG FIX: Not Your Average Pinata Party's rails are now the correct kind of rail (it was giving gpoeris nightmares, so we had to!)
- (POST EARLY ACCESS BUILD) Removed Herobrine
- HOTFIX PATCH 1 - New Almanac Entries added for Electric Blueberry, Thyme Warp, and Glitter Zombie
- HOTFIX PATCH 1 - Replaced or Tweaked Several Almanac Entries to remove sex jokes and jokes that make fun of sex jokes for being unfunny (Spikeweed, Spikerock, Cake King, Tomb Raiser, Swashbuckler, Melon-Pult, Bug Buckethead, and maybe more?!)
- HOTFIX PATCH 1 - Tweaked dialogue to remove sex jokes and jokes that make fun of sex jokes for being unfunny (LC Day 14 and FBC Day 12)
- HOTFIX PATCH 1 - Shovel Guy entry replaced by a new entry by gpoeris, he wrote his first entry, and a fitting one at that (he asked not to be credited in-game for it, because he feels having it in quotation marks like Bomb!'s entries would dampen the joke)
- HOTFIX PATCH 1 - T-33 renamed to remove sex jokes
- HOTFIX PATCH 1 - Unfair Super Graves in T-44 replaced by normal graves to make the level not a tad bullshit
- HOTFIX PATCH 1 - BUG FIX: Bug Buckethead's name is no longer misspelled as "Bug Buckehead"
- HOTFIX PATCH 1 - Boom Balloon Flower entry replaced by an actual joke instead of pure laziness
- HOTFIX PATCH 1 - Neon Zombies renamed to Party Zombies
- HOTFIX PATCH 1 - BUG FIX: Lost City Day 4 now correctly gives you Iceweed instead of a money bag

- HOTFIX PATCH 1 - BUG FIX: Lost City Day 12 has been reworked
- HOTFIX PATCH 1 - Minimum Score in Blasted Into The Stratosphere has been nerfed
- HOTFIX PATCH 1 - Phone a Friend No Longer Has a Necromancy and now instead has a normal Wave 10
- HOTFIX PATCH 2 - T-12 has been remade, utilizing the Bombegranite Seeds as an actual mechanic of the level.
- HOTFIX PATCH 2 - Cannonballer Call replaced by Ultra Yeti's Big Day
- HOTFIX PATCH 2 - Ultra Yeti's Big Day's old spot has been replaced by Power of Alchemy
- HOTFIX PATCH 2 - The Element of Unsurprise has been replaced by Deceptive Bouncers, made by gpoeris
- HOTFIX PATCH 2 - Fume-Shroom now shoots as fast as a peashooter but has halved damage
- HOTFIX PATCH 2 - BUG FIX: Infi-Nut's recharge is now the same as the other walls
- HOTFIX PATCH 2 - Lost City Day 9 has been replaced by a placeholder slot until the new version is made by Bomb! next minor update
- HOTFIX PATCH 2 - T-54 has been replaced by a [new version](#) as I felt the [old version](#) was not good as it was super easy in the first half and total bs in the second half and didn't feel fun or fair and was a holdover of the old versions (it was literally one of the mod's first levels)
- HOTFIX PATCH 2 - Frozen Crystal Skulls removed from Lost City Day 13 as they ruined the Imp Porter Late Intro gimmick

- HOTFIX PATCH 2 - Credits have been shortened and simplified to remove unnecessary categories
- HOTFIX PATCH 2 - Penny's Pursuit unlock text updated to say Power of Alchemy instead of Ultra Yeti's Big Day
- HOTFIX PATCH 2 - Draftodil has been silenced, no more freedom
- HOTFIX PATCH 2 - The Tutorial now has proper level skippers thanks to gpoeris (Blank 2 has its dialogue in the world map due to glitches and the game crashes after the dialogue is finished, this is a minor issue and will be fixed next Hotfix Patch)
- HOTFIX PATCH 2 - Added dialogue for the upcoming new T-16 by Bomb! (currently unused)
- HOTFIX PATCH 3 - Fixed Crash and Bugginess For Blank 2
- HOTFIX PATCH 3 - Deceptive Bouncers now has the right name on the AE World Map
- HOTFIX PATCH 3 - T-16 has been remade by Bomb! with brand new dialogue as a way to introduce the player to the fact that not every level is made by me and that some can be made by Bomb! or gpoeris or even OTHER PEOPLE?!
- HOTFIX PATCH 3 - Lost City Day 9 has been replaced by a new iteration made by Bomb!
- HOTFIX PATCH 3 - Lost City Night 19 renamed to something funnier hopefully
- HOTFIX PATCH 3 - Due to complaints, All Star's tackling speed has been nerfed again, should be like halved?!
- HOTFIX PATCH 3 - All Ultimate Battle Levels have been given actual names as well
- HOTFIX PATCH 3 - T-10 plant and zombie spawns improved

- HOTFIX PATCH 3 - BUG FIX: T-10 no longer has a level 3 Repeater instead of a level 1 Repeater
- HOTFIX PATCH 3 - T-20 plant spawns tweaked
- HOTFIX PATCH 3 - Unfairly placed Chair Racer in T-40 has been moved to the first flag
- HOTFIX PATCH 3 - T-50 plant spawns tweaked
- HOTFIX PATCH 3 - Most Flood Plants and Zombies no longer have the water background cause it drove gpoeris insane
- HOTFIX PATCH 3 - BUG FIX: Deceptive Bouncers now has the right name in-game as well.

The Frostbite Caves Update

Release Date: July 26th 2023

ChangeLog

- Frostbite Caves Days 1-25 have been added
- Frostbite Caves has a new map
- Custom Armor 4's now have buckets to give them clear degrade stages, this is a placeholder till whenever we can give them unique sprites, they show up as giant bucketheads for the time being
- Pirate Seas, Wild West, and Frostbite Caves Dialogue Added
- Frostbite Caves NEW ALMANAC ENTRIES Added
- BUG FIX: Troglobite Variants now push the correct Zombies
- BUG FIX: Bad Santa Zombie no longer crashes the game
- Bad Santa Zombie's spawning columns have been changed
- Caulipower now costs 500 Sun (except in B-11)
- B-Sides Parts 3 and 4 added as Bonus Levels for Frostbite Caves
- RZ's Adventure has been moved to Frostbite Caves' Bonus Levels along with some losing Level Contest Submissions (Sweet Souls, THE BEST LEVEL EVER!!!, and Cannonballer Call)
- Another blank skip has been added to Cartridge Game in the place of RZ's Adventure to bring the player straight into T-1 after The Power Ups
- BUG FIX: T-1 no longer has to be played twice
- BUG FIX: Lost City Gravestones no longer crash the game when destroyed, and may or may not work properly?!
- KINDA BUG FIX: Pirate Barrel, Birthday Barrel, and Hamster Ball's Almanac Entries are now unlockable via a rudimentary method

