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Play Games.Earn points.Get gift cards! (13.7k) 扫一扫 下载游戏 您的浏览器不支持音频播放 Page 2 {{title.title}} {{title.title}} {{item.name}} {{book.general}} {{book.nirvana}} Invalid email or ID Email address is invalid EA ID is invalid Your credentials are incorrect or have expired. Please try again or reset your password. Invalid phone number 2013 video game 2013 video gamePlants vs. Zombies 2Developer(s)PopCap Games, TalkWeb Games (China)Publisher(s)Electronic ArtsComposer(s)Laura ShighiharaPeter McConnellSeriesPlants vs. ZombiesPlatform(s)iOS, AndroidReleaseiOsaugust 15, 2013AndroidOctober 2, 2013Genre(s)Tower defenseMode(s)Single-player, multiplayer Plants vs. Zombies 2 (originally subtitled: It's About Time) is a 2013 free tower defense video game developed by PopCap Games and published by Electronic Arts. It is the sequel to Plants vs. Zombies, and was released worldwide on Apple App Store on August 15, 2013, and Google Play on October 2, 2013. The player defends the lawn from zombies by placing a variety of plants. The player must battle the zombies in different time periods, featuring Ancient Egypt, the Golden Age of Piracy, the Wild West, the Last Ice Age, Mesoamerica, the future, the Early Middle Ages, the 1980s, the Jurassic Period, the 1960s, and the present. Plants vs. Zombies 2 is a free-to-play[1] tower defense game where players defend the left side of the screen from hordes of zombies approaching from the right.[2] The player uses various plants with different abilities to combat these zombies.[3] Some plants attack zombies directly while others are designed to slow them down, allowing the player to attack them.[4] The game is set on a five-row grid, where the player places plants to prevent the zombies from reaching the end of each row.[2] Plants are purchased using "sun," a currency obtained by clicking sun icons that randomly drop from the sky or are produced by certain plants, like Sunflowers.[4][5] If a zombie breaches all lines of defense, a lawn mower—or other similar, relevant object—will activate and clear the row, but if the lawn mower has already been used, and another zombie crosses, the game is over.[2] Unlike its predecessor, Plants vs. Zombies, this installment introduces a time-travel theme. The player, alongside the character Crazy Dave and his sentient van Penny,[6] journeys through different historical periods, including Ancient Egypt, Pirate Seas, and the Wild West, among others.[7] Each era introduces distinct plants,[6] such as the "Bonk Choy" and the "Coconut Cannon".[3][8] and unique zombies, such as pharaoh-suited zombies that can steal sun in Ancient Egypt. The game also adds Plant Food, a power-up that temporarily activates a plant's ability,[3] such as Peashooters firing powerful volleys of peas or Sunflowers producing a large amount of sun at once.[2][7] Plant Food can be obtained by killing special zombies or through in-game purchases.[2] In August 2012, PopCap announced that they were working on a sequel to their previous game, Plants vs. Zombies, and that it would include "new features, settings, and situations".[9] In a later announcement, the company confirmed that the new game would be released on July 18, 2013.[10] On June 26, 2013, PopCap announced on their Twitter page that the game would release later than previously announced. On July 9, the game was released in Australia and New Zealand on the iOS App Store[11] and came out worldwide on August 15, 2013.[12] The Android version was released worldwide on October 23, 2013.[13] The game was first expected to launch on iOS on July 18, 2013. On June 26, it was announced that the game was delayed until later in the summer on the game's official Twitter account.[14] The game soft-launched in Australian and New Zealand App Stores on July 9 to test server capacity. It launched worldwide on iOS on August 15, and within 5 days it topped the free app charts in 137 countries. On September 12, PopCap Games soft-launched the game for Android in China in Baidu AppSearch and announced that it would be coming to Google Play worldwide later in the year. On October 2, the game soft-launched on the Australian and New Zealand Google Play stores.[15] Shortly after its worldwide debut, a Chinese-exclusive version of Plants vs. Zombies 2 was released. It contains several plants, zombies, worlds, and game modes not present in international releases. In 2016, Talkweb Games became the primary developer, and Popcap China shifted its focus towards general brand management. As of 2024, development of the Chinese Edition is primarily handled by Talkweb Games and Melting Pot Studios.[citation needed] ReceptionAggregate scoreAggregatorScoreMetacritic86/100[16]Review based on 36 reviews.[16] PopCap Games announced at Gamescom on August 20, 2013, that the game had been downloaded 15 million times, making it the most successful EA mobile game launch. Ten days later, it was announced that the game had been downloaded 25 million times, exceeding the lifetime downloads of the first game.[17] Apple chose Plants vs. Zombies 2 as a runner-up for the 2013 iPhone game of the year.[18] During the 17th Annual D.I.C.E. Awards, the Academy of Interactive Arts & Sciences awarded Plants vs. Zombies 2 with both "Casual Game of the Year" and "Mobile Game of the Year".