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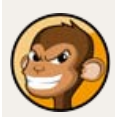
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PANDEMIC 2 HINTS AND TIPS

Need some help with Pandemic 2? Check out these cheats, hints, tips and walkthroughs. New info is added regularly.

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# Pandemic 2 Game Guide

## Thyroid Nodule Surgery

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AdChoices

Interface Details

Gameplay Details

> Game Mode Details

### Realistic

While playing in realistic mode, you are able to save the progress of your disease. Games take longer to play since it takes longer to accumulate evolution points. Governments react more intelligently, and it is more difficult for your disease to spread effectively. This mode is recommended for intermediate or expert players.

### Relaxed

While playing in relaxed mode, you are unable to save the progress of your disease. This is due to the fact that most games should not last longer than 20 minutes. Governments react slowly making it easier to spread your disease. Some game events will not appear during relaxed play. This mode is recommended for beginner players.

> Game Objectives

### Objectives

The objectives of Pandemic 2 are simple. Evolve your disease intelligently, Spread your disease to everyone, Kill everyone. You are going to want governments as relaxed as possible, to avoid causing a panic. So make sure to keep the visibility of your virus as low as possible. Even if visibility is low, governments are still going to panic if people suddenly start dying everywhere. Pay attention to the news headlines, it can give you insight on developing situations around the world.

> Spreading Your Disease

### Spreading Your Disease

Spreading your disease across the globe takes some patience and luck. Your disease can be

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spread to other regions in three ways. People can travel to new regions on airplanes or on boats. People can also travel across the borders of neighboring regions.

## > Evolving Your Disease

### Evolving Your Disease

Evolving your disease is an important part of Pandemic 2, if you want your disease to become widespread and deadly. Evolution points are at the core of the evolution process, with any you would not be able to purchase or sell new symptoms, resistances or transmissions. When you wish to evolving your disease, simply open the disease evolution screen by clicking the diseas button at the bottom of the screen.



Once the disease window is open, select your symptom, resistance or transmission of your desire. For this example, coughing was selected. Upon selecting a symptom, resistance or transmission an information window will pop up.



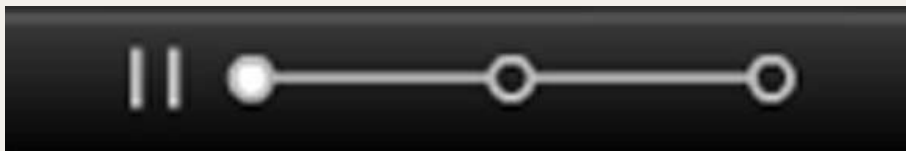
Information windows describe the symptom and how it will affect your disease. By selecting t buy button at the bottom of the window, the symptoms effects will be applied to your disease Symptoms cannot be bought or sold if you cannot afford them.

## > Monitoring Progress

### Monitoring Progress

While the game is being played, be sure to continually watch for news headlines and keep tra of regional events and conditions. Such information can be invaluable to spreading your disea and exterminating mankind. For example, if several regions are currently flooded, it would be smart idea to make your disease waterborne to infect as many people as possible in those regions.

## > Game Speed Details



## Game Speed

Game speed can be adjusted or paused while playing. If not much is happening, or you are sure that you have won the game it would be a good idea to adjust the speed to setting two three on the time bar.

> [Game Over Details](#)

## Disease Details

> [Disease Classes](#)

### Virus Class

The virus class makes gaining evolution points easier than the other two classes. Virus classe also have a slight bonus to infectivity. However virus class diseases are more susceptible to environment conditions.

### Bacteria Class

The bacteria class is the most well rounded disease class to choose from and is recommended for beginners. Bacteria classed diseases benefit from an increased resistance to drugs.

### Parasite Class

The parasite class is slower than that other two classes at generating evolution points. Althou the parasite class is much more resistant to environment conditions. It also is less visible tha the other two classes.

> [Disease Symptoms](#)

### Sneezing

**Description:** Sneezing is caused by the nasal mucosa being irritated by foreign particles, resulting in an expulsion of air from the lungs.

**Effects:** Sneezing will help spread your disease, but is a noticeable symptom.

### Coughing

**Description:** Coughing is provoked when there is substance with in the breathing passages t need to be cleared.

**Effects:** Coughing can help spread your disease, while it may also cause lung damage to an infected individual. Coughing is quite noticeable as its loud and usually repetitive.