- T-16's first column of Explode-O-Nuts has been replaced by the running gag / torture subject: Blooming Heart
- T-17 has been reworked into an Endangered Plants Level, IDEA BY BOMB!
- T-23 and T-24 have been replaced by reworked counterparts
- Gold Bloom now has a 25 second starting cooldown (at the request of Bomb!), short enough to not ruin the integrity of the plant, while also being long enough that you can't instantly get down a heavy hitter before the Zombies have even walked in
- Random PvZ1 Plants were given an alternate version (at level 2) that's their PvZ1 Stats, this was added for a bonus level I scrapped for being too badly designed and boring, you can use this if you wanna use these plants for your custom levels
- BUG FIX: Snow Pea is no longer able to be frozen by frost winds, this has also been added to its almanac description
- All Star charging speed has been nerfed
- Dodo Rider speed buffed
- BUG FIX: Power-Vine's EMP effect lacks the updated "Zombies Affected" list that EM-Peach has
- Neo has stopped sniffing glue
- Dartchoke and Missile Toe have been added to the store
- Magnet-Shroom now kills FootMech
- Mecha-Football Zombie renamed to FootMech, this is an in-joke
- FootMech has a new almanac entry
- Stickybomb Rice has a new almanac entry
- Mod Blurb Updated To Match The Official Document
- Mod Credits Added
- Yeti Zombie, Redneck Yeti, and Ultra Yeti flavor texts have been updated

- Fuckhead Zombie now has an almanac entry
- BUG FIX: Fuckhead Zombie's Castle Helmet now shows up correctly
- Chefster Zombie has been reworked to be a slightly weaker Old Farmer who now deflects the projectiles Jester Zombie can't normally deflect instead of deflecting what he normally does, aka he only deflects projectiles Jester doesn't like Missile Toe's, Power-Vines, Electric Peashooter's, and several more weird ones, although he crashes the game for some reason, this should hopefully be resolved in the future


```
"JuggleableProjectiles": [  
  "SunGunPiercingShot",  
  "ElectricPeaDefault",  
  "ElectricPeaPlantfoodDefault",  
  "ElectricPeaPlantfoodSub",  
  "HollyKnightDefault",  
  "HollyKnightPlantfood",  
  "ArmamintDefault",  
  "ShadowPeashooterBombDefault",  
  "ShadowPeashooterBombTier2",  
  "ShadowPeashooterBombTier3",  
  "PoisonPeaPlantfoodDefault",  
  "MiniPeaDefault",  
  "PowerDrinkDefault",  
  "PowerDrinkSquared",  
  "PowerDrinkCubed",  
  "ReincarnationWhitePuff",  
  "ReincarnationPinkPuff",  
  "ReincarnationRedPuff",  
  "PeanutDefault",  
  "PeanutPFoodDefault",  
  "GumnutPlantfood",  
  "TurkeyDefault",  
  "TurkzillaDefault",  
  "StickybombRiceDefault",  
  "StickybombRicePlantfoodDefault",  
  "IceweedPlantfoodDefault",  
  "BoomBalloonNormal",  
  "BoomBalloonPlantfood",  
  "InfernoProjectileDefault",  
  "InfernoProjectilePlantfood",  
  "HeathSeekerDefaultProjectile",  
  "PowerVineDefault",  
  "PowerVinePlantFoodDefault",  
  "TigerDefault",  
  "TigerPounceBack",
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"ButtercupDefaultProjectile",  
"ButtercupPFProjectile",  
"BananaDefault",  
"PlantfoodGuacodileDefault",  
"SquidDefault",  
"FishHookDefault",  
"SapflingDefault",  
"SapflingPlantFood",  
"HunterSnowballDefault",  
"CannonballerDefault",  
"BowlingBulbMegaDefault",  
"ParsnipDefault",  
"MissileToeDefault"  
],
```

- Removed Herobrine
- Scuba Zombie finally looks like a Scuba Guy, and his design includes references to Among Us, Among Drip, Star Wars, and Minecraft
- Added a new easter egg UNIQUE to Scuba Zombie
- Added a New Arena Tournament Featuring Dartchoke and Missile Toe that focuses on Frostbite Caves
- The World Map is no longer unlocked after T-0, it is now unlocked after T-2 to patch out an otherwise unfixable softlock
- T-2, T-4, and T-5 now boot you to the world map, apparently this prevents issues
- Alt 1 Block Trog Now Pushes Blockhead Zombie Instead of Ultra Yeti (because before this update Ultra Yeti was meant to be a normal special, but this didn't work for obvious reasons. Thank God I changed it, this world would've sucked if I didn't. Now Ultra Yeti is the Miniboss of this world, encountered in Day 19 of Frostbite Caves!)
- HOTFIX PATCH 1 - BUG FIX: Frostbite Caves 25 no longer has lawn mowers (didn't work?!)

- HOTFIX PATCH 1 - BUG FIX: Frostbite Caves Day 24 no longer has lawn mowers
- HOTFIX PATCH 1 - BUG FIX: Frostbite Caves Day 13's flower line has been moved back to the correct spot
- HOTFIX PATCH 2 - Intensive Carrot buffed
- HOTFIX PATCH 2 - Barrel Rollers in Sweet Souls replaced by Seagulls so the level isn't impossible
- HOTFIX PATCH 2 - Cleopatra nerfed, she now spawns a diamond of Pharaohs instead of 2 diamonds of Pyramidheads, she also takes longer to do this, her description has also been updated
- HOTFIX PATCH 3 - T-22, T-23, and T-24 now have ComputerHead Zombie, in a later update the later flood levels will be entirely remade and will also include this Zombie
- HOTFIX PATCH 3 - ComputerHead Zombie added to the almanac, has same warning description header as Iceberghead
- HOTFIX PATCH 3 - Fire Pea Nerfed, + 5 Seconds Recharge
- HOTFIX PATCH 3 - Torchwood Nerfed, + 5 Seconds Recharge, + 75 Sun
- HOTFIX PATCH 3 - Hypno-Shroom Buffed, - 50 Sun, + Buffs
Zombies More
- HOTFIX PATCH 3 - Citron Nerfed, + 10 Seconds Recharge
- HOTFIX PATCH ??? - [Several Far Future Zombies Now Wear Future Sunglasses](#)

