

Jumpchain
By Esper
Version 1.0

Introduction

Welcome, or welcome back, to the world of Plants vs Zombies.

Last time it was all about defending your house and brains from the unrelenting waves of brain eating undead. This time you're in for a new adventure. The zombies are back and your neighbor, Dave, ate a taco he'd been saving for two years after you gave him some hot sauce (he's crazy and has a cast iron stomach) and decided it was soooo delicious that he had to eat it again. Now he's taking you on a wild ride through time in order to eat his taco with the help of his suped up, time travelling, RV vehicle hybrid, Penny, who thankfully is very intelligent.

Unfortunately time traveling is not an exact science, and you'll be starting your wacky adventure in Ancient Egypt. But wait, the zombies are here too? What's going on!

With all new plants to collect, zombies to fight, and the quest for a taco, you're going to find out! Take these **1000 Choice Points** and prepare yourself or else the zombies will eat your brains!

Age & Gender

Free choice for everyone. Yes that means you could be a baby, no I don't know how that works.

Location

🌶️ indicates the difficulty of each era. Choose wisely, or roll for fun! The default starting location is Ancient Egypt as stated in the Introduction.

1. Ancient Egypt, (Default Location): Filled with dust storms that ferry zombies to the middle of the engagement zone, Ra Zombies wielding short staves to steal your sun, Tomb Raisers that prevent you from planting by filling the area with tombstones, Explorers with torches to burn your precious plants, and Camel Zombies that aren't actually camels but approach in shielded groups of three or more. These and many more are the types of enemies you'll find here.

2. Pirate Seas, : Here the battlefield takes place on opposing ships with a narrow plank bridge connecting them and to either side a drop off full of ocean water. Swashbucklers come swinging in over the divide and most of your defenses, Seagull Zombies feature a monstrously strong ordinary looking seagull carrying a zombie upside down and tied with rope, Barrel Rollers that crush plants and pop open with Imp Pirates, Pirate Captains with annoying parrots that steal your plants away, and Imp Cannons that fire those tiny creatures mid-way across the map. At least you'll get to play with your own cannons this round and knock the zombies into the sea.

3. Wild West, : Introducing the railcar mechanic upon which you place your plant and move it vertically along the range. Also introducing Prospectors that pop up behind your defenses, Pianists that cause the hordes to shift lanes as they dance up and down the field, Zombie Bulls and their bull riding Imps, and if you thought the parrots were annoying before here's the next stage in plant decimating critters, the Chicken Wrangler Zombie, now with more birds!

4. Kongfu World, 🌶️ (Chinese Version Only): Everybody was kung fu fighting! Welcome to China in 1673 where Weapon Stands and Taiji Tiles become the level gimmick of the day. Weapon Stands allow Kongfu and Monk zombies to equip themselves and transform into other zombies, it also blocks your projectiles and ability to plant as long as it occupies that tile. Hammer Zombies spin as fast as tornadoes to deflect shots, Exploding Zombie destroys Plants in a 3x3 area on contact, Nunchaku Zombie will deflect shots and toss Plants out of the lawn, and Swordsman Zombie can cut through your fighting greens in two hits. Then there's Drinking Zombie who gets faster the more he drinks and gets bigger the more damage he takes, along with Qigong Zombie who pulls Plants towards himself, and the Gargantuars this level come in three

Bronze types; Han, Knight, and Qigong which can speed up, change lanes, and pull Plants respectively. Something I should also warn you about, you don't get lawnmowers as a last line of defense on this level. Good luck facing the sleepless hordes.

5. Frostbite Caves, 🌶️ : A place cold enough to freeze your plants in solid chunks of ice, stopping their production, you'll need plenty of fire based plants to keep them warm as you fight back against the horde. And speaking of the horde, here come the Hunter Zombies that toss snowballs to freeze your plants even quicker, Dodo Riders that hop skip over Spikeweeds and Wall-nuts, Weasel Hoarders with yet more annoying critters that'll quickly eat your greens, and Troglobites that can push blocks of ice across the field. In larger waves they come, with seemingly no end to them and the chill they bring, beware the arrows on the ground that shuffle them to different lanes.

6. Sky City, (Chinese Version Only): Remember I said Crazy Dave was, well, crazy? He turned his house into a flying fortress and now it's your job to defend it from what appear to be WWII (or maybe WWIII?) era zombies piloting planes and flying around on jetpacks. Worse, if the house takes too much damage it'll crash but at least it's armed with a cannon you can aim. In the middle of all this are lightning bolts that strike your Plants giving them positive or negative charges which will debuff them or even paralyze. Zombie Fighters fly in close to the house before swinging around into a different lane firing bullets the whole way and once enough damage has been done it'll buzz towards your base and self destruct. Transport Boats soar overhead to drop off Flying Imp Zombies to destroy what Plants you have on your fortress before they parachute off the side. The Double-Cabin Aircraft Zombies will ram you in a kamikaze run, Missile Zombies can't be destroyed by your Plants but require you to swipe/toss them before they detonate, and the Arbiter-X is made of unfair villainy as it takes up three lanes and makes all zombies behind and around it semi-transparent and unable to be seen or hit by your Plants. Despite the rating this is a very dangerous level with limited strategies, so be careful.

7. Lost City, : Deep in the jungles of the past lies this ancient forgotten place where you can find the Gold Tile gimmick to boost your sun production. But wait, was that Indiana Jones's zombified cousin that just swung by? You'll find this level chalk full of Zombie Adventurers looking for riches, followed by their paramours holding parasols that protect them from your lobbers, with the hired Excavator Zombies wielding their gold shovels like a shield to dig up your defenses. And if you thought Imps weren't trouble before they are now as the Imp Porter carries a backpack and if he hits those Gold Tiles he'll lay down a tent and set up camp from which zombies will pour out. Also, the sun stealers you had to deal with from Egypt? Yeah, they're back and can fire what they store up to take out Plants in their lanes.

8. Far Future, 🌶️: The world of tomorrow...is retro and still plagued by the undead but in this period technology has been mastered allowing for the existence of the Power Tile

gimmick to share Power Boosts between Plants. The zombies have gained an upgrade as well, and learned to drive...somehow. They come rolling in, in their futuristic vehicles defended by energy shields and armed with lasers, dropping some mad disco beats for Disco Zombies. Mecha-Football Zombies charge your defenders in a mad ramming maneuver from their football helmet shaped walker and the Gargantuars this round sport bolts and metal instead of flesh.

9. Dark Ages, 🌶️ : One-thousand years ago, superstition and the sword ruled. It was a time of darkness, it was a world of fear, it was the age of MUSHROOMS. An entire level where the night rules and sun no longer falls from the sky, where tombstones can spawn themselves and ambush your defenses by summoning zombies through Necromancy. Here begins a test of your mettle as potions rise from the earth to empower the zombie that comes upon it granting them speed and strength while making them bigger. Wizard zombies turn your plants into sheep, while Jesters reflect your projectiles, and Zombie Kings hand out knight helmets to lesser zombies like they're candy.

