

GAME CASTLE: CHARACTERS AND EVENTS



MEDIEVAL VIEW



MEDICAL VIEW

DEFENSE

PRINCE ADALBERT



ANTIGEN- PRESENTING CELL



STRENGTHS

As soon as the **first intruder** has entered the castle, Adalbert (Antigen-presenting cell) appears at the **gate**, evaluating the situation. The piece can mobilise **more defenders**.

LOCATION AND MOVEMENT

In order to mobilise more defenders, you need to move the piece **one step to the left** and then **one step to the right**. You will find the additional defenders in the **guardroom**.

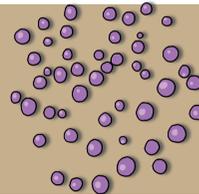
PECULIARITY

The step to the left and the step to the right are counted as **one move each**. This means that the intruders can move **twice** while you increase the numbers of defenders.

BOILING WATER



DEFENSIN



STRENGTHS

Medieval: Boiling water defeats dragons, griffins and basilisks.
Medical: Defensin helps against herpes viruses, staphylococci and Trichophyton Rubrum.

LOCATION AND MOVEMENT

Put this piece on the **wall** where you can direct it towards intruders on the adjoining circular fields – inside and outside the wall.

PECULIARITY

Once you use this piece against intruders, it disappears. You can only use each piece **once**.

BOULDERS



COMPLEMENT



STRENGTHS

Medieval: Boulders defeat dragons, griffins, sirens, scorpions and crocodiles.
Medical: Complement helps against herpes viruses, staphylococci, scabies, norovirus and pneumococci.

LOCATION AND MOVEMENT

Put this piece on the **wall** where you can direct it towards intruders on the adjoining circular fields – inside and outside the wall.

PECULIARITY

Once you use this piece against intruders, it disappears. You can only use each piece **once**.

Who is a good defender against which intruder?

Learn about the characters, what cells they represent, which intruders they can beat in the game and any special conditions.

DEFENSE

INTRUDERS

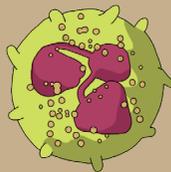
EVENTS AND REMEDIES

GAME CASTLE: CHARACTERS AND EVENTS

NEMO THE NUMEROUS



NEUTROPHIL



STRENGTHS

Medieval: Nemo the Numerous defeats griffins, basilisks and crocodiles.

Medical: Neutrophils help against staphylococci, Trychophyton rubrum, and scabies.

LOCATION AND MOVEMENT

Place this play figure in the courtyard. It can move quickly and diagonally in four directions.

PECULIARITY

Win or lose, this character dies after every fight. You can only use each figure once. However, there are several in each game.

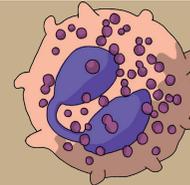
MEDIEVAL VIEW

MEDICAL VIEW

ERIC THE RED



EOSINOPHIL



STRENGTHS

Medieval: Eric the Red defeats crocodiles, manticores and amphisbaena, the two-headed snake.

Medical: Eosinophil helps against pneumococci, aspergilli and tapeworms.

LOCATION AND MOVEMENT

Place this play figure in the courtyard. It moves slowly – one circular field at a time – and can strike in the adjacent circular fields.

PECULIARITY

Win or lose, this character dies after every fight. You can only use each figure once. If Eric (Eosinophil) fights against ostriches (Pollen allergens), or gamecocks (Peanut allergens), the defender loses and the intruders increase their speed towards the respective target room.

DEFENSE

MARTELLUS THE MIGHTY



MACROPHAGE



STRENGTHS

Medieval: Martellus the Mighty defeats any possible attacker.

Medical: Macrophage helps against any possible intruder.

LOCATION AND MOVEMENT

Place this play figure in the courtyard. It moves slowly – one circular field at a time – and can strike in the adjacent circular fields.

PECULIARITY

Your strongest defender, even if it moves slowly.

GAME CASTLE: CHARACTERS AND EVENTS



MEDIEVAL VIEW



MEDICAL VIEW

DEFENSE

MAGNUS THE MAGNIFICENT



MAST CELL



STRENGTHS

Medieval: Magnus the Magnificent defeats sirens, cranes, centaurs, scorpions, manticores and amphisbaenas.

Medical: Mast cell helps against scabies, nickel allergen, penicillin allergen, norovirus, aspergillus and tapeworm.

LOCATION AND MOVEMENT

Place this play figure either in the **court yard** or on the **wall**. It does **not** move but can attack intruders in the adjacent fields.

