

Planet Of The Vegetables Weapon Guide

This is the Planet Of The Vegetables Weapon Guide. Here you can see some basic information about each weapon type and also see what weapons you have yet to find!



Laser Sword

The Laser Sword is the only physical weapon, by clicking Josh will swing it, and will damage vegetables that are immediately adjacent to it. The Laser Sword has unlimited use. Note that any similarities to the lightsaber used in Star Wars are completely coincidental.



Blowpipe

The blowpipe is a weak, ranged weapon, but one dart can pierce through multiple vegetables. This provides a good weapon to shoot longways down a footpath taking out multiple vegetables with one shot.



Microwave Gun

The microwave gun shoots a small range of microwaves, which will explode vegetables and set their remains on fire at the same time. Hold down the mouse button for a constant attack, although your fuel will go down the longer you use it.



Flamethrower

Hold down the mouse button to produce a flame that propels forward from this contraption that sets anything it touches into flames. Note that vegetables set on fire by this weapon are known to set other vegetables alight as they run past them screaming.



Pistol

This is the most basic of guns, a weak, slow, weapon that will inflict minimum damage. Vegetables will be hit by the rather large circular bullet that comes from it for some reason and will take impact backwards.



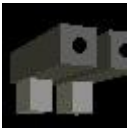
Sniper Rifle

This gun is very weak in normal mode, however right-click to use the scope that can aim with extreme accuracy further than you can without the scope. Long range assassinations are no trouble with this fantabulous weapon.



Uzi

A fully automatic gun that can be held in one gun to spray and pray and send as many bullets as possible into the nearby unsuspecting broccoli.



Double Uzi

Same as Uzi but now has twice as much bullets! Josh fires one uzi in each hand leaving a large amount of bullets flying everywhere. It doesn't really matter about its inaccuracy as there is so much darn bullets!



Missile

The most basic missile. A missile is launched from Josh's ACME all-type rocket launcher. The impact of the rocket will obliterate any vegetables it touches along with anything that is in its blast radius at explosion.



Homing Missile

Same as the generic Missile but this smart missile automatically tracks the nearest vegetable it finds.



Manual Control Missile

The manual control missile is launched, and then controlled with a remote control to send it to its desired target. Fly it with the mouse, and detonate with primary trigger. Note that this missile is not too reliable and will blow up after long periods of being airborne.



Nuke

The king of all missiles, this missile can be controlled the same as the manual control missile, but will not time out, and will create a blast radius that can take out multiple city blocks. A blast crater will be created and many buildings will be completely annihilated, as the blue fills the screen from previously complete vegetables.



Grenade

Hand grenades come in useful when you need an explosion and you need it quick. Make sure you pull out the pin and throw it as you watch it soar through the air in a rather odd, non-parabolic fashion before it fragments and kills everything.



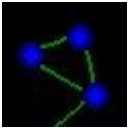
C4

These high powered explosives are detonated by remote control. Throw them with the left mouse button and wait until the vegetables are nearby, and BOOM.



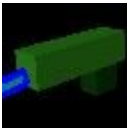
Proximity Mines

These sensitive proximity mines will detonate when they are disturbed. Their bright red and green coloring is incredibly inconspicuous and vegetables will step on them to have their guts hurled everywhere without any idea whatsoever.



Link Gun

The link gun, a gun that links lots of vegetables together, and blows them up. Its nothing to do with the unreal tournament gun. I really don't know why I put it in as its ridiculously powerful. All sciency and stuff.



Levatator

This gun uses forcefields and stuff to pick up vegetables by their feet. The gun can also launch the levitated vegetable and a high speed, as a weapon to injure yet more vegetables. Note that any similarities to the gravity gun used in Half-Life 2 are completley coincidental.



Confuser

This untested prototype thingamawhatsit is an advance piece of weaponry. It comes in the form of minute robotic spiders that Run, Jump and implant themselves into victims brains. Known effects are spontaneous jerking, and tendencys to run into the nearest car they see.