

PopCap.com

©2003, 2007, 2009, 2010 PopCap Games, Inc. All rights reserved. The PopCap logo and all other trademarks used herein that are listed at www.popcap.com/trademarks are owned by PopCap Games, Inc. or its licensors and may be registered in some countries. The ratings icon is a registered trademark of the Entertainment Software Association. Other company and product names used herein may be trademarks of their respective owners and are used for the benefit of those owners. KINECT, Xbox, Xbox, 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft organs of an entry large trademarks of the Microsoft organs of a round of companies and are used under license from Microsoft. PV7-10-00539 08/10 10-0015





"Hilarious, dangerously addictive, truly ingenious..."

— New York Times

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors indicate elements in a game that may have triggered a
 particular rating and/or may be of interest or concern. The descriptors appear
 on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.



Contents

Xbox LIVE	2
Plants vs. Zombies	3
How to Play	
Controls	4
Getting Started	
Basic Defense Strategy	8
Leaderboards	8
Versus Mode	10
Co-op Mode	1
Peggle	12
Zuma	14
License with Warranty	16
Customer Support	1

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

PLANTS & ZUMBIES

There's a zombie on your lawn! Actually, there will be a lot of zombies on your lawn. And in your pool. And on your roof. Day and night. Good thing you've got a fully fertilized home-guardin' defense!

Dear People with Brainz:

Don't plant sunflowerz.

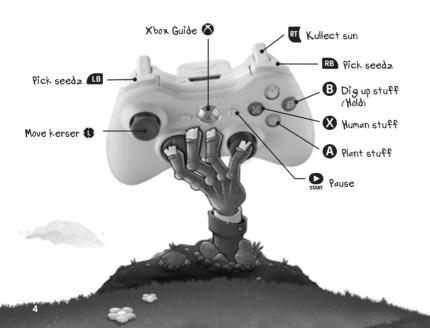
They rugly and can't dance.

Sincerely
the Zombies

How to play our games

Since Plants vs. Zombies™ is a different type of game, we have a different way of bringing it to life.

- 1. Plant your Plants vs. Zombies disc into the Xbox 360.
- 2. Do not add water. Indirect sunlight is okay.
- **3.** After a brief dark screen, a sun-kissed menu appears allowing you to choose which game you would like to play: Plants vs. Zombies, Peggle[™], or Zuma[®].
- **4.** Use **1** to highlight which game you'd like to play and press **3**.
- **5.** Your selected game will start while the others return to their grave (temporarily).

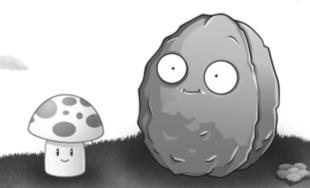


Let's get started!



Navigate the menus by using **(b)**. The **Extras** section leads you to the **Almanac**, **Zen Garden**, **Shop** and your **Mailbox**. Selecting **More Ways to Play** will unearth **Versus**, **Co-op** and **Survival** modes, **Mini-Games** and **Puzzles**. You'll unlock all of these as you advance through **Adventure** mode.

The easiest way to start your lawn defense is to begin Adventure mode. Use **(b)** to highlight the **Start Adventure** tombstone and press **(a)**.





Keep track of how much sun you've collected with the sun meter.

SEEDS

Select your seeds at the beginning of the level. (Don't worry, the extra seeds won't feel slighted.) You begin with seven seed packet slots.

PLANTING

Start by planting your flora firepower. Highlight the square patch of lawn that you would like to plant in with **4**. Press **6** to plant your first peashooter.

COLLECT SUN

You need sun to build your arsenal of plants.

Collect sun by moving the cursor over it with ① or simply by pressing x to collect it all at once. Plant more smiling sunflowers to produce more sun.

LAWN DEFENSE STRATEGY

It'll take some time for you to figure out your favorite lawn defense strategy. But some serious challenges crop up early in the game, so you'll need to be ready. One challenge is choosing the right seeds for the job.