The Wild West Update

Release Date: June 6th 2023

ChangeLog

- Laser Bean reworked, now costs 400 Sun and does 80 DPS
- Caulipower reworked, significantly less recharge attack time but now costs 2000 Sun and has a 95 Second Recharge
 - Due to an error, his attack speed was not significantly buffed at all but actually stayed the exact same. This wasn't discovered until The Jurassic Marsh Update in 2025.
- Neo "Tint" Morphiux sniffed glue and it was crazy
- Mini Pea Flavor Text and Almanac Entry added
- Scuba Zombie Wave Point Cost Increased so he stops ruining Endless Zones
- Piano Zombie reworked, much higher health but slower, Christmas Addiction acts the same as before tho
- More Plants can destroy Pianos
- Computerhead Zombie added, but has no unique sprites yet so is bigger as a placeholder
- Bomb's Level Pack: B Sides 2 added to Bonus Levels on the map as Wild West Days 17, 18, and 19
- Alternate version of Wild West Day 12 added as a Bonus Level in the space of Wild West Day 20, this level is Day 12 but you actually have to survive till noon, ie, 12 hours, because funny WHAT IF?!
- T-O completely redone with a more faithful PvA Reference
- Added Logo to the main menu, it's too small because limitations and hopefully one day we can fix that
- World Map added for Ancient Egypt

- World Map added for Pirate Seas
- Placeholder World Maps added for several upcoming worlds to prevent crashes
- Zomboss Time Paradox Team Up and The Testing Simulation have been moved to the Wild West world map
- RZ's Adventure is now the final Cartridge Game Level
- Trial For Power Ups replaced by The Average PvZ3 Level - The Trial For Power Ups
- Zomboss Time Paradox Team Up and The Testing Simulation replaced by THE POWER OF POWER UPS! and Placeholder Level
- World Map added for Wild West
- Early Game Random Flavor Test From Vanilla Replaced
- All not already done Zombots minus Modern Day's have been overhauled in preparation for their respective updates
- BUG FIX (From Vanilla): Conehead and Buckethead PartyFlies now drop Party Coneheads and Party Bucketheads instead of Adventurer Coneheads and Adventurer Bucketheads, although it's still glitchy for some reason...
- Party Flag Zombie REWORKED into PartyRaver Zombie, a slightly faster and larger than usual zombie who's immune to every status condition and fire and knockback and Tangle Kelp
- Blooming Heart now applies the unused in Vanilla Bleeding status condition for a very brief period, its P-Food applies it for a much longer time, she has this effect cause she's based on the Bleeding Heart from real life
- Goo Pea now has splash Contagious Poison
- Goo Pea now costs 500 Sun
- Goo Pea now has a 10 second recharge
- Spore-Shroom now has Stallia stall

- Full Growth Strawburst now applies stun for a brief period with splash
- Power-Vine now applies the unused Suiciding status effect cause apparently it does nothing and I thought it was a funny thing to add
- Hot Date's recharge is now as fast as the other walls, I didn't want it to be fast at first to prevent cheesing, but making Hot Date unfairly suffer wasn't very fair so yeah, it's now better!
- World Order is now accurate to the mod, aka it's the world order from Vanilla!
- Title Screen and Intro Updated finally
- Red Stinger can now receive Wall-Nut First Aid
- Bramble Bush can now receive Wall-Nut First Aid
- Lost City Gravestones now drop 50 Sun upon destruction
- Shovel Guys can no longer dig up Bramble Bushes and Garlics
- Bramble Bush reworked into an "Outclasser Upgrade of Pumpkin" for Lost City, with the same health and recharge time as Pumpkin
- Bramble Bush can now trap 5 Zombies
- T-11, T-12, and T-44 have been made easier by giving you more starting sun
- T-22 now has Grimrose instead of Sweet Potato
- T-24 now has Blooming Heart instead of Cabbage-Pult
- Fume-Shroom now does 50 DPS at the request of Bomb!
- Missing Store Plants Have Been Added!
- T-31 now forceloads T-32 due to a bizarre glitch I found due to a coding error I made, the error is fixed but I decided to leave the failsafe, it doesn't hurt does it?!

- BUG FIX: Real Money Offers For Imitater, Apple Mortar, Kiwibeast, and Escape Root no longer appear in the store (I just removed them from the code outright)
- Super Trove is now buyable for mints as a repeatable purchase, mints can be obtained via the travel log by putting a special optional file into your CDN, it's optional due to an annoying as fuck bug affecting old players
- Added more of Tomb Tangler's data (he still doesn't work sadly)
- BUG FIX: Power Lily and Gold Bloom aren't shown in the plant list if they haven't been unlocked yet
- Added ""CanSurrender": true," to Caketank in an attempt to fix the softlock from Vanilla where sometimes after a level is over it will be stuck as a corpse and softlock the game, usually in T-29, although it didn't work sadly
- T-60 The Battle For The Taco Sauce is now T-53 The Preliminary Battle, Burnade is now unlocked here, the sun shovel upgrades from T-60 are now unlocked here too for convenience, T-60 is now replaced by Ultimate Battle 6
- Robo Bucket Zombie size shrunk due to complaints about FOV blocking from gpoeris
- T-14 remade to include more of the Birthdayz gimmicks, it's also now a conveyor belt level
- Fast Swimmer now looks like Spring Zombie without the bunny ears
- Guacodile now has minor splash damage in a 3x3 radius
- Added new variant of the Peasant Zombie that wears all applicable armors, will almost certainly NOT be a normally encountered Zombie
- Enabled more Vanilla Arena Practice Rooms and Epic Quests

- Keysplosion now happens after T-60
- T-55 renamed to Tutorial Campaign Zomboss instead of The Final Boss along with an updated and more accurate level description
- Lawn Mowers removed from T-55
- Sun Bean recharge halved
- Dandelion recharge is now 5 and its suncost is now 175
- Dartchoke reworked to be better mostly, but have a higher cooldown time after running out of ammo
- Kiwibeast damage and health buffed
- Dartchoke Priority List Revamped
- Added Rat Zombie, a condition and knockback immune variant of Weasel with more health that can run through plants
- Added Carnie Imp Virus, a giant infinitely splitting Carnie Imp Twin with more health
- Redid T-47 To Be a Boss Battle Against Carnie Imp Virus
- Removed the Anti Turbo Zombie Alarm
- Made 4th Endless Zone Cards Cost 0 Coins At The Request of Bomb!
- Added "immune to frost" text to all the plants in the mod who are immune to frost winds but lacked said text
- Updated Flavor Text for Banana Launcher, Dartchoke, Strawburst, Spore-Shroom, and Bramble Bush to include their changes in the mod
- Renamed Excavator Zombie to Shovel Guy
- Updated Flavor Text for Spikeweed and Spikerock to mention their vulnerability to Shovel Guy
- Added Plant Food Tutorial to The Average PvZ3 Level
- Added Power Up Tutorial to The Power of Power Ups (Doesn't work)