10. Neon Mixtape Tour, : You ready to boogie to some 80s pop and punk rock music? On this level everyone dances to the beat which changes randomly through a contraption of Dr. Zomboss. Different zombies are affected by different tunes, causing them to increase their speed or jam out some incredible moves like the Hair Metal Gargantuar's sonic blast when metal music plays. There are Punk Zombies that kick your Plants back a space and his friend Breakdancer Zombie who does the same for his fellow undead, and don't get me started on Arcade Zombie and his arcade cabinet that spits out 8-bit zombies.

11. Jurrassic Marsh, : Here there be dinosaurs, rawr! 153,954,765 years into the past you have entered a more pure level, a more primal level, a bloody-ok, I'll stop. In this period everything hits harder and is a bit tougher, and man oh man those Jurassic Imps are fast. The dinosaurs of this era don't like the zombies but they aren't your friends either as they'll wander up and down the lanes, horizontally, then kick the undead invaders in your direction and closer to your house, belt out a massive roar to scare the zombies into running through your battle lines, even fly them behind your defenses to chew through your plants on their way to their own side.

12. Big Wave Beach, 🌶️: Cowabunga, dude! The sun, the sand, the surf! It'd be perfect if not for the Surfer Zombies sailing past your aquatic Plants to plunk their surfboards into one of your ground based greens taking it out and creating a barrier all in one. Then out from the waves the Snorkel Zombie appears without warning to ambush your defenses. Followed by a Deep Sea Gargantuar and its Imp Mermaid Zombie. Oh, and you gotta watch for that changing tide too which will decimate your ground Plants unless they're placed on Lily Pads. This is one vacation to remember!

13. Modern Day, 🌶️ 🌶️: We return to the Present at last, yet our zombie fighting problems aren't over as Dr. Zomboss unleashes his real evil scheme, Project Paradox, in which he will attempt to stop Crazy Dave from eating his taco and thus erase your entire adventure. You must stop him! But first you must be absolutely certain you are ready to face him as he will summon every zombie across the eras via time tears in order to stop you from stopping him. This is it, the final battle begins now!

Origin

What manner of being are you? Any origin may be treated as a Drop-in.

Empowered Human: They may have once been normal, those humans, but the zombie threat has forced them to adapt quickly or die. As a result, some have developed special abilities to help them protect their plants and their brains. However, these abilities are tiring and cost a lot of energy to perform. The Empowered are not quite independent enough to forego their green defenders, but they're getting there.

Plant: You are one of the many varieties of plants from the game, maybe you are a defender, a trapper, a lobber, a spitter, a sunlight supporter, a...well, you get the idea. When not fighting zombies you have a variety of hobbies and interests that you take the time to cultivate.

Zombie: You decided to take after the great brain obsessed Tarman himself and joined with the legions of the hungry undead horde. Are those fresh brains you smell wafting from across time and space? Wait, how can you smell that? You don't even have a nose!

Machine: You are a mechanical work of art like Penny! Or maybe you're a tough and rough junky looking vehicle the zombies put together? Whichever side you root for neither of the fighters are interested in you as a threat, as long as you hang back and let the Plants and Zombies have their day, just don't let the undead take you out for a spin.

Perks

100 CP perks are free with their Origin. **50% Off** for other perks with their Origin.

General

Sun Stash (Free/100 CP) You can collect concentrated sunlight spawned from the sun itself or from plants, store it for a rainy day, and feed it to plants or other sun reliant living

things/beings. As a zombie you'll be able to collect these in a device that can then fire that energy at your opposition. As a machine you can use that power for energy attacks or shields. Plants of course generate their own but can collect sun as well to give to their human charges. In future Jumps you will be able to collect many different kinds of concentrated energies native to that setting like fire essences, crystalized magic, even memory shards, and store them for later use but you must pay 100 CP to take this perk with you.

Commander Leagues (100 CP) You're a deft hand at tactics and positioning your forces to capitalize your defenses and take advantage of weaknesses. As a zombie that basically means knowing how to blend into the wave that marches forward to avoid being hit and where you can do the most damage to the defenses. For a plant it's knowing which enemy to target first or sit in the way of. To a human, it's knowing where to park your shovel and plant, as well as what flora you need for any shindig. A machine, meanwhile, is good at uncovering the plans of the opposition and forming excellent counters. No matter what you are, you're good at what you do.

Alert! To Arms, To Arms! (100 CP) The time for action can happen at any moment whether you're a defender who could use a heads up or an attacker who doesn't want to be late to the party. You have a sixth sense for predicting when the next wave of zombies will be gathering to feast allowing you to prepare and schedule your plans ahead of time for those moments you need rest or to buddy up for the show. You gain a rough estimate of when the fighting starts, accurate to the time of day and hour, but not precisely the exact minute.
In future Jumps this perk acts as a general warning for attacks against you, especially battles involving groups great and small that involve three or more people.

World Preservation (Free/400 CP) This is a world where time travel is involved and characters have to work to preserve the future. But how on Earth did they know what needed to be prevented to preserve the Present as they knew it? Well, Penny's got some extraordinary sensors and analysis capabilities on her but that hardly helps you in this situation. With this though you'll be able to tell when a paradox is approaching and what the cause of it will be so you know what needs to be prevented to keep the future chugging along like normal, or destroyed if there's something you want to change. You're also immune to the dangers of messing around with time, such as erasure of your own personal history, birth, or becoming a living paradox, etc. whether you're the one engaging in shenanigans or an enemy, you can meet your past self without worry.
This perk is free for this Jump but you'll have to purchase it to take it with you.

Empowered human

Gettin' Down With The Dig (100 CP, Free Empowered Human) You're a wiz at placing plants, you can plant and dig them up as fast as it takes you to point. In fact you have a max of ten slots with which you can place a selection of flora, point, and cause them to be instantly

planted with an application of sunlight, though it takes time for the slot to recharge. But even manually, yours is the fastest shovel in the west, able to dig a large hole in just one scoop and fill in a small crater with a scoop of your spade. You also have no problem with getting your greens to grow quickly in different terrain; sand, wood, tundra, stone, regular earth, wherever you want to plant them they'll grow. Water however still gives you a hard time with the non aquatic flora without any handy Lily Pads nearby and obstructions like the aforementioned craters or tombstones can cause you trouble requiring them to be filled in or broken down before you plant. If you're playing in the Chinese version of the game you can only plant flying Plants in midair unless you later find a way around this.

Coin To Power Converter (200 CP, Discount Empowered Human) You have a sizable energy pool, enough to activate one of your special powers, which takes a day to refill. Because of this horrendous charge time you've discovered a method to refill your energy by using money. Any currency you collect can be converted into energy instantly, even allowing you to store power past your capacity and fire off two of your nifty abilities. Just keep a close eye on your funds. Post Jump you can use money to fuel any powers that would normally cost energy from your personal store. You'll still have any energy pools that you gain from those powers; you're just supplementing money instead of using up that energy pool to attack.