[19] ^ a b Lanxon, Nate (August 15, 2013). "Plants vs. Zombies 2 review: it's about in-app payments ruining sequels". Wired. 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The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This page will help you on how to backup different games in the Plants vs. Zombies series. Backing up the game will help ensure that your progress is saved over many devices in case of an error on hacking that crashes the game, a glitch that resets your progress, or in case of uninstall and reinstall. Plants vs. Zombies[] For Windows 2000 and XP[] Open Your Computer. Go to the directory where you installed Plants vs. Zombies (usually C:\Program Files\PopCap Games\Plants vs. Zombies). Another possibility: C:\Games\Pogo\Plants Vs Zombies Game of the Year Edition Copy the userdata folder into another directory. To restore saved data, simply copy the backed up userdata folder to the folder where you installed Plants vs. Zombies. For Windows Vista and above[] Open Windows Explorer>Type C:\ProgramData\PopCap Games\PlantsVsZombies on the address bar and press Enter Copy userdata folder and paste it onto another location If you want to restore the saved data, copy the saved userdata folder to C:\ProgramData\PopCap Games\PlantsVsZombies and replace the one that exists there. Android version[] Note: You might need to be rooted in order to see the Android folder, depending on which version of the game you will plan to backup your data which will void any and all support from your phone manufacturer. Perform this at your own risk. Backup using data file[] Open your file explorer. Go to mnt/sdcard/Android/data/com.popcap.game.pvz_row (or com.popcap.game.pvz_na if you have the North American version) Backup the userdata files (the main savegame userdata are files looking like this: user#_json.dat or _user#_dat, do not forget backing up about users.dat, that locates the user saves and without it, the game will force you to make new saves. Continue points for Mini-games, Adventure Mode, Quick Play and Puzzle Mode are separate files looking like: game_###.dat). Whenever you want to restore the data, just copy the userdata file to this location. Backup using data file (For continued free version, ROOT REQUIRED)[] Open your file explorer. Go to /data/data/com.ea.game.pvzfree_row/files (A North American version isn't present after discontinuation of paid so the Rest of The World version will be used.) Backup the userdata files (the main savegame userdata are files looking like this: user#_json.dat or _user#_dat, don't forget backing up about users.dat, that locates the user saves and without it, the game will force you to make new saves. Continue points for Mini-games, Adventure Mode, Quick Play and Puzzle Mode are separate files looking like: game_###.dat). Whenever you want to restore the data, just copy the userdata file to this location. Plants vs. Zombies 2[] iOS[] There is no way to backup without using software, jailbreaking, or iCloud. iCloud[] Unfortunately, there's no 100% way to know if this will be successful. However, if successful, your data will be saved. Turn on iCloud backup via your iCloud account. Click "Backup Now". Let it backup the data. As long your data of the backup is not removed, your data of the game is safe. Android[] These can work without rooting your device or using software. EA Account[] If you haven't already, set up an email account. Open Plants vs. Zombies 2 ("PvZ2" in some newer versions). In the menu screen, tap on the cloud icon. Enter the email of the account that you just registered or own. The game will then send you a confirmation code. Open your email account to obtain the confirmation code. Open the game again and enter the confirmation code. Your player data is now synced to EA's servers. If you want to restore the game data, press "Force Sync Player Data." Google Play[] If you haven't already, install Google Play and register a Google Play account. Open Plants vs. Zombies 2 ("PvZ2" in some newer versions). In the menu screen, tap on the controller icon. Log in with your account. Your progress will be backed up over the cloud. Backup using data file[] Open your file explorer. Go to mnt>sdcard>Android>data>com.ea.game.pvz2_row (or com.ea.game.pvz2_na if you have the North American version) Go to No. Backup in the files folder. Backup pp.dat. Whenever you want to restore the data, just copy the pp.dat file to this location. Plants vs. Zombies: Garden Warfare and 2[] EA Account[] The game automatically backs up your progress to your Origin cloud, and your data will be restored whenever you re-install the game. Plants vs. Zombies Heroes[] EA Account and Facebook[] This works for any device with this game. On the main menu, click the gear at the top right corner. You should be at the Help and About tab. Tap the Settings tab. Click My Account. If you had not started Multiplayer yet, you should be prompted to enter a username for Multiplayer. Enter a username, but choose wisely as you cannot change this later. Note that you may not be able to see the "My Account" button if your age is set to 16 or below. You should be sent to an Account Info prompt, where you can sign in into Facebook or an EA Account. From this point you can also sign out of your account. Backing up via the cloud (iCloud or Google Play) is not recommended.