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Plants vs zombie 2 mod apk obb

ELECTRONIC ARTS Android 4.1 + Version: 8.5.1 \$0 Plants vs Zombies 2 (MOD, Unlimited Coins/Gems) - this is the second part of a very popular game in which you have to defend your ownership. You will play with plants that try to save your master in every possible way. You can also grow different types of plants that will attack zombies. You will need to collect the sun and improve your plants. The more enhancements, the more zombies destroy each plant. Think about your plant plant strategy so that it would not give you a chance on this zombie. Updated to version 8.5.1! Plants vs Zombies2 well inherited the fine tradition of the past, the game's main mode is still adventure level, that is, most players are familiar with the five-line offensive and defensive mode, the basic way of playing in this mode is exactly the same as before, players need to collect sunlight Planting plants on the ground to prevent invasion of zombies, removing sad reminders of zombies eating your brain. Simple game concepts and user-friendly learning make it easy for new players to understand Plants vs Zombies for the first time. - APKAward.com although there are not many breakthroughs in how adventure levels are played, this does not mean that the model is immutable. PopCap has significantly improved its software production capabilities after being developed by various platforms. Compared to previous games, optimization of the game did very well, even in the old machine will not feel any significant delay. Plants also do not move, but they add many dynamic effects, such as the well-known pea shooter in attack, collect the face and then spit out bullets, new plant cabbage will look around with provocative eyes, this changes in detail not only give old players a fresh feeling, but also as an exchange, so that players are waiting for an enemy offensive that is not so boring. But the biggest change in adventurous mode lies in the tombstone. Although the tombstone appeared in the past, these obstacles can only be destroyed by specific plants. In this scenario, any attack of plants can damage the tombstone and destroy the tombstone several times. However, this setting also has a somewhat weakened pea shooter, an attacker who can not penetrate the barrier of old plants - if there is a zombie and pea shooter in the middle of the tombstone, then zombies before crossing the tombstone, pea shooter only can attack the tombstone, but can not cause damage to zombies, relatively speaking, a new plant parabolic attack is much more convenient, you can directly attack the zombies over the tombstone, and the price is 100 sun. I believe that in most cases, players will prefer to choose it, right? However, this setting can be understood as PopCap is to encourage everyone to try more new plants to deal with the enemy, so talk about these newly added stuff! New plants and new enemies are part of much of this PopCap promotion, and in real games these two new features really give players a completely different and preventative experience. Most of the plants that are available for the first game of the game, except potatoes, pea shooters and sunflowers, are brand new - boomerang shooters who can attack up to three targets in a straight line, prefer melee cabbage , You can freeze zombie frozen salad without sunlight, and even lightning crafts that can use lightning attack. These new plants not only have the same attacking style as older generations, but also the tactics that players use to take them differently. Cabbage, for example, has a high frequency of attacks, but one range of attack, which is good for breaking tombstones and even working with nuts to make a splash on the front. In contrast, in order to draw attention to these new plants, PopCap put some old plants in a cool palace, and classic plants in previous works require the player to get the process to some extent under normal circumstances. If you want to use it at an early stage , you can only choose to buy it in advance way. Compared to the powerful new plant, the thorny new enemy is not so much loved, the game adds some zombies that indirectly prevents players, such as the appearance on the map of Egypt, will absorb the sun from the carraon of zombies, threw Bones summon the shaman zombie tombstones, both of which, although not really harmful to the player's plants , are enough to affect the overall situation - when the player goes down then 25 sun can plant a strong plant , absorbed by the enemy, is simply God annoying! In addition to this intrusive zombie, there are some powerful new DPS enemies in the game in which a zombie with a torch is believed to be the guy most unwilling to see, and once the zombie is close to the plant, the plant burned, even if the potatoes can withstand the zombie attack is also spared, and the torch of the zombie moving speed is not slow , safer approach is to use frozen salad to freeze, and then kill it from a distance To some extent Test the durability of the player , usually they do not easily waste frozen salad emergency plants, otherwise in a crisis frozen salad is in cd (cooling time), then you can only waste kill the enemy. Co? You're saying he's out of kill, too? It can only use human sea tactics to try your luck. The introduction of magic considered the biggest change for players in zombies means no longer limited to the plant in this way, but can use magic to kill the enemy effortlessly. Magic in the game is divided into plants through chlorophyll kill, and the use of gestures directly spike the zombie gesture of magic, following for each to explain in detail the use of these two new And Experience: Chlorophyll: Nirvana using chlorophyll is the most commonly used player of the game in improvements, through chlorophyll magic can increase the plant's combat effectiveness in a short period of time, using it correctly