### Fever

**Description:** A fever occures in a person when a threat is found with in the body, resulting ir higher than normal body temperature.

**Effects:** Fevers have the potential to be deadly while being barely noticeable at all.

### Sweating

**Description:** Sweating results in loss of water through sweat glands in the body. The main purpose of sweating is to keep the body temperature with in normal bounds.

**Effects:** Sweating will make an infected person noticeable.

### Fatigue

**Description:** Fatigue results in lower physical or mental capabilities of an individual.

**Effects:** Fatigue will make an infected individual more noticeable. It may also improve the chances of death when other symptoms are also present.

### Vomiting

**Description:** Vomiting is the expulsion of the stomachs contents through the mouth. Vomitin has many causes, from stomach inflammation to brain tumors.

**Effects:** Vomiting will allow infected individuals to easily expose others to your disease, while also dehydrating them selves. Vomiting is very noticeable.

### Heart Failure

**Description:** Heart failure is a condition that impedes the structure and function of ones hea resulting in the inability to deliver a sufficient amount of blood throughout the body.

**Effects:** Heart failure poses severe health problems for the infected. Heart failure has no visu effects on the infected, making it unnoticeable to others.

### Liver Failure

**Description:** Liver failure results in the liver being unable to perform normal synthetic and metabolic function.

**Effects:** Liver failure can easily result in death for an infected person. Affected individuals

become jaundice, making them easier to recognize.

### **Kidney Failure**

**Description:** Kidney failure results in slower filtering capabilities and abnormal levels of acids and minerals in the body.

**Effects:** Kidney failure can cause dangerous complications resulting in death for an infected person. Kidney failure causes nothing to make the infected for noticeable.

### **Boils**

**Description:** Boils are caused by inflamed hair follicles causing dead tissue to accumulate in inflamed area.

**Effects:** Boils allow infected people to easily expose others to your disease, but is a very noticeable skin condition.

### **Necrosis**

**Description:** Necrosis results in cell and tissue death. Cells that die due to necrosis are difficult for the body to remove and recycle.

**Effects:** Necrosis poses a large risk to the health of those it affects. It also allows any infected to expose others to your disease very easily. Necrosis is very noticeable due to the appearance and smell of dead flesh.

### **Hemorrhaging**

**Description:** Hemorrhaging is the loss of blood from the circulatory system. It may occur internally or externally depending on the cause.

**Effects:** Hemorrhaging allows infected people to expose others to your disease via their blood. It poses a serious health risk to the infected and is fairly noticeable symptom.

### **Diarrhea**

**Description:** Diarrhea is frequent loose bowel movements often caused by gastroenteritis.

**Effects:** Diarrhea can cause severe dehydration in the infected. It also slightly increases the chance of the infected infecting other people.

### **Sores**

**Description:** Sores are small open wounds that develop on the skin or eyes.

**Effects:** Sores cause infected people to spread your disease faster. Sores can be seen fairly easily, but also increase the chance of death for the infected.

### **Nausea**

**Description:** Nausea is the result of an incoordination between equilibrium and eyesight.

**Effects:** Nausea results in infected individuals stumbling and feeling dizzy making them stand out in crowds.

### **Ataxia**

**Description:** Ataxia is the sharp decline in motor skills. The cause of ataxia is often dysfunction in the cerebellum.

**Effects:** Ataxia is a slightly noticeable condition that impedes movement in the infected.

### **Encephalitis**

**Description:** Encephalitis is acute inflammation of the brain. Brain damage occurs as the brain pushes against the skull, and eventually results in death.

**Effects:** Encephalitis significantly increases the chance of death occurring.

### **Dementia**

**Description:** Dementia is the progressive decline in mental capacity and function due to disease in the brain.

**Effects:** Dementia makes infected individuals more noticeable.

### **Hypotonia**

**Description:** Hypotonia results in extremely low muscle tone and muscle strength.

**Effects:** Hypotonia increase the visibility of infected, but also increases the chance of death.

### **Blindness**

**Description:** Blindness is the lack of visual perception due to physiological or neurological complications.

**Effects:** Blindness makes infected individuals greatly more noticeable.

### **Depression**

**Description:** Depression is a unusual low mood and loss of interest in general activities.

**Effects:** Depression is a very visible condition.

### **Pulmonary Edema**

**Description:** Pulmonary edema is the build up of fluids and inflammation of the lungs.

**Effects:** Pulmonary edema can be a serious health concern. It also slightly increases the chance of infected exposing others to your disease.

