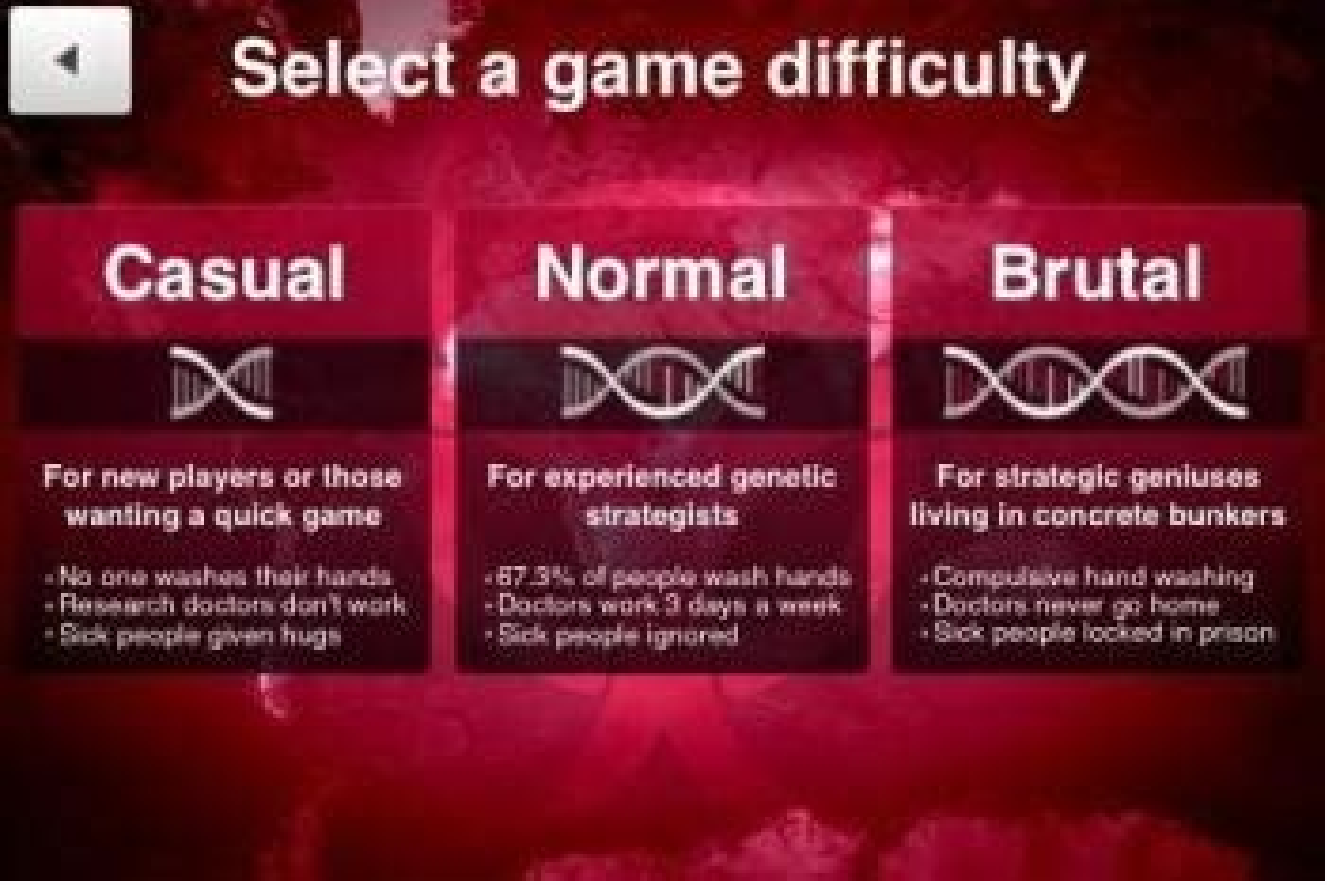


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Plague inc bacteria brutal 5 star. Plague inc brutal tips.

