

Plague Inc.



Plague Inc. - At the push of a button to the global plague.

The earth is dangerously overpopulated. Billions of people cavort on the small, blue planet, fighting over every inch of living space. So it's the perfect time to let off a little steam in the poison kitchen.

In Plague Inc. you'll follow a simple but perfidious plan. You must create a plague and spread it around the world. At the beginning of a game, you can choose between 10 different types of diseases that you want to unleash on mankind. There are not only classic plagues or artificially developed bioweapons. Chronic vampirism and zombie viruses can also start as small pathogens and spread across the world.

In free mode, you can decide for yourself under what conditions you want to start. If you want to make it easy, start near a large civilization like China or the USA. When people are successfully infected with your disease, you collect genetic points. With them, later in the game, you'll be able to buy new traits for your plague and make it mutate.

But this is also urgently necessary. Unfortunately, people don't want to just let your super-disease take them away. Instead, they are trying to research and find an antidote. You have to be quick and nip all research possibilities in the bud if you want your plague to spread across the continent as effectively as possible. # Tactical Plague Slinger

Plague Inc. is a complex simulation in which you'll be in control of your disease's destiny. For the first few rounds, the free mode is a good way to get an overview of what it takes for your plague to be effective. Among other things, you can control how the disease spreads and what symptoms the infected get. For example, you can choose whether the pathogens spread through the air or whether it has to be a droplet infection. Other ways of spreading are also possible, so you can create exactly the disease of your dreams.

Once your plague has survived its first spreading cycles, the game gets faster and more hectic. This is because laboratories all over the world are increasingly trying to find a cure for the new, dangerous disease. You'll have to prevent this at all costs, for example by launching a cyberattack or spreading deliberate false news. However, you only have a certain amount of time to eliminate the countermeasures. If you are too slow, vaccines will enter the market and slowly push back your influence. In the worst case, your disease will be eradicated altogether, so you'll have to start your attempt at eradicating humanity all over again.

Once you've had some experience in the free mode, Plague Inc. also offers you over 20 scenarios in which you'll be able to try out your abilities as a disease spreader. The scenarios have, for example, fixed starting points or reduce the amount of genetic mutations you can acquire. So if

you want to make it a little harder, you can start in an area that has a very low population, or you can play against very inquisitive researchers who will quickly move against you.

What players say about Plague Inc.

For experienced strategists, Plague Inc. is a fun game that leaves a lot of room for experimentation and trial and error. The various possibilities for creating and spreading the individual diseases make you want more, and the fight against vaccine research really brings action into the game in later rounds. For even more adrenaline, the game also offers you a VS mode where you can fight against a friend to spread your disease.

For beginners, the game is sometimes a bit overwhelming due to the many possibilities. But once the first rounds have been played, you find your way well into the game mechanics. A slightly larger selection of diseases would have done the game good, but even so it is quite entertaining.

Advantages / Disadvantages

Various customization options of the diseases
Various game modes and scenarios
Multiplayer also possible

A bit confusing for beginners
Partially long loading times in multiplayer mode
No transfer of game files to other platforms possible