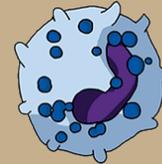
PECULIARITY

If you use this game character against intruders who cannot be defeated by it, it must take a **time-out** in the guard room. There it nurses its wounds and you can lead it – **one** step at a time – back into battle via the passage. If Magnus (Mast cell) fights against **ostriches** (Pollen allergens), or **gamecocks** (Peanut allergens), the defender loses and the intruders **increase** their speed towards the respective target room.

BERTRAM THE BLUE



BASOPHIL



STRENGTHS

Medieval: Bertram the Blue defeats the two-headed snake (Amphisbaene).

Medical: Basophils help against tapeworm.

LOCATION AND MOVEMENT

Place this play figure in the **court yard** or on the **wall**. It moves **slowly** – **one** circular field at a time – and can strike in the adjacent circular fields.

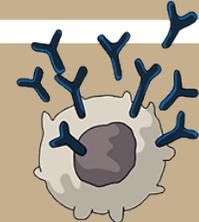
PECULIARITY

This is one of the play figures to which you only have access once you have moved **Adalbert** (antigen-presenting cell) one step to the **left** and the next step to the **right**. Move it over the passage to the battle. If you use the piece against intruders who cannot be defeated by it, it must take a **time-out** in the guard room. If Bertram (Basophil) fights against **ostriches** (Pollen allergens), or **gamecocks** (Peanut allergens), the defender loses and the intruders **increase** their speed towards the respective target room.

BENNO THE BOWMAN



B LYMPHOCYTE



STRENGTHS

Medieval: Benno the Bowman defeats ostriches, gamecock, scorpions, crocodiles, and manticores.

Medical: B lymphocytes help against Pollen allergens, Peanut allergens, norovirus, pneumococci, and aspergillus.

LOCATION AND MOVEMENT

Once in the **courtyard**, this play figure can move **quickly** and **diagonally** in four directions. Thus, it may defeat an intruder over a **great distance**.

PECULIARITY

This is one of the play figures to which you only have access once you have moved **Adalbert** (antigen-presenting cell) one step to the **left** and the next step to the **right**. Move it over the passage to the battle. If you use the piece against intruders who cannot be defeated by it, it must take a **time-out** in the guard room.

DEFENSE

INTRUDERS

EVENTS AND REMEDIES

TOUGH TANCRED



T-CELL



STRENGTHS

Medieval: Tough Tancred defeats dragons, griffins, sirens, basilisks, scorpions, and manticores.

Medical: T-cells help against Herpes virus, staphylococcus, scabies, Trychophyton rubrum, norovirus, and aspergillus.

LOCATION AND MOVEMENT

Once in the courtyard, this play figure moves slowly – one circular field at a time – and can strike in the adjacent circular fields.

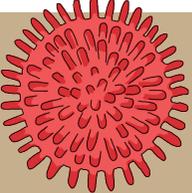
PECULIARITY

This is one of the play figures to which you only have access once you have moved Adalbert (antigen-presenting cell) one step to the left and the next step to the right. Move it over the passage to the battle. If you use the piece against intruders who cannot be defeated by it, it must take a time-out in the guard room. If Tancred (T-cell) fights against cranes (Nickel allergens) or centaurs (Penicillin allergens), the defender loses and the intruders increase their speed towards the respective target room.

DRAGON



HERPES VIRUS



ENTRANCE

This game piece enters the castle by crossing the wall.

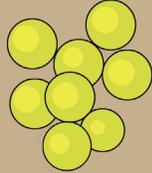
TARGET AND MOVEMENT

The dragon tries to reach the **armoury**.
 The herpes virus aims at the **skin**.
 Both game pieces move in an **L-shape**:
 Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

GRIFFIN



STAPHYLOCOCCI



ENTRANCE

This game piece enters the castle by crossing the wall.

TARGET AND MOVEMENT

The griffin tries to reach the **armoury**.
 Staphylococci aim at the **skin**. Both game pieces move in an **L-shape**:
 Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

SIREN



SCABIES



ENTRANCE

This game piece enters the castle by crossing the wall.

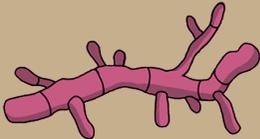
TARGET AND MOVEMENT

The siren tries to reach the **armoury**.
 Scabies aims at the **skin**. Both game pieces move in an **L-shape**:
 Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

BASILISK



TRYCHOPHYTON RUBRUM



ENTRANCE

This game piece enters the castle by crossing the **wall**.