- SunGun now has pierce
- Tons of flavor text changes
- Far Future Zomboss now charges on Phase 1
- Added Pre Modern Day World Unlock Stunt Double Zombot
- Red Stinger now costs 150 Sun
- Almanac Entries for Wild West Plants and Zombies added
- Almanac Entries for the new store plants + some other things added
- Missile Toe's attacks now pierce armor and ash Zombies
- Some typos fixed
- All Plants and Zombies from Flood use the water background
- BUG FIX: Balloon Zombie and Diet Balloon Zombie use the wrong almanac background
- BUG FIX: Store Plants now have the correct name displayed
- A teaser for The Tutorial Campaign World Map has been added to the Ancient Egypt World Map. It's physically located after AE's map due to limitations, but the levels are still played before AE's actual levels like how it always is. The custom map for it will come at some unspecified point in the future, not this update as I'm experiencing several bizarre issues holding me back, but stay tuned! Also there's a LOT of empty space on the map cause I wanted to be sure I had enough room to fit The World T Map. But I MAY OR MAY NOT have gone overboard on the space?! XD You guys have been asking for this for a long time and I didn't think it was possible, but I have plans to make it work, I think. It may not work out in the end, BUT I AM PRETTY SURE I'LL BE ABLE TO MAKE THIS WORK AT SOME POINT, even if it causes some bizarre level relocking glitches for old players. I am pretty

sure it will, but not certain, so be aware of any issues this planned future update may cause.



TEASER ABOVE

- Tool Packet Basic Bulbs now deal more damage to more accurately match PvZ1 Wall-Nut Bowling
- Bulbs now drop coins on impact

- Mini Pea reworked some, recharge halved
- BUG FIX: SunPod's plant food projectile now has sprites
- Fire Pea Napalm Pea damage buffed
- SunGun, SunPod, and Mini Pea now have Mint Boosts
- Sweet Potato HP Buff
- Murkadamia Nut all around buffed
- Bonk Choy very minor damage buff
- Puff-Shroom Lifetime Removed, usually
- Puff-Shroom can now be planted on water because SEA-SHROOM
REFERENCE!?
- Kiwibeast is now immune to frost
- Mini Pea can be placed on other plants because ECLISE
REFERENCE?!
- Level Contest Winning Levels added
- Bonk Choy now does 5 more DPS and costs 50 Sun less
- Added Armor 4 for The ZCorp Zombies (isn't in Almanac), they don't have their unique armor sprites yet and show up as larger basics as a placeholder
- Guacodile now spawns 5 clones
- HOTFIX PATCH 1 - Parsnip now spawns 5 clones
- HOTFIX PATCH 1 - Blastberry-Vine now has slightly higher damage and costs 100 Sun
- HOTFIX PATCH 1 - Dandelion is now Bombard-Mint Family
- HOTFIX PATCH 1 - Red Stinger is now Reinforce-Mint Family
- HOTFIX PATCH 1 - Armor 4s for Frostbite Caves, Lost City, Neon Mixtape Tour, and Big Wave Beach have been added to the game and the almanac, they don't have their unique armor sprites yet and show up as larger basics as a placeholder
- HOTFIX PATCH 1 - Typo fixes

- HOTFIX PATCH 1 - Grave Buster now BUSTS Surfboards and Backpacks
- HOTFIX PATCH 1 - A New Arena Tournament has been added: Ultomato's Just Modded Tournament
- HOTFIX PATCH 1 - Arena Bot Names Have Been Entirely Reworked To Be Pop Culture References, People I Know, YouTubers, Opinions, Profanity, Etc
- HOTFIX PATCH 1 - Removed Herobrine
- HOTFIX PATCH 1 - Added Phoenix Stupid
- HOTFIX PATCH 1 - Pirate Seas Zomboss Now Shoots Super Fan Imps (it's his equivalent of the missile attack), his chance to shoot them and amount of them he shoots increases with each phase
- HOTFIX PATCH 1 - Red Stinger is now only in the transitioning stage in the middle column
- HOTFIX PATCH 1 - Heavily nerfed Sling Pea's already barely noticeable stun since it ruined Pirate Seas Zomboss
- HOTFIX PATCH 1 - Pirate Seas Zomboss spawn list adjusted some
- HOTFIX PATCH 1 - Potato Mine and Primal Potato Mine now spawn 5 Clones
- HOTFIX PATCH 1 - Primal Potato Mine and Teleportato Mine now do 1800 DPS
- HOTFIX PATCH 1 - Magnifying Grass now costs 300 Sun, does 600 DPS, and now takes 25 Sun To Fire
- HOTFIX PATCH 1 - Guacodile now matches Peashooter's fire rate
- HOTFIX PATCH 1 - Pepper-Pult's splash slightly buffed (unsure if this is good)
- HOTFIX PATCH 1 - Cabbage-Pult now has splash (experimental)

- HOTFIX PATCH 1 - Bloomerang Plant Food Buffed
- HOTFIX PATCH 1 - Bloomerang Projectile Is Now The Mid Level Variant (It Looks Better)
- HOTFIX PATCH 1 - Shadow Pea Projectile Is Now The Mid Level Variant (It Looks Better)
- HOTFIX PATCH 1 - Snap Pea overall buffed
- HOTFIX PATCH 1 - Shadow Pea now has a longer actually reliable stalling time so he can do his job correctly as well as applying single target stall with his unpowered shadow peas. However he now costs 250 Sun to balance this out
- HOTFIX PATCH 1 - Pirate Seas Zomboss is now immune to stun so Draftodil stops ruining the fight
- HOTFIX PATCH 1 - T-53 has been replaced by a much better level that introduces Burnade and doesn't have a fucking 20 Garg Final Wave
- HOTFIX PATCH 1 - Tile Turnip now costs 1000 Sun (post first 2 placements)
- HOTFIX PATCH 1 - Jalapeno now has 25 Second Recharge at the request of Bomb!
- HOTFIX PATCH 1 - Cherry Bomb now costs 150 Sun at the request of everyone, and by design Bombgranite is now 175 Sun and Grapeshot 200 Sun because that's how it works
- HOTFIX PATCH 1 - Spikerock now costs 125 Sun and has a 10 Second Cooldown
- HOTFIX PATCH 1 - Inferno and Iceweed are no longer loud as fuck, they're now silent! PRAISE THE LORD!
- HOTFIX PATCH 1 - T-19 now has Disco Jetpack Zombies like it should have