Growing a good defense

Try to plant at least two columns of sunflowers. Don't plant your first peashooter until you see the hedges rustle — that's where the first zombies are coming from. Plant wall-nuts in your other rows to hold off the zombie horde. If you're caught off-guard in a row without a peashooter, a potato mine can deliver a spud-tastic blow at a bargain price.

Build your leaderboard house!

In the main menu, you'll see a sign for leaderboards. Highlight the sign and press **(A)** to access the leaderboards.

You'll notice these leaderboards are a bit different. The first thing you see is your house. Your house represents your progress in the game. The further you go, the better your house looks.

If you don't like your house, you can buy a new one from Crazy Dave. You can buy a trailer house, a haunted house, a funhouse, or even a futuristic house. You can even buy special house upgrades. He really does sell *everything* out of the trunk of his car.

Show off

On the front lawn, you might notice some lawn ornaments. These are your achievements. Earn all 12 achievements to sport a lawn filled with treasures.

If you have people on your Xbox LIVE friends list who play Plants vs. Zombies, they'll be added to your neighborhood. Take a stroll through the neighborhood using the B and buttons to see your friends' houses. And remember, your neighbors can see what your house looks like, too — so be sure to keep the trash can packed with zombies and uprooted plants.



Versus mode

Don't have a green thumb? Or... did you gnaw off your green thumb? Versus mode is your chance to play as the zombies. You'll unlock Versus mode after completing level 2-1 in Adventure mode.

Invite a friend over for some real multiplayer fun on the same Xbox 360. From the main menu, choose More Ways to Play and select Versus mode. Select your sides and pick your seeds.

PLAYING AS THE ZOMBIES

To play as the zombies, you'll need to retrain your delicious brain. As always, the zombies' goal is to invade the house and eat brains. But instead of planting sunflowers to generate sun, zombies harvest brains from tombstones. Not only do tombstones generate brains, they also protect targets. If the plants shoot down three of your targets, the plants win.

Just like in Adventure mode, you have to defend your house while trying to knock out three of the zombie targets. TIED UP

If the game comes to a stalemate, you'll go to Sudden Death mode. Good luck!

Co-op mode

PLAYING AS THE PLANTS

There are lots of ways to play Co-op. In Adventure mode, you can join up with another player. Just plug in a second controller and press the START button for an extra hand in your backyard. You can even continue on your own if your friend drops out. (But who would ever want to stop playing?)

There are also special Co-op modes that you can find in the graveyard section of the Main Menu. Co-op Survival lets you and a friend survive wave after wave of zombie onslaught. Here, each player gets their own seedbank and manages their own sun. Watch out for double sun — when you see it, both players have to move their cursors over the sun to collect it.





Po

Do you have what it takes to become a Peggle™ Master? Take your best shot!

Conquer over 50 levels with 10 mystical Magic Powers and rack up bonus points. Test your skills in 75 Grand Master challenges. Connect to Xbox LIVE to experience 4-player Peg Party and online Duel modes. Also check out leaderboards and downloadable content while you're there.

HOW TO PLAY 1. Use 1 to aim the launcher. 2. Press 1 to launch a ball.

Clear all the orange pegs for Extreme Fever!

HINTS

- Hitting a green peg activates your Peggle Master's magic power.
- Earn a Free Ball by scoring 25K, 75K and 125K points with a single shot.
- Your score for each shot is the total peg points multiplied by the number of pegs hit.







Unearth the ancient secrets of Zuma® the action-packed, ball-matching classic!

HOW TO PLAY

Use **\$** to aim the stone frog and press **A** to fire balls into the oncoming chain. Match three or more of the same color to clear sets and keep the chain from reaching the golden skull!

Rack up points to fill the orange Zuma meter and stop new balls from rolling in. Get some help by matching special power-up balls to slow down time, improve your aim, or explode nearby balls.