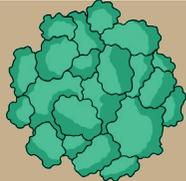
TARGET AND MOVEMENT

The basilisk tries to reach the **armoury**. Trychophyton Rubrum aims at the **skin**. Both game pieces move in an **L-shape**: Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

SCORPION



NOROVIRUS



ENTRANCE

This game piece enters the castle through the **gates**.

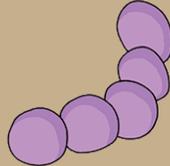
TARGET AND MOVEMENT

The scorpion tries to reach the **midden**. The norovirus aims at the **intestines**. Both game pieces move in an **L-shape**: Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

CROCODILE



PNEUMOCOCCUS

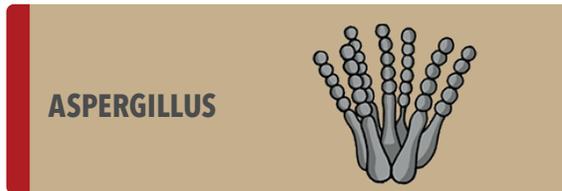


ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The crocodile tries to reach the **bellows**. The pneumococcus aims at the **lungs**. Both game pieces move in an **L-shape**: Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

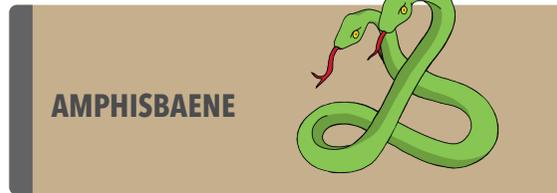


ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The manticore tries to reach the **bellows**. The aspergillus aims at the **lungs**. Both game pieces move in an **L-shape**: Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.

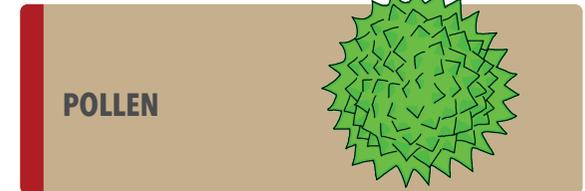
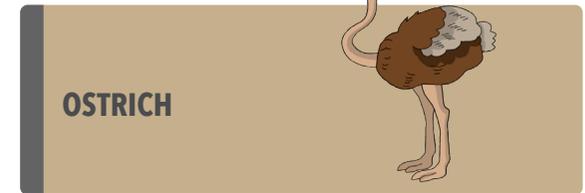


ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The amphisbaena tries to reach the **midden**. The tapeworm aims at the **intestines**. Both game pieces move in an **L-shape**: Two fields vertically and then one field horizontally or vice versa. Similar to the knight's move in chess.



ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The ostrich tries to reach the **bellows**. Pollen aims at the **lungs**. After hiding in the courtyard, this game piece first moves one step at a time in any direction. As soon as some defenders attack it that are not able to beat it, it moves quickly in an **L-shape**: Two fields vertically and then one field horizontally or vice versa.

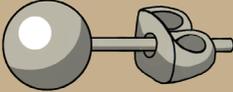
PECULIARITY

The first game piece that enters the castle hides and is only visible as a **silhouette** in a circular field. As soon as a second individual of the same species enters the court yard, it rises and moves towards its target field.

CRANE



NICKEL ALLERGEN



ENTRANCE

This game piece enters the castle crossing the **walls**.

TARGET AND MOVEMENT

The crane tries to reach the **armoury**. The nickel allergen aims at the **skin**. After **hiding** in the courtyard, this game piece first moves one step at a time in **any** direction. As soon as some defenders attack it that are not able to beat it, it moves quickly in an **L-shape**: Two fields vertically and then one field horizontally or vice versa.

PECULIARITY

The first game piece that enters the castle hides and is only visible as a **silhouette** in a circular field. As soon as a second individual of the same species enters the court yard, it rises and moves towards its target field.

CENTAUR



PENICILLIN ALLERGEN



ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The centaur tries to reach the **armoury**. The penicillin allergen aims at the **skin**. After **hiding** in the courtyard, this game piece first moves one step at a time in **any** direction. As soon as some defenders attack it that are not able to beat it, it moves quickly in an **L-shape**: Two fields vertically and then one field horizontally or vice versa.

PECULIARITY

The first game piece that enters the castle hides and is only visible as a **silhouette** in a circular field. As soon as a second individual of the same species enters the court yard, it rises and moves towards its target field.

GAMECOCK



PEANUT ALLERGEN



ENTRANCE

This game piece enters the castle through the **gates**.

TARGET AND MOVEMENT

The gamecock has three possible targets: **bellows**, **armoury** or **midden**. The peanut allergen aims at the **skin**, the **lungs** or the **intestines**. After **hiding** in the courtyard, this game piece first moves one step at a time in **any** direction. As soon as some defenders attack it that are not able to beat it, it moves quickly in an **L-shape**: Two fields vertically and then one field horizontally or vice versa.