### **Hypersensitivity**

**Description:** Hypersensitivity is a condition where the immune system begins to cause damage to the body's own cells.

**Effects:** Hypersensitivity increases the chance for health complications to occur in the infected.

### **Insanity**

**Description:** Insanity results in an individual acting in a behavior outside of the normally accepted. Insane people often pose a risk to themselves and others.

**Effects:** Insanity is noticeable, but it also allows the infected to expose others to your virus. Insanity increases the chance of death in the infected.

### **Cysts**

**Description:** Cysts are closed sacs containing air or fluids. Once they are formed they can be removed through surgery or medication.

**Effects:** Cysts may cause health risks depending on their location. Cysts also allow the infected to expose others to your disease more easily.

## > Disease Resistances

### **Cold Resistance**

Cold resistance allows your disease to function properly in regions that have cold environments.

### **Heat Resistance**

Heat resistance allows your disease to function properly in regions that have hot environments.

### **Moisture Resistance**

Moisture resistance allows your disease to function properly in regions that have wet environments.

### **Drug Resistance**

Drug resistance increases the chance of your disease killing infected individuals. It also makes it more difficult for vaccines to be engineered.

## > Disease Transmissions

### **Rodent Transmissions**

Allows your disease to pass between rodents and humans.

### **Insect Transmissions**

Allows your disease to pass between insects and humans.

### **Airborne Transmissions**

Allows your disease to pass between infected and healthy people via the air.

### **Waterborne Transmissions**

Allows your disease to contaminate water supplies, and infect people that come into contact with contaminated water.

## > Disease Traits

### **Virus**

Adds a bonus to infectivity, makes disease more vulnerable to environment conditions and increases disease evolution.

### **Bacteria**

Adds a bonus to drug resistance.

### **Parasite**

Makes the disease less visible and more resistant to environment conditions.

### **Catching**

Gives your disease rodent, insect, airborne or waterborne transmissions.

### **Durable**

Increases your disease's natural resistance to cold, heat, moisture or drugs.

### **Bloody Vomit**

Increases your diseases lethality and infectivity.

### **Bloodletter**

Increases your diseases lethality and infectivity.

### **Decomposer**

Increases your diseases lethality and infectivity.

### **Ablaze**

Greatly increases your diseases lethality.

### **Biohazard**

Increases your diseases lethality.

### **Famous**

Greatly increases your diseases visibility.

### **Cured**

Results in your disease no longer being able to infect people.

### **Isolated**

Reduces your diseases infectivity.

### **Expected**

Vaccines are quicker to engineer than normal.

### **Apocalyptic**

Increases your diseases visibility.

### **Mutator**

Vaccines are more difficult to engineer than normal.

### **Stealthy**

Reduces your diseases visibility.

### **Harmless**

Reduces your diseases lethality.

### **Immune**

Your disease is immune to all possible vaccines.

### **Head Popper**

Increases your diseases lethality and infectivity.

## > Disease Attributes

### **Lethality**

Lethality is the measure of how deadly your disease is. The higher your lethality rating, the quicker your disease will kill infected people. Lethality is increased by purchasing new symptoms or by getting awarded traits.

### **Infectivity**

Infectivity is how likely your disease will infect people who are exposed to your disease. The higher your infectivity rating, the more easily you will infect people. The effect of your disease infectivity rating can be negatively impacted by environment conditions or your disease visibility rating.

### **Visibility**

Visibility is how noticeable your disease makes people who are infected. The higher your visibility rating, the harder it will be to spread your disease, and the faster regional governments will react to the presence of your disease. Most symptoms result in at least a small increase in your visibility rating, select the symptoms which impact your visibility least.

World Details

> Region Classifications

### **Clean**

Clean regions have no infected people within their borders.

### **Infected**

Infected regions have infected people within their borders.