or even the second of the enemy's entire screen, to achieve the effect of war situations turned. The use of chlorophyll magic consumes a green leaf slot that can store up to three chlorophyll energy on the first killing of chlorophyll-bearing zombies (the body glows green), and be careful not to let the energy leak definitely consume the energy bar. It is worth noting that in the game to pay 1000 gold coins can immediately get a green leaf of energy, but this price is too high, there is not enough money to start a magical gesture directly clearance, it is recommended not to increase green energy leaves in this way. Due to the green leaf energy is not much, in off also 2 to 5, so it is best to avoid waste chlorophyll used in the blade. First of all, when it comes to elevated plants, plants such as cabbage, which strengthen even a few seconds from the body, are not a priority - if you can not lose 150 sun very definitely plan cabbage on a hostile central, in this case the yields are good. Suggest that you prefer a soy shooting game, its kill can cover the entire screen, although the attack force is lower than other plants, but can cause a complex attack on the enemy, very effective in the early period, but late players of the game please give preference to such a wide range of attacks increase plants. After choosing plants to increase the speed, let's look at the timing of the increase, there are two situations should give preference to the use of chlorophyll: 1. There may zombie spike plants, but the current lack of effective stop means players, feel free to use chlorophyll to definitely kill the enemy; 2. When the enemy attacks aggressively, there will be some death squads that rush to plants in a sandstorm. At this point, we need to focus on killing these zombies. Otherwise, it will be easy for a large number of kidnapers to cause a complete collapse. Gesture of Magic: The new Magic gesture, as the name suggests, requires the player to complete the magic gestures to start, which greatly improves the human-computer interaction. There are three kinds of magical gestures, these three kinds of magic kills zombies kill ability, and almost no CD can be described as the ultimate zombie shaking world to kill Zhao, gorgeous. However, the cost of using these magic is also very wonderful, requiring players to pay a certain amount of money at startup, the price is 800.1200.1000, this high price for honest ordinary players is required to be unusable occasionally use emergency it. The following describes the use of three kinds of magic: 1. Hand: By starting with two closed fingers, you can pinch the zombie's head, the disadvantage is that you need to rely on two fingers to get started, slightly cumbersome, not very practical. 2. Anti-gravity: Zombies blew paddling on the screen, the simplest and rough magic, but also the moment the ultimate big kill, the disadvantage is the highest price: you need 1200 ocean. 3. Lightning transmission: tap the screen to cause an electric shock attack zombies, electric shocks will spread to the vicinity of zombies, the disadvantage is the start speed is relatively slow, it is difficult to destroy the enemy at a specified time. In the story, the game no longer uses the pre-process linear process, but in order for players to move freely on the map, in addition to the main line there are many branches, these sub-level points need to get the game player key / star to enter, successfully passed There are some additional rewards for branch levels, as well as various upgrades, such as multiple slots for cards, initial sun and carts, in addition to brand new plants that can be easily displayed on the map. Speaking of stars, we can understand that the rating system will be a task in each main line level, when the player successfully completed the task you can get the star prize, usually each has three stars, that is, three tasks for the player to challenge the stars as a necessity for the next world and also powerful new plants. Easy customs clearance can be very easy, but each pass to get three stars have a certain degree of difficulty, especially some of the tasks of the game requires that the player can not lose the plant - the worse is that the self-destruction of boiled potatoes and frozen salad Plants of the same type are also considered lost plants, which requires that the player can not use for these tasks, and these plants are often cheaper and to a lesser extent impaired the player's ability to contain the enemy, it is tantamount to encouraging the player to use a lot of paid magic to deal with the enemy. Sub-level mostly in the form of mini-mode, I believe that played generation players must be impressed by the mini mode, and even some players think mini mode mors attractive than adventure mode. So for this mini mode will not disappoint you. The game significantly increase mini-gameplay, in addition to maintaining generation mini-mode, there are such as plant protection, neurasthenia, cannon zombies and other games, if it still can not let you enjoy, map all after completing the main level, you can challenge the hidden level equivalent to the previous challenge mode, but more difficult, I hope difficult players do not miss. To be honest, this is my most impressive point is that the game's purchase is too rich, there are money, strong plants, there are a number of cap increases to put it bluntly, if you are willing to spend money, you do not even need to plant a plant that will be able to abuse all enemy slag, which to some extent affected the gameplay. In general, however, the game adds a lot of interesting new elements for players, provided that they inherit a generation of cloaks, which is not easy to play, and the transformational performance is not low. It even tends to surpass one generation. What are you waiting for? Quickly install join the ranks against zombies! it!

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