End User License Agreement with Warranty

THIS END USER LICENSE AGREEMENT ("EULA") IS A BINDING LEGAL AGREEMENT BETWEEN POPCAP GAMES, INC. ("POPCAP") AND YOU AND, IF APPLICABLE, THE COMPANY OR OTHER LEGAL ENTITY YOU REPRESENT (COLLECTIVELY, "YOU" AND "YOUR") REGARDING USE OF THE ENCLOSED DISC AND THE GAME SOFTWARE IT CONTAINS, INCLUDING ANY ACCOMPANYING MANUAL OR OTHER RELATED MATERIAL PROVIDED BY POPCAP (COLLECTIVELY, THE "GAME(S)"). BY USING A GAME, YOU ACKNOWLEDGE THAT YOU HAVE READ AND UNDERSTAND AND AGREE TO BE BOUND BY THE TERMS OF THIS EULA. IF YOU DO NOT AGREE WITH THOSE TERMS, YOU ARE NOT AUTHORIZED TO USE THE GAMES.

- 1. LICENSE GRANT AND RESTRICTIONS. PopCap hereby grants to you a non-exclusive license to use a single copy of the object code version of each Game for your personal non-commercial home entertainment use on your Microsoft® Xbox 360® video game and entertainment system. You may sell or transfer your copy of the Games to another person along with, and subject to, your rights under this EULA only if you do not retain any copies. You may not (i) decompile, disassemble, or reverse engineer a Game, or otherwise attempt to gain access to its source code, except to the extent such restrictions are expressly prohibited by law; (ii) copy, offer for public display, translate, adapt, modify or otherwise alter a Game, or create derivative works thereof; (iii) rent, lease, loan, sublicense, or distribute a Game, or offer it on a pay-per-play or other for-charge basis; (iv) use a Game to infringe the copyrights or other intellectual property rights of others in any way; and/or (v) modify or delete the copyright and other proprietary rights notices on or in a Game.
- 2. TERMINATION. This EULA is effective until terminated. You may terminate this EULA at any time by ceasing your use of the Games and destroying all copies of the Games in your possession or control. PopCap may terminate this EULA immediately upon notice to you if you violate the terms of this EULA. Upon termination of this EULA for any reason, you agree to immediately destroy all copies of the Game, and at PopCap's request, certify in writing the same.
- 3. GAME OWNERSHIP. Each Game is the copyrighted proprietary material of PopCap and/or its third-party licensors and is subject to copyright protection under U.S. copyright law and international copyright treaties, as well as other intellectual property laws and treaties. PopCap and/or its third-party licensors retain all right, title, and interest in the Games and all elements thereof, and specifically reserve all rights not expressly granted under this EULA.
- 4. LIMITED WARRANTY: YOUR EXCLUSIVE REMEDY AND DISCLAIMER OF OTHER WARRANTIES, POPCAP WARRANTS TO YOU. THE ORIGINAL PURCHASER OF THE GAMES. THAT UNDER NORMAL USE AS PERMITTED UNDER THIS EULA THE GAMES WILL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP AND WILL PERFORM SUBSTANTIALLY AS DESCRIBED IN THE ACCOMPANYING MANUAL FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE (THE "WARRANTY PERIOD"). TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE. TITLE, AND NON-INFRINGEMENT ARE HEREBY EXPRESSLY DISCLAIMED, WARRANTY CLAIMS MUST BE MADE TO THE RETAILER FROM WHICH YOU PURCHASED THE GAMES BY PROVIDING A COPY OF THE ORIGINAL SALES RECEIPT AND AN EXPLANATION OF THE PROBLEM YOU HAVE EXPERIENCED WITH THE GAME, AT ITS OPTION, THE RETAILER MAY REFUND YOUR PURCHASE PRICE, REPAIR OR REPLACE THE DISC CONTAINING THE GAMES. ANY REPLACEMENT DISC WILL BE WARRANTED FOR THE REMAINDER OF THE ORIGINAL WARRANTY PERIOD OR THIRTY (30) DAYS, WHICHEVER IS LONGER, YOUR EXCLUSIVE REMEDY, AND THE ENTIRE LIABILITY OF POPCAP, ITS AFFILIATES, LICENSORS AND SUPPLIERS (COLLECTIVELY, "THE POPCAP PARTIES") FOR BREACH OF THIS WARRANTY, SHALL BE THE REFUND, REPAIR OR REPLACEMENT DESCRIBED ABOVE