Fertilize My Heart (400 CP, Discount Empowered Human) As an Empowered you have the ability to permanently upgrade living things, especially living beings with their own powers. You can give them faster recharge on their abilities, make them more durable, able to cause more damage, reduce the cost of energy on their powers, grant greater range, even unlock a special ability based on their existing powers.
On a normal being your upgrades may improve things like mental processing speed, the efficiency with which the body clears itself of toxins and chemicals, overall physical capabilities such as speed and strength, improved metabolism, their resistance to disease and degradation in general, perhaps even grant a single power based on a skill of theirs.
You can upgrade others a max of 20 'levels' with each level costing you more power as they gain strength. When used on your Plants don't be surprised if some of the basic ones turn out to be more powerful than their enhanced fellows.

Wonder Working Power (600 CP, Discount Empowered Human) You're one of the many people capable of using four special abilities in this world. The first is your cheapest ability, which costs 800 coins with the Converter Perk, with it you can make like Zeus and call lightning out of the sky to disintegrate your enemies, even the Gargantuars, the most fearsome of zombies...for about three seconds. Yeah, your moment of unstoppable power goes by quick. Your second power, costing 950 coins, let's you toss zombies off the field and where they go no one knows because they don't come back to trouble you again, this one lasts a little longer at eight seconds. Your third gift, costing at a high 1150 coins, allows you to rapidly throw snowballs out of nowhere for five seconds and chill the zombies so much they barely move. Finally, your

last ability, at 1200 coins a pop, is to summon fire at frozen things and melt the ice around them without harming them. It's mostly for when you need to warm a frozen Plant right that second. Post Jump you'll be able to improve the efficiency of your powers, reducing the costs and improving the duration to where you don't have to rely on coins to spam them.

Plant

Teamwork (100 CP, Free Plant) Hey, watch where you fire that thing! Hitting your buddies is always a risk during combat but the plants in this world don't seem to have that problem. Neither do you, it turns out. You could spit a whole arsenal of peas like a machine gun, if you're a Pea Shooter, or breathe fire over an area as a Snap Dragon, or even explode in a blast that hits every lane and never hurt your friends. In fact some of your abilities may benefit your allies. Being a fire Plant could keep them from freezing in the ice levels for example. You can selectively choose when your attacks pass harmlessly through your friends and if auras from your powers can benefit them.

Feed Me, Seymore! (200 CP, Discount Plant) Being a Plant doesn't do anything to stop you from having a life or contemplating it. Whether you perform in a movie about killer plants from space, write poetry, participate in sports, or whatever it is you do, your lack of opposable thumbs is no hindrance to living your best life as you are just as mobile and capable of performing tasks as any human. The properties of your Plant form also bleed over into your other bodies such as being able to eat and digest anything from a Toadstool form without it tasting awful, inflicting a freezing touch from an Iceberg, or even greater toughness from a Tall Nut.

Plant Food Power! (400 CP, Discount Plant) The small war on the lawn has seen improvements on both sides. When the Zombies grew in strength the Plants had to learn to match them. You are able to evolve or 'level up' the more you use your abilities, with each breakthrough taking longer to reach, until you hit your maximum. But with each level sees an increase in your durability, attack power, range, affect duration, power boost duration, and even an increase in production speed. A maxed out basic Plant could potentially outperform one of the advanced types but victory still depends on if you have the right tool for the job.
Post Jump you are able to evolve other abilities you have or acquire to their potential maximum, assuming you don't have anything that breaks the 'level cap'. You are also able to apply Plant Food Boosts to Alt-Forms that have similar abilities to your Plant form, like an AOE fire breath for a dragon or fitting multiple things in your mouth as Kirby, you also won't need plant food exclusively to activate it as any item that does the same thing will work.

Root Foundation (600 CP, Discount Plant) Plants are not individual organisms, some are connected by roots, or grown on a single stem, others are just the fruit of a tree, and there's always seeds to replace flowers. You share in this boon, Jumper. Whatever base plant you grew

from (the first one you pick in the Builder section) that becomes your safety net from death. If you are a Wallnut, your main body will be the tree and the other nuts are your hive mind clones so the zombies can eat as many of them as they like yet, while the tree lasts, they'll be unable to stop you. If you're a mushroom then as long as your roots aren't destroyed you'll grow back, and even a Sunflower will produce one last seed from which you can pop back from. So long as the zombies don't get your main body or destroy that last seed, you'll still be able to fight them off.

Zombie

So White They Sparkle! (100 CP, Free Zombie) The one thing about being a rotting undead in this world is that while the rest of you falls apart your teeth may as well be indestructible. Your chewing technique is excellent, you could easily wipe out the competition at an eating contest and I'm not saying that just because you'd eat their brains for dessert. You're faster at gobbling your way through any pesky plants in your path, even if they are protected by steel armor, just don't eat any suspicious looking Chili Beans.

Open Mouth, Insert Nope (200 CP, Discount Zombie) There are a lot of Plants that can end your fun if you eat them. Poison mushrooms, sunlight infecting beans, gassy emitters, plants that cause you to explode when you eat them. You are able to recognize when something could harm you if you eat it, especially if it's not obvious that it has such a feature when you look at it.
Post Jump this works for anything you might consume from arsenic in your tea, to enchanted metals you stick down your gob, to that energy field bigger than your own head, you'll know when they're too much for you.

Freaky Friday Switcharoo (400 CP, Discount Zombie) While zombies get rare opportunities to switch lanes the Plants get all kinds of advantages to both attack different lanes and move about the field, even one that outright switches places. Well you have picked up some of their tactics. As long as there is one zombie on the field other than you, you can switch places with that zombie. In a crowd of them you have a buffet to choose from and all you have to decide from there is where you want to be. Away from that Bonk Choy? Closer to the house? Can you smell the brains on the grill yet?
Post Jump you'll be able to switch with any undead you encounter in other worlds, yes even ghosts!

Return of the Living Dead (600 CP, Discount Zombie) Marching to your second death would be stressful, if you weren't already, ya know, dead. At this point you know what it's like so it's not as exciting when you already bought the T-shirt. But it is disappointing to walk onto the field and get taken out by a simple Pea Shooter without even a glimpse of the brains you're after. Which is why your unlife is suddenly full of second chances to attempt gluttonous murder.

You have the ability to return from your second death and third and fourth and fifth, etc. as long as your head is intact and gets reattached to a body, preferably a dead one. And since zombie parts get reused by your fellows, that's a very likely outcome for you.
After this Jump, when your head gets reattached you can revivify to full life if you don't want to run around as a zombie. You can also 'die' on command and run around as a zombie if for some reason you don't want to be 'alive' anymore. You can switch between either state at will and this death/life switch will work for any undead form you possess or acquire in the future. Any reattachments to a body other than your own will see that form become your new alt-form, so a caucasian head attached to a red skinned body makes you red skinned as a whole among other traits such as dark hair. Beyond that fanwank responsibly.

Machine

Calculating (100 CP, Free Machine) When observing an opponent you can tell when they outmatch you in power, ability, and skill. You can get an accurate idea of your survival chances in percentages whether you are faced with an individual or a whole army. This won't tell you what their powers are and such but you'll know when you're outclassed and that is an impressive survival skill.

Analyzing (200 CP, Discount Machine) While running through your assessment of your opponent's capabilities you're more likely to come up with the perfect counter, like the one plant you need to turn your battle against the zombies into a victory. Mind you this counter usually cannot do the job by itself and your enemy can still win if you don't plan and coordinate your efforts properly or have incomplete information, but if there's a solution to defeat them you'll find it.

