

# Plague Inc.



## Summary: An interesting and addicting take on a strategy game.

Can you make a powerful enough virus and infect the world? This unique strategy game is a mix between classic strategy and terrifyingly realistic simulation. You create the ultimate pathogen. Can you bring an end to humanity as we know it? This top hit with over a million 5 star ratings pits you and your perfectly engineered virus against humanity and everything it can do to survive.

## Gameplay: Surprisingly deep mechanics.

In Plague Inc. you create a virus with the goal of infecting as many people as possible. This game follows a traditional real time strategy structure. You are presented with different choices on what type of pathogen, where to start it and how to evolve it over time. You have several different menus to track the disease and monitor your progress. As you progress in the game you gain points which you can spend to evolve your disease in different ways.

Perhaps you want heat resistance, airborne infection abilities or different symptoms. Find a unique balance as you attempt to move quickly and quietly, infiltrating as many countries as you can before borders and airports are closed. The in-game mechanics and ways that your virus can be defeated are actually surprising with how realistic they can be and the challenge they can pose.

Countries closing borders, especially the isolated ones like Australia can become major issues for you, making the strategies to infiltrate these very deep and much more complex than just making the strongest nastiest possible virus possible. ## Review/Conclusion: A fun and interesting play with lots of options, maybe a bit slow for some audiences.

This game is a very unique take on the classic real time strategy based game. While it does have a barrier to play and a slight learning curve, it's nowhere near as steep as other games in it's genre.

Plague Inc. is surprisingly fun, and can present difficult challenges (turns out humanity is more resilient than expected). The game is well done, with mechanics that are polished and lots of different ways to reach the end goal of the ultimate virus. There's a lot of fun strategies that go into picking the right traits for your virus that make it effective and spread fast while keeping borders and spread paths open. If you're into a game that will take a bit of thought or strategy this is a great choice. It's got plenty of depth to keep playing for many hours.

Overall the quality of this game is pretty high. The different ways you can evolve your virus and the different ways humanity will fight it will surprise you, making the world feel real and dynamic. There is a lot of depth and balance to be found in crafting the perfect virus. There is even a good online community that has spawned from this game (much like the perfect virus) and can be a fun resource and place to learn about different strategies.

## Advantages / Disadvantages

A great strategy game with lots of options, but maybe a touchy topic.

Plague Inc. is a RTS style game masked with a unique story and mission. There is plenty of depth and gameplay options to keep this game interesting and worth coming back to in order to craft the ultimate virus and strategy.

The nature of this game is perhaps a bit of a hot topic issue, so it might leave a funny taste in your mouth with the current world state. Additionally the end goal might be something that you find hard to get behind. After all, your goal is to destroy humanity. Ultimately this game isn't flashy or exciting, so if you're looking for something a bit quicker, this game might bore you.