### **Forsaken**

Forsaken regions are completely devoid of life.

> [vaccine Information](#)

### **Vaccines**

Vaccines are engineered to immunize the human population against your disease. The more active hospitals there are, and the larger the threat your disease poses, the faster a potential vaccine will be engineered. Once a vaccine has been developed, it takes a bit of time to deploy. Vaccines are not always successful, and can sometimes cause mutations in your disease which make future vaccines impossible.

[Region Details](#)

> [Region Populations](#)

### **Populations**

Each region starts out with its own local population. As the game progresses, populations move around the world via airplanes, boats and across borders.

### **Population Density**

Population density is based on a region's population, and the size of that region. The larger a region's population density, the easier it is for diseases to spread.

> [Region Infrastructure](#)

### **Airports**

Airports allow people to move from region to region over the air. Planes are the best mechanism for spreading your disease across the globe.

### **Shipyards**

Shipyards allow people to move from region to region over the ocean. Boats are slow, but can carry more people than planes.

### **Water Plants**

Water plants provide regions with a clean drinking water supply. If a water plant gets contaminated, expect infection rates in that region to explode.

### **Hospitals**

Hospitals attempt to cure infected people throughout the region. All active hospitals also contribute to the effort of engineering a vaccine.

> [Region Services](#)

### **Transit**

Transit increases the chance of people being exposed to your disease.

### **Schools**

Schools increase the chance of people being exposed to your disease.

### **Border Crossings**

Border crossings allow people to cross region borders on foot or car.

> [Region Governments](#)

### **Close Transit**

The regional government decides to shutdown transit to reduce the chances of people becoming infected.

### **Close Schools**

The regional government decides to close schools to reduce the chances of people becoming infected.

### **Close Borders**

The regional government decides to close its regions borders to try and keep infected people out of the region.

### **Close Airports**

The regional government decides to close its airports to try and keep infected people out of the region.

### **Close Shipyards**

The regional government decides to close its shipyards, to try and keep infected people out of the region.

### **Close Hospitals**

The regional government decides to close its hospitals, since they are not making a difference

### **Hand Out Water**

The regional government starts handing out bottled water to try and negate the effects of contaminated water supplies.

### **Hand Out Masks**

The regional government starts handing out masks to try and reduce the exposure to your disease.

### **Exterminate Rodents**

The regional government starts exterminating all rodents in the region to try and reduce the exposure to your disease.

### **Deploy Pesticides**

The regional government starts exterminating all insects in the region to try and reduce the exposure to your disease.

### **Enforce Curfews**

The regional government decides enforce curfews to try and reduce exposure to your disease

### **Declare Martial Law**

The regional government declares martial law to try and reduce exposure to your disease.

### **Burn Bodies**

The regional government decides to start burning the bodies of the dead, to reduce the chance of your disease spreading.

## > **Region Afflictions**

### **Earthquakes**

Earthquakes greatly reduce the effectiveness of hospitals in the region.

### **Floods**

Floods temporarily boost exposure to your disease if your disease is able to spread via water

### **Hurricanes**

Hurricanes temporarily close airports due to high winds. Also temporarily closes schools and transit.

### **Drought**

Droughts increase insect population, and boosts exposure to your disease if it is spreadable by insects.

### **Riots**

Riots negate the effects of curfews.

## > **Region Environmental Attributes**



### Cold

Regions such as Russia, Canada, Greenland and West Europe have colder environments than normal.

### Heat

Regions such as Mexico, Brazil, Africa, Australia, West Europe, India and Middle East have hot environments than normal.

### Moisture

Regions such as Cuba, Peru, Argentina, Indonesia, Japan and Australia have wetter environments than normal.

version 1.1

#### FLICKR



#### TWITTER



**sarelipta** says: muajajaja, he exterminado a la raza humana!!! <http://t.co/otYvjNuDGL>



**thebofthebang** says: A musically interactive addictive little game that we did the music for a while ago...<http://t.co/YGEJUK2dIF>



**Spazlock** says: A game where you create a disease and attempt to destroy all of humanity shouldn't be fun but...it really, really is <http://t.co/Vm9OjomL1P>



**tukigani** says: 悪趣味だけど、気分転換には丁度いいゲーム <http://t.co/qgru82ZGcT>

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