Data Processing Specs (400 CP, Discount Machine) Your CPU is kitted out with the capability to connect to other digital systems and machines, either through Wi-Fi or a jack of some kind, as well as processing things five times faster than you otherwise would, possessing infinite storage, instant fully retroactive perfect recall, perfect cross referencing, and perfect indexing with self correcting algorithms so your mind isn't trapped in a perpetuating loop. You can fold up any amount of data into smaller bytes, attach a notation to it about the contents, and no one can access it or force you to. Your systems are also built robustly avoiding incidents that would cause you to shut down due to a cascade failure, you have many redundant parts as a result of this.

Backup Files (600 CP, Discount Machine) As a machine with your connections you can backup a copy of your core personality with automatic updates renewed every hour or manually when you need to regardless of whether you are connected to the copy or not. So long as such a copy of you remains you will be able to escape death as your consciousness fully transfers to the copy, becoming the new same old you with maybe just an hour of lost memories. You can

make three such copies and have them placed in other technology that supports A.I.s, just make sure you don't get stuck in a thumb drive or something...could be awkward to escape. Post Jump, if such a thing as getting stuck in such a manner happens to you you'll be restored to a better form or your robo alt-form after every Jump. Getting stuck doesn't count as chain failure, barring any Drawbacks or Scenarios that require something be done before the deadline, your Benefactor will find it hilarious though.

Items

You need stuff to protect your stuff and especially your thinking stuff stuffed in that stuffy head of yours. Here's 600 CP to spend in this section. All things get replaced if destroyed, lost, or stolen, appearing where it is most convenient for you.

General

Costumes (Free) Just because it's the apocalypse doesn't mean you shouldn't look your best. You now have a closet full of ordinary costumes, from superheroes to holidays to things to throw on to fit your character's or location's theme, like a jumpsuit from the future. They aren't any more durable than regular clothing but they look authentic enough to pass inspection. You even have a range of costumes based on the Zombies and Plants themselves that are perfect for a nerd convention. Just don't get into any fights with the real deal. Note: These are costumes, an astronaut spacesuit costume won't actually be functional but it sure will look nice.

Soundtrack (Free) The PvZ soundtrack is back and better than ever, with more quirky tunes that play in the background for your enjoyment. You can adjust who hears the music, the volume, or turn it off, even make your own playlists with options to shuffle and repeat songs. Alternatively the music just imports into any existing background music item/perk you already have along with any features you don't.

Mexican Food and Hot Sauce (50 CP) That Crazy Dave sure is obsessed over that taco and you seem to have caught his love of spicy meat wrapped in bread shells. You have a menu with every type of Mexican Food and Hot Sauce in the world, with all the toppings. Simply mark the box next to what you want, pay the cash fee, and it will be delivered to you by the zombie delivery boy; hot, pristine, and ready to eat. Don't worry, the delivery boy won't eat your brains, he gets his own stash when he gets back to wherever he came from. Feel free to tip him, he gets extra test tube grown, flavored brains when you do. He will always deliver no matter where you are, or what Jump you visit, or what happens to him. (Jump-chan is not responsible for the destruction of your food if the delivery boy gets blown up because you were dumb enough to summon him during a battle.)

Swear Jar (50 CP) #$%^, oh sorry, Jumper, but this is a PG family friendly world. I'm afraid you'll have to...accept this gold coin from the swear jar? How odd, it seems every time you swear 100-500 gold coins appear in this jar, it even works when other people swear. It has enough capacity for 50,000 coins even though it looks like an ordinary pickle jar. Just try not to turn the curtains blue with your rotten language, hm? The ratio is 7 out of 10 to get 100 coins and 3 out of 10 for 500.

Stash of Necessities (100 CP) A stash of standard stuff for your warehouse depending on your chosen Origin. Zombies get basic equipment to outfit themselves with like cones, buckets, pots, helmets, etc. and plenty of home grown, flavored, fresh brains to feast on guilt free. Humans get a stash of gardening tools, lawnmowers, canned food, dried goods, normal seeds for edible and medicinal plants, amenities like toilet paper, toothpaste, medkits, and other little quality of life things that help with living in a zombie infested world. Plants receive planting pots with nice fresh dirt and plenty of minerals, just the right amount of water, and the perfect lighting conditions fitted with timers to rest their weary roots in and that's all pest free. Machines get a place where they can charge, get an oil bath, a wax coating polish, and general TLC from the rough handling of day to day life including any spare parts for repairs and assistant machines to help in those repairs. The stash only consists of basic things and refreshes every week.

Empowered Human

Sun Bonus (100 CP, Free Empowered Human) Start your day with 25 extra Sun than you would otherwise have, already banked with this handy little keychain trophy. Further purchases of this add 25 sun to your item. In future Jumps any energy you possess will have 25 more of itself than you would otherwise have, whether that's in literal points or percentages depends on how you fanwank.

Standard Seed Pack (100 CP, Free Empowered Human) A pack of first generation seeds from the humble Sunflower to the explosive Cherry Bomb. Anything that is not an enhanced version of itself, like the Pepper-pult is to the Cabbage-pult, can be found in this pack although you'll have to level them up yourself. Refreshes daily.

Shovel Boost (200 CP, Discount Empowered Human) You get an additional 25% of sun cost back when shoveling up plants with every purchase of this item. In future Jumps you always harvest 25% more energy or materials from things than you otherwise would, including technologically.

Enhanced Seed Pack (200 CP, Discount Empowered Human) Spikerocks, Twin Sunflowers, Tall-nuts, Pepper-pults, you'll want these plants even if they do cost a bit extra. Replenishes daily.

Wall-nut First Aid (400 CP, Discount Empowered Human) You can restore defensive plants to full health by planting the same plant on top of them. In future Jumps any defense systems or security you have in place can be restored like new just by applying the proper parts, i.e. pointing at a broken camera restores the camera as long as you have the parts or a complete camera of the same type.

Premium Seed Pack (400 CP, Discount Empowered Human) There are many plants available through the game's normal playmode, but sometimes you just want to experiment. These are the plants that require special currency to buy. They Include Hurrikales, Homing Thistle, Lava Guavas, Jalapenos, and many more. Replenishes daily.

Instant Recharge (600 CP, Discount Empowered Human) Instantly recharge a slot by applying Plant Food to it. In future Jumps you'll be able to instantly recharge anything by applying the proper fuel to it, such as plant food for plants, fuel cans to a car, plasma cells to power armor, etc. without the need to slot them into their receiving port. Just touch that gas can to your vehicle and you're ready to go, just make sure there's fuel in it first.

Pro Seed Pack (600 CP, Discount Empowered Human) This pack contains all the seeds that it takes real money to buy in the game or are available for a short time. Previous favorites like Torchwoods, Snow Peas, and Chompers but also new ones like Imitater, Electric Blueberry, Apple Mortar, and Escape Root among others. Replenishes daily.

Plant

Plant Food (100 CP, Free Plant) Ahh, plant food, that special stuff for that special power. You get 3 slots that can be filled with delicious food for your floral form to eat and activate your Plant Food Power, which you'll get off your enemies. After this Jump the slots fill on a weekly basis with any similar boosting items you assign to them.