- HOTFIX PATCH 1 - T-49 no longer has foreign Zombies (idk why it did)
- HOTFIX PATCH 1 - Spear-Mint flavor text tweaked
- HOTFIX PATCH 1 - Dialogue and flavor text updates
- HOTFIX PATCH 1 - Made World Names have new accurate info
- HOTFIX PATCH 1 - Made unlock days for Arena and Penny's Pursuit accurate
- HOTFIX PATCH 1 - Added new text for when the player tries and fails to buy an in app purchase
- HOTFIX PATCH 1 - Currently released store plants can now be bought in the almanac
- HOTFIX PATCH 1 - ZCorp Consultant's EatDPS has been significantly nerfed
- HOTFIX PATCH 1 - Gargimp Legal's health has been heavily nerfed
- HOTFIX PATCH 1 - Caketanks are no longer in T-29, finally patching that God Forsaken softlock
- HOTFIX PATCH 1 - Winter-Mint is now 200 Sun
- HOTFIX PATCH 1 - Enforce-Mint is now 300 Sun
- HOTFIX PATCH 1 - Winter-Mint chill duration buffed
- HOTFIX PATCH 1 - Enforce-Mint shrink Zombies count buffed
- HOTFIX PATCH 1 - Added more Dual Mint Families
- HOTFIX PATCH 1 - Updated speed stamps in the almanac for a few Zombies
- HOTFIX PATCH 1 - Updated HP stamps in the almanac for all currently released Zombies + a few more
- HOTFIX PATCH 1 - Renamed HP stamps names in the almanac and cannibalized tier 2 as the tier for super high health Zombies like Roman Caesar, Ultra Yeti, Turkey Boss, and Giga Garg NEO

- HOTFIX PATCH 1 - Disco Jetpack Zombie is now grouped with the Night Zombies
- HOTFIX PATCH 1 - T-5 is harder and has more of the Day Zombies in it
- HOTFIX PATCH 1 - T-19 is harder and has more of the Night Zombies in it
- HOTFIX PATCH 2 - Bloomerang, Hocus Crocus, Caulipower, Homing Thistle, and Inferno have all had their Plant Foods buffed (Threepeater, Witch Hazel, Primal Peashooter, and Dazey Chain were also meant to be included, but it didn't work)
- HOTFIX PATCH 2 - Typos in Arena bot names relating to the creator of FNAF have been fixed
- HOTFIX PATCH 2 - gpoeris' recovery system now works as intended
- HOTFIX PATCH 2 - Hocus Crocus, Electric Blueberry, and Witch Hazel now have a 5 Second Recharge
- HOTFIX PATCH 2 - Hocus Crocus and Electric Blueberry now cost 300 Sun
- HOTFIX PATCH 2 - Removed Wall-Nut's Magic
- HOTFIX PATCH 2 - Explode-O-Nut, Explode-O-Vine, Hot Date, Gold Bloom, Ultomato, Heath Seeker, Tumbleweed, Thyme Warp, and Caulipower can no longer be imitated
- HOTFIX PATCH 2 - BUG FIX: Bad Santa Zombie is no longer bugged (and it may have caused instant game overs)
- HOTFIX PATCH 2 - Bighead Super Fan Imp has been reworked into Hyper Fan Imp, a new Jack-In-The-Box Zombie-like special for Far Future
- HOTFIX PATCH 2 - Added Ancient Egypt dialogue
- HOTFIX PATCH 3 - Wizard essentially reverted

- HOTFIX PATCH 3 - Cannonballer Zombie nerfed, he throws 5 cannonballs instead of 7 and his cannonballs have had their damage halved

The Pirate Seas Update

Release Date: April 25th 2023

ChangeLog

- Solar Sage now costs 100 Sun
- Solar Tomato now costs 130 Sun cause he's cursed, has an even higher and more cursed toughness, and has a slower recharge
- Gatling Pea recharge doubled
- Electric Pea recharge doubled
- Inferno plant food damage doubled (I originally halved the damage, but Inferno started to be total garbage and I felt like I had to)
- Pea-Vine damage halved, but plant food damage doubled
- Pea-Vine now costs 250 Sun and has had its recharge doubled
- Split Pea health divided by 100
- Iceberg Lettuce now costs 50 Sun
- Gave Grave Buster its leveled up explosion effect, but made it only do 200 DPS instead of 1800 DPS (experimental)
- Max Level Grave Buster explosion damage nerfed from 1900 DPS to 1800 DPS
- Headbutter Lettuce now costs 250 Sun and has had its recharge increased to 10 Seconds
- Boom Balloon Flower DPS decreased to 500 DPS, but its P-Food DPS has been increased to 1800 DPS
- Banana Launcher DPS halved
- Perfume-Shroom has had its cost lowered to 50 Sun, and now has a recharge of 10 Seconds and a starting recharge of 0 Seconds
- ~~Pirate Barrels now spawn Barrelheads instead of Pirate Imps~~

- Birthday Barrels now spawn Super Fan Imps instead of Pirate Imps
- Added Cannonballer Zombie, a Variant of Hunter Zombie that throws explosive Cannonballs at your plants that do heavy damage, he can become a huge threat if left unchecked, his best counter is Tall-Nut
- Melon Pult cost buffed to 250 Sun
- Winter Melon cost nerfed to 500 Sun
- Both Melons have had their recharges doubled
- ~~Enlighten Mint Sun Cost and Recharge put on par with the other mints~~
- Zoybean Pod now costs 500 Sun
- Inferno now costs 300 Sun
- Jack-O-Lantern rebalanced
- Guacodile damage nerfed, but rush damage buffed
- Bowling Bulb cost lowered to 400 due to complaints from the community (you sure guys?!)
- Boingsetta has been kind of turned into an instant, like I did my best, it has no toughness and can't fire off again realistically
- Cannonballer Zombie added to Endless Zones
- Made Armor 3s have consistent health
- Nerfed Newspaper Zombie
- Buffed Sunday Edition Zombie MAYBE?!
- Buffed All Star Zombie
- Minor Pharoah Buff
- CDN ACTUALLY DISABLED THIS TIME?! THANK FUCKING GOD!
- Added Based Self Promo Links in SETTINGS
- Updated Zombie Almanac Order