AN UPDATED GUIDE FOR BACTERIA MUTATION 10 HAS BEEN POSTED. CHECK IT OUT HERE. After a lot of frustrating games, I was finally able to find a good strategy to beat Bacteria on Mega-Brutal difficulty. This mode is much harder than brutal. Mega-Brutal difficulty actually makes brutal difficulty seem like casual. This is mainly because of the random events that happen while playing in Mega-Brutal. Random checks will always detect your virus even before you are able to evolve a single symptom. Genetic Shifts causes DNA costs of everything to fluctuate, which means the costs of evolution will increase or decrease randomly (to my experience, it increases most of the time). I have tried this strategy over and over again to make sure it works and I can confidently say that it does, all the time. My average stats at the end of the game are 400+ days, 30-40% Cure Completion and 4/5 or 5/5 Biohazards. Before we start the guide, I should let you know about the various things that could happen while playing at this super hard difficulty. First off, Your plague will most likely be detected early on even without any evolved symptoms, this is mainly because of the random blood tests a country conducts. Second, DNA costs will tend to increase without anything to warn you about it. Lastly, a lot of random events happen. Awareness days and countries closing itself off tend to happen a lot. Let's begin. Gene setup: ATP Boost Aquacyte Sympto-Stasis Genetic Mimic Extremophile 1.) Start in China 2.) Evolve these transmissions: Water 1 and Insect 1 3.) Evolve the following symptoms: Nausea Coughing Rash Cysts Anaemia Vomiting Pneumonia Sneezing Sweating Hyper Sensitivity Abscesses Haemophilia 4.) Continue to evolve these transmissions: Water 2 and Insect 2 5.) Evolve these symptoms if they haven't mutated yet: Diarrhoea Pulmonary Oedema Skin Lesions 6.) Evolve the following abilities Drug Resistance 1 Bacterial Resilience 1, 2, and 3 Drug Resistance 2 Genetic Hardening 1 and 2 7.) Back to symptoms, evolve these if they haven't mutated yet: Insomnia Paranoia Seizures Insanity Paralysis Coma Necrosis Dysentery (This one is optional, I sometimes evolve this to make infection faster. It's a bit lethal though) 8.) At this point you have to wait until the whole world is infected (a pop-up appears). This shouldn't take long. Evolve some Genetic Re-Shuffles if you feel the need to do so. I use all three of mine when the cure progress reaches 40%. 9.) After getting the "there's no one healthy left" pop-up, evolve every lethal symptom you possibly can. But by this point, you've probably already killed at least 80% of the population. 10.) Congratulations on beating Bacteria in Mega-Brutal difficulty. There might be a chance that island countries such as Greenland and Madagascar close their ports/harbors. This makes it impossible to infect these countries. This never happens when I use this strategy, but on some rare occasion that it does happen just start your game over. If you want another strategy for this plague, here's a guide made for the Unknown Origin scenario. Click Here. It'll work for a normal game, since the unknown origin scenario is basically a normal game. Mega-Brutal Guide by Crakout[Guide was made playing Plague Inc. Evolved] If you guys have any questions, tips, or some better strategies, post them at the comments below. I'll include the good ones I see along with this guide. One of the toughest tasks you'll take on in Plague Inc. Evolved is beating virus on mega brutal. Because of this, we've assembled some proven tips that have worked well for us while playing this challenging mode in Ndemic's pandemic simulator. There are a total of 5 important factors to consider when it comes to succeeding in Plague Inc. Evolved. These factors include genetic code, starting country, transmission, symptoms, and abilities. These 5 elements dictate how infectious, severe, and lethal the disease is for anyone who comes into contact with it. Let's begin with the genetic code of your virus. Modifying the Genetic Code Genes allow you to customize how your virus responds to exposure in different environments. There are 5 categories that genes fall into and these are DNA, Travel, Evolution, Mutation, and Environment. Most of the genes you need to modify the genetic code and beat virus on mega brutal in Plague Inc. Evolved are pretty easy to get. ATP Boost - provides you with 8 additional DNA points when starting. Genetic Mimic - makes any plague harder to cure. Aquacyte - increases chances of transmission by water. Urbophile - increases infectivity in urban countries. Sympto-Stasis - makes plague easier to cure but keeps symptom costs down. These 5 genes will make your virus particularly effective in urban countries which contain a big portion of the population, islands which are the hardest places to infect, and makes it particularly lethal from the very start. Choosing the Starting Country There are a number of starting countries in Plague Inc. Evolved that are super effective in contaminating the world but in this instance, Saudi Arabia will do the trick. When your goal is to beat virus on mega brutal, then you need to start somewhere that can spread disease quickly. Saudi Arabia borders 5 countries (Egypt, Sudan, Yemen, and Oman) along with having a pretty active airport that lands in all other airports all around the world. Evolving Abilities and Transmission Now that we've modified the genetic code and have chosen our starting country, let's look at the abilities and transmission options we're going to evolve. It's important that you do this in the order that they are specified in to get the results you want. Unlock Viral Instability and evolve it to level 3. This will