Plant Food Boost (100 CP, Free Plant) You get an extra slot for Plant Food with every purchase of this item, in addition enemies will drop more of them. In future Jumps this adds to your carrying capacity if you want, such as extra inventory slots or square ft per pound in bags of holding, and ensures that you get more loot from enemies than you otherwise would, about a 5% increase.

Potted Plant (200 CP, Discount Plant) Every so often Zombies drop these pots that hold a random plant you've unlocked in the game. You'll get five of these plant pots every day and while still random you won't be blocked from getting plants you didn't buy. These plants need to be grown in either a greenhouse or an equivalent indoor garden system, but once you've placed them you just add water. Then you can set them loose on the zombies in your yard.

Boost Tiles (200 CP, Discount Plant) Boost Tiles activate Plant Food Power on any plant, except instant-use ones, immediately placed on them just like the Plant Food item does but they rarely appear. Now you get 3 per match. After this Jump you gain the ability to summon 3 tiles to you to instantly activate your special ability when you step on them or dig your roots in. You also get 5 tiles per property you own or buy and for your Warehouse or equivalent if you want.

Greenhouse (400 CP, Discount Plant) Want some space for your fellow plants to grow? This little rooftop sunroom area can be inserted onto any property you own or as an attachment to your Warehouse each Jump. It has twelve short log tables on some low wooden benches just waiting to be occupied with a built in water irrigation system, it also seems to expand to accommodate any sized plant you grow though this won't increase the amount of tables. Plants grown in this greenhouse mature anywhere from one to seven hours, and there's a friendly little bee that comes around once in a while who can shorten that time for one plant to half the rate before buzzing off to sleep in a tiny silk hammock in the corner. Once mature, the plants will produce a packet of special seeds, or gold coins from a Marigold, before poofing out of existence. These special seeds will have Plant Food boosted versions of whichever plant they came from that will activate each time they're placed on the field.
Post Jump only the Plants of PvZ produce these seeds and poof out of existence but any other plant can benefit from the fast growth effects of the Greenhouse.

Gold Tiles (400 CP, Discount Plant) These Golden Tiles have a stylized image of a sunflower on them, which is apt as they will continuously produce sun so long as there's a Plant on them, foregoing the need of sun producers and the like. But beware, for Imp Porter Zombies can use them too. You are now guaranteed 3 such tiles per match and post Jump will be granted 6 tiles per property you own or buy, as well as for your Warehouse or equivalent if you want, and can summon 3 of them to you if you need them.

Level Locales (600 CP, Discount Plant) You may pick a location of your choice from the game and take it with you to insert in future Jumps or keep attached to your warehouse when you want. These locations are sprawling without the game constraints and perfectly zombie free, unless you want the zombies as part of the backdrop; they won't hurt you, your Companions, or any of your Followers but anyone else is fair game.

The Lawn (600 CP, Discount Plant) It's the lawn from the game, any version you want. You might be thinking why you'd need a lawn to take with you into other worlds, well this lawn is unique. It is summonable and when you call it out it forces your enemies to fight according to the Tower Defense rules of Plants vs Zombies. More than that, if your fight zone is massive, such as a battle in space, The Lawn will expand accordingly to envelope those forces into your arena forcing them to move only within the specified tiles and any collateral that would normally occur beyond the squares is contained within them. You'll be able to use this gimmick once per year, uses which don't bank, that's fair right?

Zombie

Sun Stealing Staff (100 CP, Free Zombie) You have a staff that can harvest sun produced by plants or, well, the sun. You can then use it to fire that collected energy in the form of a laser to waste the plants in your path.

Lit Torch (100 CP, Free Zombie) You have a torch that catches fire at will and can burn any plants in your path, when you get to them. It can still be put out by an Iceberg Lettuce but after 5 seconds it'll be lit again.

Evil Potion (200 CP, Discount Zombie) Made by a wicked undead wizard, these potions empower zombies by making them grow bigger with each dose until they match a Gargantuar in size. Oddly they work post Jump even when you're not a zombie. Zombies that big grow in both their strength and durability. You get 1 per match, then 3 per day after the Jump concludes, or you may increase that with further purchases.

Decorative Vase (200 CP, Discount Zombie) It's one of those large ceramic vases again, the type even Gargataurs have no trouble squeezing into to hide. But wait, there's something more to this one, if you have two of these jars you can switch yourself between them. Isn't that handy? There's no distance limit either, if the humans left for Mars and one of your vases were in the cargo, why, you would certainly show up there. You may purchase this multiple times or use any previous vase items to pair it with or import to gain these features and create a network.

Slider Tiles (400 CP, Discount Zombie) Slider Tiles allow zombies to switch lanes in whichever direction the hand is pointing, usually only prevalent in the Frostbite Caves and special events, you get 3 per match. After the Jump you can summon as many as you like and trap your enemies in a looping shuffle conga line...well, the ground bound ones anyway.

Mixtape Jam (400 CP, Discount Zombie) You are able to summon a sweet DJ rig that plays itself and switches between different songs you've heard in a random mixtape. Those within range are forced to dance when the music plays if you want as you could also just call it when you need to party and take direct control of the jams yourself. Note: Does not come with godly DJ skills.

Time Tear Horde (600 CP, Discount Zombie) You have Dr. Zomboss's device which allowed him to tear open a crack in time to summon zombies from other eras. No matter what setting you visit you can summon your fellow zombies from any tear you create with this, although the horde will be made up of random zombies.

Lair of Zomboss (600 CP, Discount Zombie) This is the evil lair of Dr. Zomboss and it's all yours now. It comes with two workstations: the first for any game inspired machines and devices you want to build with parts and materials included and the second for assembling new zombies for your army. The second workstation comes with an assortment of limbs and other body parts from zombies in the game stored in suspended animation with a slew of devices, including a Frankenstein electroshock bed for raising the dead, and an array of empty suspension tubes to help you incorporate any new samples you acquire from other worlds. The samples you gain on your travels will imbue your zombies with the skills of whoever's limbs and/or body you used. The lair also comes with plenty of defenses against anyone looking to interrupt your zombie takeover fun. You may import your lair, attach it to one of your existing properties as a hidden supervillain hideout, or leave it as a warehouse attachment in all future Jumps.

Machine

Plants VS Zombies (100 CP, Free Machine) You get the full collection of PvZ games downloaded directly to your CPU for your enjoyment. Alternatively you may have hard copies and a console built into you to play them if you are a machine, they are also guaranteed not to be fee-to-play games that you have to shell out actual money for. Your console can play other games on your downtime if you have them, you even have an adaptable thumb drive port for any digital data you'd like to upload/download and examine or play with.

CPU Guard (100 CP, Free Machine) All your digital access ports, including the console if you bought it, automatically comes hacker proof, virus proof, and with perfect firewalls. Your Wi-Fi or similar systems also come with protections against anything you might download into your systems including any code that would cause you problems directly or indirectly. You may import these features into any of your cybernetic/digital forms or fiat backed technology. First purchase is free for Machines, following purchases are not.