PECULIARITY

The first game piece that enters the castle hides and is only visible as a **silhouette** in a circular field. As soon as a second individual of the same species enters the court yard, it rises and moves towards its target field.

GAME CASTLE: CHARACTERS AND EVENTS

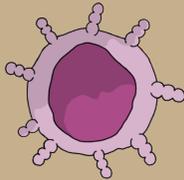
 MEDIEVAL VIEW  MEDICAL VIEW

EVENTS & REMEDIES

LADY REGULA



REGULATORY T-CELL



Lady Regula (Regulatory T-cell) appear in two events. Either she chases all invading agents out of the system; the attack, however, continues. Or she aborts the immune response and the game is over.

MIRROR



ANTIMYCOTIC



In the medieval view, a mirror drives all basilisks out of the courtyard. The antimycotic does the same for all trychophyta rubra.

CLUB

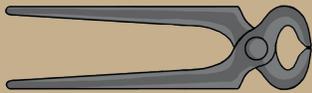


ADRENALINE INJECTION



In the medieval view, a club drives all gamecocks out of the courtyard. The adrenaline injection does the same for all Peanut allergens.

PLIERS



MORNING STAR



ANTIBIOTICS



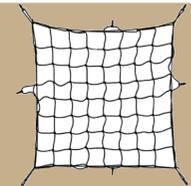
In the medieval view, the pliers chase all griffins out of the courtyard. The antibiotics do the same for all staphilococci.

ANTIHISTAMINE



In the medieval view, a morning star chases one centaur from the courtyard. The antihistamine does the same for one penicillin allergen.

NET



CORTISONE OINTMENT



In the medieval view, a net eliminates one crane from the courtyard. The cortisone ointment does the same for one nickel allergen.

DEFENSE

INTRUDERS

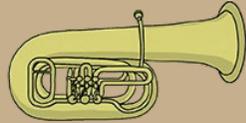
EVENTS AND REMEDIES

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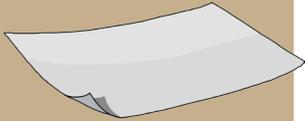
BELLOWS



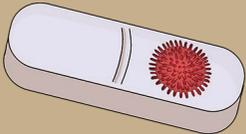
TUBA



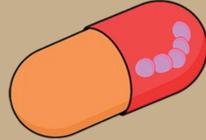
SHEET OF PAPER



ANTIVIRAL



ANTIBIOTIC AGAINST PNEUMOCOCCI



ANTIPARASITIC



In the medieval view, the bellows eliminate one dragon from the courtyard. The antiviral does the same for one herpes virus.

In the medieval view, a tuba clears all the crocodiles from the courtyard. The same happens with pneumococci if you use this antibiotic.

In the medieval view, the sheet of paper clears all amphisbaena from the courtyard. The same happens with tapeworms if you use this antiparasitic.

POT



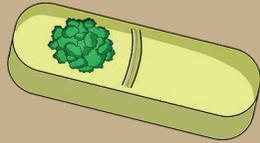
FRYING PAN



MAGIC HERB



MIRACLE CURE



ANTI-ALLERGIC SPRAY



VACCINATION



In the medieval view, the pot clears all scorpions from the courtyard. The same happens with noroviruses if you use this miracle cure.

In the medieval view, the frying pan clears all ostriches from the courtyard. The same happens with pollen allergens if you use the anti-allergic spray.

In the medieval view, the magic herb doesn't just clear all crocodiles out of the castle – during the game they will also not return. The same happens with pneumococci if you use the vaccination.

EVENTS & REMEDIES

ALPHORN



CONCAVE MIRROR



RANDOMLY SELECTED INTRUDER



IMPROVING COMPLEMENT SYSTEM



ANTIMYCOTIC



RANDOMLY SELECTED INTRUDER



In the medieval view, the alphorn drives all crocodiles out of the castle. The same happens with pneumococci if your complement system improves.

In the medieval view, the concave mirror drives all manticores out of the castle. The same happens with aspergilli if use the antimycotic against lung fungus.

When you see one of these lottery balls, a randomly selected intruder has gained access to the courtyard.

MAGIC MUSHROOM



A magic mushroom might chase griffins and crocodiles from the courtyard; however, if a centaur gallops through the courtyard, your defence system collapses. In the medical view, penicillin may drive pneumococci and staphylococci from the castle yard. However, if a penicillin allergen is already virulent, your defence collapses and the game is over.

PENICILLIN CURE