make the DNA of your virus unstable and cause it to randomly mutate. Under transmission, unlock Water 1, Air 1, then Water 2. Remember, Aquacyte was one of the genes we added to the genetic code so water transmission will be particularly effective. Head back to abilities. We're going to work up our virus' resistance to cold, heat, and any potential treatment. Unlock Cold Resistance and evolve it to level 2. This will help spread our virus to colder climates such as the infamous Greenland. Unlock Drug Resistance and evolve it to level 2. This will prevent any early treatments from succeeding and buy us more time to infect. Unlock Heat Resistance 1. This will help the virus survive in hot and humid climates such as Africa and Madagascar. Back under Transmission, evolve Air to level 2 and then unlock Extreme Bio-Aerosol. This lethal tier 3 transmission can infiltrate any air/water filters, and increase infectivity on planes/ships. Unlock Bird 1 and Rodent 1. This will speed up transmission in urban countries and assist in infecting countries with closed borders. Evolving Symptoms You should be in the late stages on the Earth's end and that much closer to beating virus on mega brutal in Plague Inc Evolved. There's one factor that we haven't even looked at yet and it's Symptoms. Remember when we started the game by unlocking Viral Instability and evolving it to level 3? Well now, you're virus should have mutated several times, unlocking numerous symptoms, all on its own. Use remaining DNA Points and focus on slowing research and increasing fatality rates. Below, you'll find some suggestions. Harder to cure: Fatal: Dysentery Total Organ Failure Internal Haemorrhaging Necrosis Beating Virus on Mega Brutal If you've followed this guide closely then you should be celebrating with a victory screen in front of you right now. We hope this was informative and has taught you a few tips for destroying the world in Plague Inc Evolved. Make sure to check out some of our guides for other mobiles games such as Battle Bay and C.A.T.S.! Load Comments 1 Use the right genetic code. The genetic code in Mega Brutal is extremely important. Using these codes will help. DNA genes: Catalytic Switch. You will run out DNA points quickly, and a cure will be started early in the game. Travel genes: Aeroocyte. It will help your plague spread faster. Evolution genes: Sympto-stasis. This helps prevents symptoms from eating up all of your DNA points. Mutation genes: Genetic Mimic. The cure research will happen early on, and it is important to make sure the plague is harder to cure. Environment gene: Extremophile. It is important to help spread your plague. 2 Start in Saudi Arabia. It is poor, has a high population, and has many sea and airports. 3 Start transmitting the disease. Get air transmission 1 and water transmission 1. 4 Harden the plague. Get drug resistance 1, genetic hardening 1 and cold resistance 1. Heat resistance will not be necessary. 5 Work towards further transmission and hardening. Even if the plague has no symptoms, it will be detected early. Getting drug resistance 2 and genetic hardening 2 should be a priority. Also get air transmission 2, water transmission 2, and cold resistance 2. 6 Evolve your symptoms effectively. If you have left over DNA points, evolve coughing and sneezing to increase infectivity. It is okay to let the plague mutate naturally, but make sure it does not get too lethal before all countries are infected. Avoid symptoms such as insomnia, paranoia, insanity, paralysis, and coma before the cure starts. 7 Save up DNA points and keep an eye on the news. Pop all red, blue, and orange bubbles to gain more DNA points. If the news says a certain symptom is going to be easier to cure, devote that symptom immediately if it gets mutated. If the news says there is a high amount of bird migration, it is okay to evolve bird 1 as long as you have DNA points to spare. Devolve symptoms that are too lethal before the majority of the world is infected. Keep in mind devolving gets more expensive each time you do it. First time - you get 2 DNA points refunded. Second time - you get 1 DNA refunded. Third time - you neither lose nor gain any DNA points. Fourth time - it will cost you 1 DNA point. 8 Wait for the world to get infected. As you are waiting, you can get started on symptoms such

as insomnia, paranoia, and coma. This will help slow down the cure (but only if it has started) and it will not kill people faster than new people are being infected. 9 Unleash your symptoms. Once all countries have been infected, and the majority of the world has been infected (wait for the "your disease needs to evolve to kill" popup, and it is best if at least 99% of the world is infected, and there are fewer than 100,000,000 healthy people), you can start giving your plague more symptoms. Focus on lethal symptoms, such as: Total organ failure Internal hemorrhaging Hemorrhagic shock Necrosis Immune suppression Dysentery Pulmonary edemas Pulmonary fibrosis Also include symptoms that help slow down the cure (after it has started): Insomnia, Paranoia, Insanity, Coma, and Paralysis. 10 Use genetic shuffling if necessary. If the cure reaches to 60%, the symptoms are not cutting it, and over 20% of the population are still alive, use genetic shuffling. Only use one at a time. 11 Wait for your plague to take over. If people are dying faster than new people are being infected, devolve some of the lethal symptoms. There should be a bar showing you how lethal your plague is. Re-introduce the lethal symptoms when the whole world is infected, and keep the cure at bay. 12 Congratulations! Your plague has destroyed humanity.

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