Almanac (200 CP, Discount Machine) This handy unassuming blue book and its digital copy carries information about your allies and enemies with pictures to identify them. It's loaded with descriptions about their attacks and special abilities as well as weaknesses. It also includes a little blurb that reveals something about them, usually an interest or hobby perhaps even a philosophy they have. The book also contains a section for your own stats and buffs.
The information within this item updates for every world you visit and will automatically spawn a file cabinet in the Warehouse for any backlogged information to view at your convenience. You may import any preexisting fiat-backed information packet to gain these features.

Event Flier (200 CP, Discount Machine) Plants vs Zombies 2 often hosts little battle events for fun and prizes. With this, once per year in every Jump you visit you'll be invited to a fun competitive event like a sport or tournament to participate or battle if you want to. You'll usually get some decent prize money out of it and a novelty item. Alternatively you may exchange your

invite for tickets (or the equivalent like stamps or wristbands) to any other event or thing you would rather attend, like a concert or guided tour, even an all expenses paid cruise vacation, whatever requires tickets or event entry permits you'll get to go to.

Power Tiles (400 CP, Discount Machine) Power Tiles allow you to sync Plants on the same color tile letting them fire off their Plant Food Power sequentially when given Plant Food. You will get 2 tiles in a random matched color per level.
Post Jump you can set down any number of tiles in any color in any arrangement you wish permanently in the Warehouse or for any property you own or buy, a temporary set of 4 may also be summoned to you. They come in red, yellow, green, and cyan blue. The Tile Turnip plant can make purple tiles if you need extra.

Multiversal Zombified Adventures (400 CP, Discount Machine) You have access to all the levels of PVZ 2 attached to your warehouse, including the minigames. What makes these special is that every new Jump you visit you get to play against zombified versions of the characters from that Jump and any previous, with some hilariously nerfed effects like Zombie Sephiroth summoning tiny explosions in place of his Supernova power but with the impressive game cutscene to accompany them. You can even use action figures and amiibos in place of Plants to get some use out of that toy collection I know you have.

Robot Uprising 2: Electric Boogaloo (600 CP, Discount Machine) Each of the themed mecha that Dr. Zomboss piloted at the end of each era? They're yours now, sun based disintegration lasers and giant stompy feet for the win! And those are just basic attacks installed in these babies! Best of all they won't need maintenance, will be good as new in a day if damaged, and they'll remember any upgrades you make to them yourself. Have some good old fashioned, smashing, blasting fun!

Penny Mobile (600 CP, Discount Machine) You have your very own time traveling RV/car hybrid, which may or may not come with its own sapient AI. This machine can take you anywhere in time even before 150,000,000 B.C. It doesn't need refueling or maintenance, it's tech is black boxed so only you know how it ticks, and unlike Penny, who does her best, is far more accurate with getting you to your destination. With the A.I. it becomes self driving, able to talk, and can come to your aid when you need it, even if you're lost in another time. Alternatively you may instead have these features imported into your robotic, cybernetic, or android body, a vehicle, or even a spaceship if you like. You may also use the Builder section to customize your Penny Mobile if you don't want the default form.

The Body Builder Section

In this section Plants, Zombies, and Machines get a stipend of 400 BP (Build Points) to craft their forms with. CP can be converted into BP at a 1:1 ratio.

Plants, Zombies, and Machines can all buy from each other's section as there are zombie/machine hybrids and I see no reason to bar you from designing a Plant/Machine hybrid or Zombie/Plant/Machine abomination of science. However, whichever one you choose as your base the other's form and/or abilities must be purchased. So if you take Machine as your base then Plant stuff is not free unless its cost is zero.

Plants

Your Plant's base abilities, no matter what they are, are free. Any other additions must be bought. You do not need to purchase the previous Tier to get the next one.

Size: Plants can range in size from the tiny Puff Shrooms to the large Tall Nuts. You may forego your Plant's normal size in favor of a new one.

- Tiny (+50 BP)
- Normal (50 BP)
- Large (100 BP)

Type: Choose your best self, in this case the Plant you would most like to be. First Plant has all its abilities for free, you must buy any additional abilities and Plants.
Tier 1 Plants are those available just playing through the levels. Tier 2 are ones purchased with diamonds or acquired during special events. Tier 3 are bought with real money.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Modifier: Here are the options that enhance your abilities.
Tier 1 gives you elemental modifiers like fire, ice, electric, magnesis, and stun effects. Tier 2 involves poisons, explosions, burrowing, devouring, and barriers. Tier 3 offers lasers, shadow, spirit, attraction, conversion, and other unique properties not available to the base game Plants.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range: Determine how far on the field you have dominion.
Tier 1 is close, you can only hit or defend essentially one square right in front of you. Tier 2 is mid-range, you can hit anything a few squares in front of you. Tier 3 is Max range, you can hit the zombies from one side of the field to the other.

- Tier 1: 0 BP
- Tier 2: 50 BP

- Tier 3: 50 BP

Targeting: So how many zombies can you hit or defend against anyway? Or how many suns or coins can you produce?
Tier 1 can only affect one zombie at a time or produce one sun. Tier 2 affects multiple zombies in one action or produces multiple suns or coins. Tier 3 affects every zombie on the field, no increase to suns or coins produced.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range and Targeting Modifier: This enables an area of effect enhancement to your normal abilities to help with your versatility, perhaps you're building a Peashooter or Cattail.
Tier 1 lets you affect enemies behind as well as in front of you. Tier 2 allows you to affect enemies that hover above your normal range. Tier 3 will expand your effect to enemies underground.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 50 BP

Special: Purchase a single Plant Food power boost for 100 BP. If you'd like more, buy them.

Zombies

Your Zombie's base abilities, no matter what they are, are free. All others must be purchased. You can buy Tiers separately.

Size: To chew through their enemies, zombies had to adapt. From the small Imps to the tall Troglobites, you may forego your Zombie's normal size in favor of another.

- Tiny (+50 BP)
- Normal (50 BP)
- Large (100 BP)

Type: What kind of zombie do you feel reflects your personality? Dead, dead, and dead?
Tier 1 lets you choose from the standard mobs across the levels from the normal zombie to cone heads to Swashbucklers, Pole Vaulters, Footballers, etc. you know, your basic mobs. Tier 2 gives you access to uncommon more troublesome mobs, zombies that come with pets, ranged or defensive tools, vehicles, or special gimmicks that bypass most of your defenses or create obstacles. Tier 3 is top mob status with zombies that command other zombies, equip or defend their friends, and of course Gargantuar.

- Tier 1: 0 BP

- Tier 2: 50 BP
- Tier 3: 100 BP

Modifier: Many Zombies have advantages they bring to the field. What's yours?
Tier 1 you have a direct warfare approach, doubling down on defenses by putting things on your head, carrying screen doors or parasols, even shoving large objects in front of you. Tier 2 you have a dynamic approach to battle and double down on agility, maybe you rush the enemy or dance your way across the lawn, ride a surfboard or use an animal to decimate their defenses, or swing in on a rope or be swept in by a dust storm as your opening move. Tier 3 you are possessed of an exotic approach to warfare, doubling down on your offense in strange ways such as by rapidly spinning in place to be almost untouchable and reflect projectiles back to their sender, carry a fiery torch to burn plants instantly as long as it's lit, use magic to turn Plants into harmless sheep or lasers to blast them, summon other Zombies, even blast things in your way with damaging sound waves.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range: How much of the field do you rule?
Tier 1 is up close and personal. Tier 2 is mid-range. Tier 3 is Max Range.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 50 BP

Targeting: How many greens can you destroy to get to those yummy brains?
Tier 1 you can only destroy one Plant at a time. Tier 2 you destroy multiple Plants at a time. Tier 3 you wipe the entire field, you are the Plant Slayer and zombies will know your na-actually, what is your name?