- ~~Enlighten-Mint now costs 1000 Sun~~
- Reinforce-Mint now costs 50 Sun
- Contain-Mint now costs 200 Sun
- Shine-Vine now costs 275 Sun, but its abilities are slightly enhanced
- Grimrose has been overall buffed
- GumNut has been heavily nerfed (may have gone too far?)
- Witch Hazel is now 300 Sun, but has a faster recharge
- Caulipower is now 800 Sun like what Devin did (I don't like Caulipower, so this is funny. Probably way too overboard, but eh?! I just have no idea what to do with Caulipower. Consider it placeholder balance)
- Citron is now 350 Sun
- Citron flavor text updated
- Draftodil flavor text updated
- Bounty Hunter Boost Added to Cherry Bomb and Jalapeno (although I can't get it to actually do the intended effect)
- Rotobaga can now be placed on top of other plants since it's airborne
- Rotobaga Sun Cost increased to 300 Sun to make up for it's wonderful and very fun new ability
- Rotobaga Plant Food Buffed
- Yetis are now immune to fire to make things more interesting
- Super Nerd Buffed and passes through plants cause idk, nerd magic?!
- Easter Wizard has been reworked, he can now eat plants from across the lawn!
- Troglobites can no longer push Giga Gargs, instead that variant pushes Ultra Yetis

- Seagull and Pelicans Health Buffed
- Wave Point Cost of Wizards increased so they don't [ruin Arthur's Challenge](#)
- Time Traveller Zombie health and eat damage heavily buffed
- Stickybomb Rice rebalanced, most importantly its stun time is way shorter now
- Twin Sunflower recharge doubled
- Shine-Vine recharge sextupled
- SunPod recharge sextupled (I AM ONLY DOING THIS TO DEFEAT DEVIN!)
- ~~Enlighten-Mint now costs 10,000 Sun and can no longer be insta recharged~~
- Enlighten-Mint now costs 700 Sun and can no longer be insta recharged
- Enlighten-Mint now lasts for only 3 seconds to balance out its insane sun production boost, while still giving just enough time for you to pop a Solar Tomato, Solar Sage, or Sun Bean
- Pea-Nut reworked, now does single target stall that can perma-stall a single zombie and is also immune to being kicked back by Punk Zombie, these changes are to make it work better in Neon Mixtape Tour, its new homeworld
- Akee damage buffed since it was too garbage for its cost and premium status
- Pepper-Pult damage buffed
- Added Dialogue to T-56 and T-60 FINALLY!
- Updated flavor text for Rotobaga and Pea-Nut to reflect their reworked abilities
- Added a new Almanac Entry for Baskethead Zombie
- Adjusted Pirate Zomboss's Zombie Spawn List

- New Bonus Levels added to The Wild West World Map. A list of which level is what can be found below

Day 11 - The Symmetry Breaker

Day 12 - An Old Test Level For The Mod RZ Made

Days 13, 14, and 15 - Bomb!'s Level Pack: B Sides 1 (The First Fan Levels are getting a special showcase! =D)

Day 16 - The Average PvZ1 Mod Level

- News and Updates tab replaced with a Blurb on The Mod
- Added New Almanac Entries for The Pirate Seas Plants
- Snapdragon damaged doubled and renamed to Hot Snapdragon
- Added New Almanac Entries for The Pirate Seas Zombies
- HOTFIX PATCH 1 - Nerfed Squash's Sun Cost from 50 to 100
- HOTFIX PATCH 1 - Nerfed Bloomerang's Sun Cost from 150 to 200
- HOTFIX PATCH 1 - Buffed Tangle Kelp's Recharge to be more in line with Grimrose
- HOTFIX PATCH 1 - Buffed Coconut Cannon's Splash Damage and P-Food
- HOTFIX PATCH 1 - Tried to fix a typo within one of the Pirate Seas Zombies' Almanac Entries?!?!?
- HOTFIX PATCH 1 - Disabled Travel Log due to glitches affecting old players, it can be re-enabled by putting a special file into your CDN tho!
- HOTFIX PATCH 1 - Funny New Travel Log Dialogue Related To The Glitch
- HOTFIX PATCH 1 - Buffed the health of The Tutorial Campaign, Ancient Egypt, Pirate Seas, and Wild West Zombots
- HOTFIX PATCH 1 - Made The Average PvZ1 Mod Level Easier
- HOTFIX PATCH 1 - Levitater Flavor Text Updated

- HOTFIX PATCH 2 - Reworked Sportzball Wizard into Old Farmer Zombie with updated textures
- HOTFIX PATCH 2 - Added Old Farmer Zombie to Big Bad Butt (I'll add him to Highway To The Danger Room later as that's not accessible in the current version normally)
- HOTFIX PATCH 2 - Finally gave Gifty Garg the PvZ1 Road Sign as had been planned for several months now

The Ancient Egypt Update

Release Date: March 9th 2023

ChangeLog

- Endless Zones now start you with every non store bought plant
- All Endless Zones (other than Modern Day) have been overhauled
- Hamster Ball has been nerfed
- Hamster Ball default Zombie changed from Conehead Zombie to Jurassic Conehead
- Fast Swimmer Zombie Buffed
- Holly Barrier Buffed
- Electric Pea Buffed
- Gold Bloom can now be placed on other plants (QUALITY OF LIFE)
- Homing Thistle can now be planted on water
- Grave Buster can now BUST surfboards (didn't work)
- Draftodil Buffed
- Blockoli Buffed
- Repeater and Gatling Pea now shoot an amount of plant food peas correctly scaled to Peashooter's
- Pepper-Pult and Blooming Heart shoot more projectiles during their plant food
- Melon Pult and Winter Melon's Plant Food does more damage
- Chard Guard cooldown decreased
- Split Pea back damage nerfed
- All Ancient Egypt Zombies (minus Zomboss, I'll get around to him later) now have new Almanac Entries if they didn't have one before

- Boingsetta now always has plant food when planted, it's also supposed to die after the plant food, but I can't get that to work
- Drunk Barrel Zombie Buffed
- Sling Pea cost raised from 375 Sun to 675 Sun
- Sportzball Buckethead is now essentially a Tutorial Armor 3
- Levitater now sucks I think