- 5. LIMITATION OF LIABILITY. IN NO EVENT WILL THE POPCAP PARTIES' TOTAL AGGREGATE LIABILITY TO YOU FOR DIRECT DAMAGES, LOSSES, AND CAUSES OF ACTION ARISING OUT OF OR RELATING TO THIS EULA AND/OR YOUR USE OF THE GAME EXCEED THE AMOUNT PAID BY YOU, IF ANY, FOR THE GAMES, OR TWENTY DOLLARS, WHICHEVER IS GREATER. IN NO EVENT WILL THE POPCAP PARTIES BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, OR ANY OTHER TYPE OF DAMAGES (INCLUDING WITHOUT LIMITATION DAMAGES RELATING TO LOST PROFITS, LOSS OF DATA, PRIVACY, NEGLIGENCE OR OTHER DUTY OF CARE), EVEN IF ONE OR MORE OF THE POPCAP PARTIES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 6. BASIS OF THE BARGAIN; EXCLUSIONS. The disclaimer of warranties and limitations of liability set forth in Sections 4 and 5 above are fundamental elements of the basis of the agreement between you and PopCap. You understand and agree that PopCap would not be able to economically or reasonably provide the Games to you without these limitations. HOWEVER, SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES AND/OR THE LIMITATION OF DAMAGES AS SET FORTH IN SECTIONS 4 AND 5 ABOVE, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. You may also have other rights that vary from jurisdiction to jurisdiction.
- 7. EXPORT CONTROL. The Games originate in the United States and are subject to United States export laws and regulations. You may not export or re-export, in whole or in part, the Games to certain countries, persons or entities prohibited from receiving exports from the United States. Additionally, the Games may be subject to the import and export laws of other countries, and you agree that you will comply with any such foreign import and export laws, as applicable.
- 8. MISCELLANEOUS. You agree to comply with all United States and foreign laws related to your use of Games. This is the entire agreement between you and PopCap relating to the subject matter herein and replaces any and all previous representations, agreements, understandings or communications, whether written or oral. This EULA may not be modified except in a writing signed by both parties. This EULA will be governed exclusively by and construed in accordance with the laws of the State of Washington, USA, excluding its conflicts of law rules and specifically excluding the United Nations Convention on Contracts for the International Sale of Goods. Venue for any action hereunder shall lie exclusively in the state and federal courts located in King County, Washington USA and you hereby consent and submit to the personal jurisdiction of such courts.

©2003, 2007, 2009, 2010 PopCap Games, Inc. All rights reserved. FMOD Sound System ©FirelightTechnologies Pty, Ltd. 1994-2005. ogglib ©2002 Xiph.org Foundation. pnglib ©1998, 1999 Glenn Randers-Pehrson. zlib ©1995-1998 Jean-loup Gailly and Mark Adler. Portions based on work of Independent JPEG Group. The PopCap logo and all other trademarks used herein that are listed at www.popcap.com/trademarks are owned by PopCap Games, Inc. or its licensors and may be registered in some countries. Microsoft, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies. The ratings icon is a registered trademark of the Entertainment Software Association. Other company and product names used herein may be trademarks of their respective owners and are used for the benefit of those owners.

Customer Support

For customer or technical support for these games, please post a message to http://www.popcap.com/help, or send a letter to:

PopCap Games Inc., 2401 Fourth Avenue, Suite 300, Seattle Washington 98121 (or to an updated business address if indicated at www.popcap.com).

16