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range and Targeting Modifier: Some Zombies have all the luck and are able to broaden their attacks or avoid them.
Tier 1 you can get behind the Plant's defenses instead of going through them. Tier 2 you come in from above, it might take some creativity such as bungee jumping or floating over on a balloon but you're innovative like that. Tier 3 you take the subway route, maybe you spawn from a grave or dig your way past obstacles.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 50 BP

Special: Zombies don't have specials per say but many of the levels come with environmental effects that actively aid their forces. Night time denies Plants extra sun, cold winds freeze Plants that aren't fire based, big waves allow surboarders to ride in and hide zombies that pop up as well as tidal effects that sweep away any ground Plants that aren't placed on Lily Pads, graves spawning in at random on unclaimed spots and summoning more Zombies, a boom box playing random songs for dance based Zombies to use their gimmick ability, lightning bolts from the sky (Chinese version) that debuff Plants, dinosaurs that'll show up to kick Zombies towards the Plant lines or carry them past to take them from behind and even give mighty roars to scare the zombies into bum rushing through their green foes. Guess being dead doesn't kill that primal fear.
Anyway, for 100 BP you may purchase one of these effects and treat it like a perk with a toggle to turn off and on.

Machines

Your Machine's base abilities, no matter what they are, are free. All others must be purchased. You don't have to buy Tiers to get the next one. Your vehicle/machine form does not run out of power/fuel, even if unplugged, to avoid any concerns about it causing death or not, but you are not indestructible.

Size: Machines of all sizes see usage in this world. From the mini Imp Mobile that hops around of four pointy legs, to normal cone shaped vehicles that crawl forward on treads, to the amazing Penny recreational auto and the large robot Gigantuars, because yes those count as Machines. Whatever the regular size of your transport normally is, you can change it to another.

- Tiny (+50 BP)
- Average (50 BP)
- Large (100 BP)

Type: There are a few here but not nearly as many as the other two factions, so options are limited.
Tier 1 as there are so few Machines, this tier will also allow handheld or stationary type devices that can hold an A.I. and be reasonably assumed to exist in this setting, such as smartphones and Zomboss' computer, this is otherwise the option for normal vehicles that have nothing going on. Tier 2 your vehicle self can produce barriers or shove Plants back like the walking football helmet or if you have the Chinese version toggled you are a basic flying machine. Tier 3 gives you the disco ride that summons jetpack zombies or stomp around as a mecha or Zomboss special.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Modifier: You know the drill, effects that upgrade your capabilities.
Tier 1 quite simply you perform better, you might be tougher, faster, your armaments hit harder, but you outperform other vehicles in one area. Tier 2 you're armed either with a barrier, missiles, or a small laser system. Tier 3 you have the kind of ability that reshapes the battle, you might carry Imps to drop behind

the lines, summon zombies, have a really big laser, or a defensive barrier or tough armor that makes you an unfair fight.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range: How far can you hit things?

Tier 1 you have close range, at best you could ram them or you might have little claw arms or buzzsaws to fight. Tier 2 your reach is better, you don't have to get so close to your enemy but you can't hit them if they're far away. Tier 3 you have the maximum range needed to destroy those dumb enough (or dead enough) to stand in your path.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Targeting: How many do you lay waste to?

Tier 1 you guessed it, only one at a time. Tier 2 multiple enemies fall to your barrage. Tier 3 you hit every target on the lawn, an arena wipeout.

- Tier 1: 0 BP
- Tier 2: 50 BP
- Tier 3: 100 BP

Range and Targeting Modifier: Fair warning, machines don't have the same versatility of the other two and unless you toggle the Chinese version the most flight you'd get is being a jetpack, so you'll be completely making up how your form digs.

Tier 1 you affect things behind you, the only example of this is an ice rink vehicle laying down snow behind it for snowmobile zombies, you won't be restricted to only this effect but you'll have to fanwank. Tier 2 you affect things above you, maybe your laser can aim upwards or your barrier includes coverage from above, you don't necessarily need to be able to fly. Tier 3 as mentioned gives you digging options, maybe someone attached a construction scoop to your back, just fanwank something plausible.

- Tier 1: 50 BP
- Tier 2: 50 BP
- Tier 3: 50 BP

Special: Machines, like the zombies, also don't have specials. So instead you can use this to customize your look a bit more.

For 100 BP you can customize your form from the color paint you have to whether you run on wheels, treads, or legs, to what shape you are or if your windows are tinted, even how big your speakers are. Anything that doesn't involve the other options above can be customizable, so aesthetics only, no adding extra guns or missile loadouts or rocket boosters for speed.

Companions

It may be a cartoony, Saturday morning, post-apocalyptic world with a network of survivors actively fighting the hordes, but it's still a setting where you may prefer some backup. All Companions get the freebies and 100 CP perks free, plus 800 CP to spend on anything else plus stipends in the appropriate sections.

March of the Greens (50/100 CP Import) Call forth your Companions one by one as you prepare to conquer the forces of this world for 50 CP each. Pay 100 CP to bring all of them for explosive limb blasting fun. No Companion limit.

Planter on the Rye (100 CP) While they don't talk in-game it's pretty clear from their descriptions that the Plants have personalities, hobbies, and do speak in the...lore of this setting. I mean the Sunflower even has a hit number song on Youtube in-universe. So I'm giving you this option to pick up ten of these extraordinary Plants as Companions in a single slot. They'll get the same privilege of Jump freebies and 100 CP perks for free, plus 400 CP to spend each in all future Jumps.

Character Countdown (100 CP) Maybe you'd like to get Penny and Crazy Dave out of this zombie infested funhouse? With but a single purchase you can get them and any other non zombified friendly people you meet out of the universe.

Dr. Zomboss the Horrible (200 CP) Are you collecting villains? Well here's one you can have, he's a mad scientist interested in unique brains (and eating them) no guarantees he won't start a new zombie apocalypse wherever you take him but if you're into that, Dr. Zomboss can help.

Drawbacks

Points. They are a precious resource, no? So take some risks if you want to get more.

Mandatory Drawback (+0 CP) If you buy environmental modifiers meant for the opposite faction (i.e. zombie tiles and potions while you're a plant) you'll be aiding your enemies in kicking your ass and eating your brains while you can't use the modifier yourself. After the Jump these limitations fall off and you can use them like normal. Sorry folks, it's built in.

Welcome Back (+0 CP) If you've played in this universe before you may as well help yourself to this continuity toggle to keep what little story there exists here consistent if nothing else.