---(OLD REM) ALPHA VERSIONS---

To Play The OLDER VERSIONS of The
Mod From This Point and Below, Use This
APK

Alpha 5

Release Date: February 14th 2023

ChangeLog

- Endless Zones now start you with every tutorial campaign plant + every plant of that world, except Highway To The Danger Room which has every non store plant
- Highway To The Danger Room has been overhauled to include every zombie
- Big Bad Butt has been replaced by Highway To The Danger Room temporarily so players can experience this super fun Endless Zone AS WELL as test out the currently unavailable plants in some form
- "Level 1" text has now been replaced by "B&D" (stands for Bloom and Doom Seed Co)
- T-38 has been replaced again due to complaints by a level about Roman Caesar that features SOME Ballistas (this level isn't too bad)
- T-44 has been made easier due to complaints
- CDN has been disabled I think
- Ultomato and Stallia Chill Time Increased
- Iceberg Lettuce and Stallia now do some damage
- Iceberg Lettuce Radius Increased
- Fire Peas now have splash damage
- Napalm Peas have been buffed
- Split Pea has been overhauled
- Zombie wave point costs adjusted for Highway To The Danger Room

- Cleopatra Zombie can now spawn 2 sets of PyramidHeads as a reference to Absolution
- Highway To The Danger Room Portals have had their zombie spawns redone
- Goo Peashooter has been given splash damage and some other buffs, but its price has been increased from 300 Sun to 325 Sun
- Fixed some zombie naming inconsistencies
- Fixed a few Almanac Entries not showing up
- Fixed oversight that kept splash damage from working on certain projectiles

Alpha 4

Release Date: December 10th 2022

ChangeLog

- All Plants made viewable in almanac before being unlocked (I think)
- Hot Date gets an extra SIXTY NIIIIINE!
- Added a new mini world to The Tutorial Campaign with 5 new levels!
- Replaced T-27 and T-47 with brand new and much better levels (both are locked and loaded levels)
- Made Pokra no longer a Troll God, instead she's now balanced
- Holly Barrier and Shine-Vine have swapped places due to usefulness and theming
- GumNut and Blastberry-Vine have swapped places due to Gumnut being useless in BWB, which I learned from a Redhead Gaming video
- Made some under the hood changes to try and get Penny's Pursuit and Arena to work, sadly it didn't work
- BUG FIX - Cabbage-Pult is now unlocked from the beginning
- Stunion and Marigold are now also unlocked from the beginning
- BUG FIX - Coins are now unlocked after beating T-0
- BUG FIX - Power-Ups SHOULD also now be unlocked after beating T-0
- MAY have stopped the CDN from ruining everything
- Changed Levitater's Sun Cost from 100 to 50
- Tomb Tangler HP raised from 2000 DPS to 4000 DPS (won't matter as he doesn't actually work in-game)

- Twin Sunflower, Imitater, Ultomato, Pokra, and HeadButter Lettuce are now Buyable in the shop
- Previously Premium Plants have had their real money purchase-ability removed (except Imitater due to an oversight)
- Nerfed Explode-O-Vine's placement damage to 300 DPS
- Torchlight Zombie has been redesigned
- Vase Garg has been redesigned into Giga Garg NEO, with 3 times as much health as a normal Garg! He also throws a Super Fan Imp instead of a normal Imp!
- Added new almanac entries for Twin Sunflower, Headbutter Lettuce, and Giga Garg Neo
- Updated Entries for Pokra and Birthday Troglobite
- Troglobites now have 5 new variants that push other zombies!

Pushes 3 Hunter Zombies

Pushes 2 Weasel Hoarders

Pushes 2 Yeti Zombies

Pushes 1 Giga Garg NEO

Pushes 1 Sloth Gargantuar

- Birthday Troglobites now push 3 Cake Clowns instead of 3 Yeti Imps
- Birthday Troglobites now have 2 new variants

Pushes 2 Cake Kings

Pushes 1 Deflector Zombie

- Super Fan Imp Health Tripled
- Birthday Troglobite's Health SLIGHTLY buffed
- Beta T-38 REPLACED BY The Trial For More Power-Ups!
- Tutorial and Lost City Zomboss's have had their zombie spawn lists expanded
- CakeTank can now spawn a Cake King

- Some Zombies and Plants have been re-ordered in the almanac
- Napalm Peas now have splash damage

Alpha 3

Release Date: November 22nd 2022

ChangeLog

- Sling Pea stun nerfed from 1 second to 0.1 seconds
- Headbutter Lettuce cost increased from 200 to 250
- Primal Wall-Nut Cost cost increased from 75 to 100
- Wasabi Whip cost increased from 150 to 200
- Ghost Pepper cost increased from 75 to 100
- Tile Turnip not free cost increased from 250 to 500
- Tile Turnip free placements increased from 1 to 2 (experimental)
- Sweet Potato recharge decreased from 20 seconds to 10 seconds
- Holly Barrier cost increased from 150 to 250
- Holly Barrier + Leaf toughness increased from 3000 to 4000
- Holly Barrier Plant Food Leaf toughness increased from 3000 to 8000
- Ultomato no longer gets more expensive as it's now an instant in this mod
- Hunter's Snowballs now deal damage
- Gave minor damage to some random projectiles I found that previously had none such as thrown rice, shockwaves, whatever the hell a "power drink" is, thrown octopi, Stunion's Plant Food Gas (how is that a projectile), and maybe a couple more
- Accidentally made Ignited Tumbleweeds SUPER OP
- Added 1x1 Splash for Citron
- Updated Magnet-Shroom's flavor text to mention its insta-killing abilities
- Updated random flavor texts to be funny

- Changed the Tester 2 loading screen message to a loading screen message telling you to follow my Instagram
- Changed "READY SET PLANT!" to "LET'S GO BRANDON!" for non political reasons, it's just stupid and funny!
- Enlightened Zombie HP raised from 0 DPS to 1000 DPS
- Added a 9th Plant to every Main Campaign world

Ancient Egypt - Parsnip

Pirate Seas - Inferno

Wild West - Endurian

Frostbite Caves - Sweet Potato

Lost City - Tiger Grass

Far Future - Blastberry Vine

Dark Ages - Stickybomb Rice

Neon Mixtape Tour - ~~Holly Barrier Leaf~~ - Pea-Nut

Jurassic Marsh - Snap Pea

Big Wave Beach - Boingsetta

Modern Day - ~~Reinforced Holly Barrier Leaf~~ - Heath Seeker

(Apparently the Holly Barrier Leaves cannot have their damage fixed due to hardcode, so they had to have their spots replaced)

- Buffed Tall-Nut's Health from 10000 to 12000
- Lowered Tall-Nut's Recharge from 20 seconds to 10 seconds
- Nerfed Parsnip's damage from 90 DPS to 60 DPS
- Sapfling now does 40 DPS with its normal attack and 100 DPS with its plant food attack
- Moved the turkey zombies to Jurassic Marsh and Amogimp (Impfinity) to Big Wave Beach
- Minor Plant Re-Ordering

- Fixed Homeworlds for Shadow Pea, Murkadamia, and Imp Pear to be Modern Day and not The Tutorial

Alpha 2

Release Date: November 7th 2022

ChangeLog

- Magnet-Shroom can now insta kill Roman Shields (placeholder until they can steal their shields functionally)
- Magnet Shroom can now separate Carnie Imp Twins
- Winter Melon cost increased from 300 to 375
- Ultomato is now a 300 sun Doom Shroom successor with previously unused from Vanilla freeze and chill after effect restored!
- Ghost Pepper can be planted on other plants (same layer as Tumbleweed) like in Rex Vision
- Sling Pea has been buffed, then nerfed.
- Chili Bean and Electricti-Tea have been buffed
- TumbleWeed now uses correct sprites
- Zoybean Pod's cost increased from 200 to 300
- Zoybean Pod's Enchant-Mint boost has been nerfed?!
- SunGun's DPS has been increased
- SunPod's DPS has been decreased
- Blockoli can now be placed on water
- Spore-Shroom can now be placed on other plants
- Hot Date can now be first aided (maybe Torchwood as well?!)
- New Almanac Entries for TumbleWeed, Birthday Barrel, SunGun, SunPod, Time Traveler Zombie, Super Nerd Zombie, Scuba Zombie, and Christmas Addiction Zombie
- Banana Launcher now has a 5x5 Radius
- Missile Toe now has a 3x3 Radius

- Previously Force Hidden Almanac Entries have now been made to actually show up
- Blastberry Vine's recharge has been decreased
- Many new plants including electric and underground plants are now immune to frost
- Olive Pit is now safe from being crushed by MOST threats and can be safely walked over by them instead
- Hot Potato now does damage
- Several Zombies have been buffed
- Kernel-Pult has been exaggerated. Corn now does 10 DPS while Butter does 100 DPS. The stun and butter throw rate have also been SLIGHTLY increased!
- At least ONE cutscene dialogue typo has been fixed
- Stallia's unused freeze and chill effects have been restored, but only for a second
- NPC Sprites from 9.9.1 have been ported over MOSTLY, but are unused
- More data for Tomb Tangler has been added, but is still unused as ever
- Almanac is now blue again
- Wall-Nut no longer has that ugly as fuck Ultimate OBB looking animation that breaks his mummy costume
- Flag Zombies for Night and Flood maps have been fixed
- Night and Flood maps now have Modern Day BGM
- Magnet-Shroom cost increased from 100 to 200
- Split Pea cost decreased from 125 to 75
- All Mints have had their cost increased from 0 Sun to 500 Sun, except Enlighten-Mint which instead has had its recharge increased from 85 seconds to 850 seconds as it NEEDS to be 0

sun to properly work its niche (and for the planned Lost City Day 15 SunGun Minigame and HECK, JUST HELPING OUT SUNGUN IN GENERAL!)

- Teleportato Mine has had its recharge increased
- Magnet-Shroom now has a list of zombies it can insta kill in its Almanac Entry
- Banana Launcher DPS decreased from 1000 to 500
- Levitater Cost increased from 50 to 150
- Sling Pea no longer has Splash Damage in his normal attack, although his plant food keeps it.
- Red Stinger now does a bit more damage and its defense states are actually reliable. But as a trade off he now costs 250 sun.
- Sweet Potato cost lowered from 75 to 50
- Z-Mech and Cardio health lowered to 2000 DPS
- Hero Zombie Updates are now suddenly working in-game out of nowhere, which is awesome!
- Random Plant Recharge Changes
- Miscellaneous Flavor Text Updates
- And PROBABLY MORE I've forgotten

Alpha 1

Release Date: October 27th 2022

ChangeLog

- The Mod has been moved to Ultimate OBB 9.8 to use the DMG and UB music, unused zombies, and unused plants. Due to that reason, Tomb Tangler has been shattered across time and space like WD Gaster and the old world order on the map is back, which is pretty CRINGE!
- Tomb Tangler has been replaced by Grimrose (I forgot to add her originally lmao).
- Added Heath Seeker (I forgot to add him originally too lmao to the second power).
- Plant and Zombie seed packet and almanac listings have been updated to properly show off their order in the mod. Zombie orders past the Tutorial Campaign are not done yet, and are 100% gonna be changed.
- More of everyone's favorite thing: BALANCE CHANGES! And too many to list! Just check for yourself, will ya?
- Updated Almanac flavor text that's more accurate to the game!
- All 55 Tutorial Campaign levels being FULLY FINISHED and not broken + 5 more bonus side levels.
- Miscellaneous flavor text updates.
- All loading screen messages being updated to tips, facts, ads for my other stuff, sweet messages, things telling what other BASED games you should try, AND MORE!
- New Almanac Entries for every Plant and Zombie in the Tutorial Campaign + some other random ones. Please check them out, I'm sure you'll enjoy them! =D

- Mini World Flood has had its setting changed from Front Yard to Front Yard Beach.
- Still no shops offers, we need to learn how to add that.
- Level 2 Potato Mine purgatory on main save file fixed.
- Many levels not dropping an upgrade and crashing the game instead have been fixed.
- T-12 and T-25 have been made easier.
- Old levels now have Demonstration Minigame and Ultimate Battle themes when appropriate, except Front Yard stages which don't work at all for some reason.
- You now start with Stunion as well in the Tutorial Campaign.
- Unused Plants and Zombies have been added to the almanac along with several not usually listed zombies.
- Veteran Zombots replace their original counterpart when applicable.
- The Demo Phase is over, we are now in Alpha!
- sniff.
- World Exclusive Plants are no longer a thing. They can now be used in all worlds! Even if it would be completely pointless for them to be!
- sniff.
- Several zombies have been given better names.
- Rent-A-Plant listings have been expanded to include any missing plants I could find. Use it to help you along the way in your journey!
- Dialogue has been fully implemented.
- TRY MAGNET-SHROOM!
- coughing fit.

- New custom sprites for SunPod and SunGun. However, they only show up when your Bluestacks graphics are set to higher resolutions I think. I apologize for this. It would just be too much work otherwise D=,


~~~PRE-ALPHA VERSIONS~~~

## Remixed Original Demo

**Release Date: September 30th 2022**

THE VERY FIRST VERSION! NOTE: Is the only version that's NOT Ultimate OBB, is instead in 9.9.1. This version also has no changelogs cuz Lavvy made this before things got more professional. So we genuinely have no idea what's added in this version beyond it still having Tomb Tangler lol.

To Play The Original Remixed Demo,  
PLEASE USE THIS APK

# ~~~MISCELLANEOUS DEV BUILDS~~~