On The Road Again (+0 CP) Once you've succeeded in your time traveling adventure to get Dave his taco, you can leave early...you know, whenever that is. Can't be more than a year or less plot wise really, can it?

Regional Exclusives (+0 CP) This Jump is heavily based on the western version of Plants vs Zombies 2 but there's a Chinese version that includes more levels, Plants and Zombie types, plus some other things. If you turn this toggle on, Plants found only in the Chinese version will be purchasable from the various seed packets, the Chinese only levels will be purchasable in the item section, and you'll be able to summon zombies from those levels with the Time Tear Horde item. You will also have to deal with them in the normal course of this Jump.

Equal Opportunity Protector (+100 CP) Who planted those flowers there? User Dave, why are you growing green mold on the battlefield? Where did those endangered plants come from!? It's tough to protect yourself in these strange times but now you've got to worry about protecting weird things like Crazy Dave's mold garden, prevent a line of normal flowers from being trampled, or defending endangered versions of the Plants from going extinct. These challenges will show up semi-regularly, so plan accordingly.
If you're on the zombie side, you're gonna be defending Zomboss's lab a lot.

I Feel Good, Bananananananana! (+100 CP) The zombies now shuffle into different lanes all the time even when there aren't any Pianist Zombies or Arrow Tiles around to cause it.
As a zombie aligned this means the opposition has Gold Tiles to gain extra sun from any Plant grown and replanted on them.

Gambling Slots (+100 CP) A random number of plants are selected for each battle, anywhere from 1-5, giving you some slots left for your own selection. The plants are ones that you can win the match with even if they aren't the most optimized for your situation, but you'll have to survive using them.
If you're on the zombie side you never enter the match with the thing your type carries, your item being switched with another from a different level in your field, such as Torch Zombies being equipped with golden shovels.

Tile Shuffle (+100 CP) The different Tiles from the game are random now and show up in the wrong eras. You could get Slider Tiles in the Jurassic Marsh, Power Tiles in the Wild West, or Trap Tiles in the Far Future even if that doesn't make sense. If you've flipped on the Chinese version you'll get Taiji Tiles that provide additional Plant Food when planted on and Vitruvian Wheels that move via Floor-de-lis tiles destroying things in their way.

Short Notice (+200 CP) The zombie hordes begin arriving at twice the speed you expect them to. Plant your defenses fast.
If you're a zombie, the opposition gets twice the time to plan for your arrival.

Goodbye Sweet Storehouse (+200 CP) Your Warehouse is locked, hopefully you aren't bothered by that.

Bankrupt (+200 CP) Your powers from previous settings are sealed away leaving you with your Body Mod and any gifts attached to it, you'll have to fight in this one like normal unless you've been here before?

Hazardous Interruptions (+200 CP) Trap Tiles are normally only encountered in the Lost City level but now they'll show up every other level. They are detrimental to both sides but if you're smart you can take advantage of them. The flame tile takes out everything in its lane with fire, both Plants and Zombies, and the rolling rock tile is the equivalent of "rocks fall, everyone dies" for its column and the one in front of it as a large boulder rolls vertically down the engagement zone destroying everything in its way.

Limitation Hazards (+400 CP) You must at a minimum avoid losing 3 plants for every zombie battle you fight, except boss battles. Any one-time use plants like the Wall-nuts, Potato Mines, Iceberg Lettuce, Hurrikales, etc. count towards that number. You can fail three times before you fail the Jump.
On the zombie side you can just fail to get the brains three times per match before failing the Jump. Note: Not a chain ender, just Jump failure.

It's Party Time! (+400 CP) Cracks in time will randomly appear bringing zombies from other eras to your location. Without the right plants to defend yourself the zombies are sure to eat your brains!
If you're on the zombie team Plants from different times will randomly show up instead, you could face Pepper-pults in Ancient Egypt, Primal Wall-nuts in the Far Future, and other shenanigans.

Spending Money With Your Parents' Credit Card (+400 CP) You have to buy all your stuff with real money when you enter the Jump, even the Perks, and you might not have enough cash for all of it as you'll need to buy the seeds you got from this doc and their daily replacements, the equipment you use as a zombie, Potted Plants and Plant Food as a plant, and even your own fuel and parts as a machine just to name a few things. You might not have managed to get all the things you paid for during the Jump but you'll still get everything as normal when the Jump ends.

Tombstones and Potholes (+400 CP) The engagement zone will have tombstones and craters scattered throughout every three levels which must be destroyed or filled in before you can use the space. If you are in the chinese version you also get tunnels and sewers which serve as a shortcut for zombies to avoid your defenses and the sewers are permanent while the tunnels are made by the Lost Guide Zombie and short lived unless destroyed.

Sun Locked (+600 CP) You only have a limited amount of sun with which you can plant your floral protectors, about 3000, and you can't use any sun producers yourself. Better hope your team is up to snuff.
Zombie sympathizers can't use any sun capture based weapons or lasers.

Level Wackadoodle (+600 CP) You can only have 15 plants on the battlefield at a time and every level is shuffled with levels from other eras.
Zombies and their friends must destroy 3 endangered Plants per shuffled level.

Overstacked Odds (+600 CP) The zombies are all replaced with Gargantuars and their many time-themed varieties.
For The zombie team this means you'll be facing maxed out leveled Plants. Good luck.

Revenge of Zomboss (+600 CP) At some point on your whacky adventure Crazy Dave will be kidnapped by Zomboss. Twice. You must travel to Zomboss's lair with Penny and rescue Dave before the zombie villain can concoct whatever scheme he's cooking. The timeline and you depend on it because if you don't the enemies of this world will follow you into all future Jumps. Alternatively Zomboss could kidnap one of your Companions if you brought any.
If you're with the zombies you must recover Dr. Zomboss himself from the wreckage of his machines before the Plants can destroy him for good.

End

And You're Done! All Drawbacks and any negative effects are lifted from you and your friends and you are restored to normal. Now what will you do?

Stay here?

Go Home?

Onto Adventure?

Jump Reward

You receive a nice gold trophy depicting a Plant and Zombie that has two toggleable effects per Jump. The first effect if you desire will lock out any enemies that follow you to future Jumps due to a Drawback for three whole Jumps, including Rogue Jumpers, this effect has a cooldown of two Jumps. The second effect instead has the Plants begin appearing every jump to defend it from those enemies that follow you because of Drawbacks, they are guaranteed by fiat to be

effective against them, this following effect can be turned off for three Jumps and has a cooldown of one. The Plants will not appear in worlds unless you have enemy minions following you, leaving you with just a nice looking trophy.

Notes:

There is a Plants vs Zombies wiki and Youtube playthroughs for your research needs. There are currently 188 plants in just the western version of the game.

Factions: Humans and Plants are on the same team by default, Zombies are their own group, and Machines could go either way in case that wasn't clear from the Origin descriptions.

Freaky Friday Switcharoo can work according to your Origin if you want. So humans will switch with other humans, Plants with plants, and machines with machines, or you can have it work as normal allowing Plants to switch with zombies, machines with ghosts, etc.

Feed Me Seymore and So White They Sparkle will give your Plant form faster chewing ability if you are a Toadstool, Piranha Plant, or have the devouring modifier.

Changelog:

Added the log