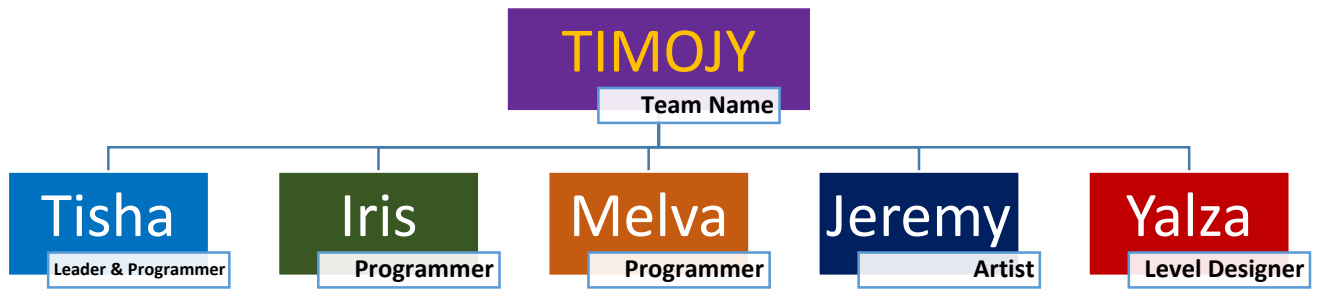


CHAMPI-CAPI

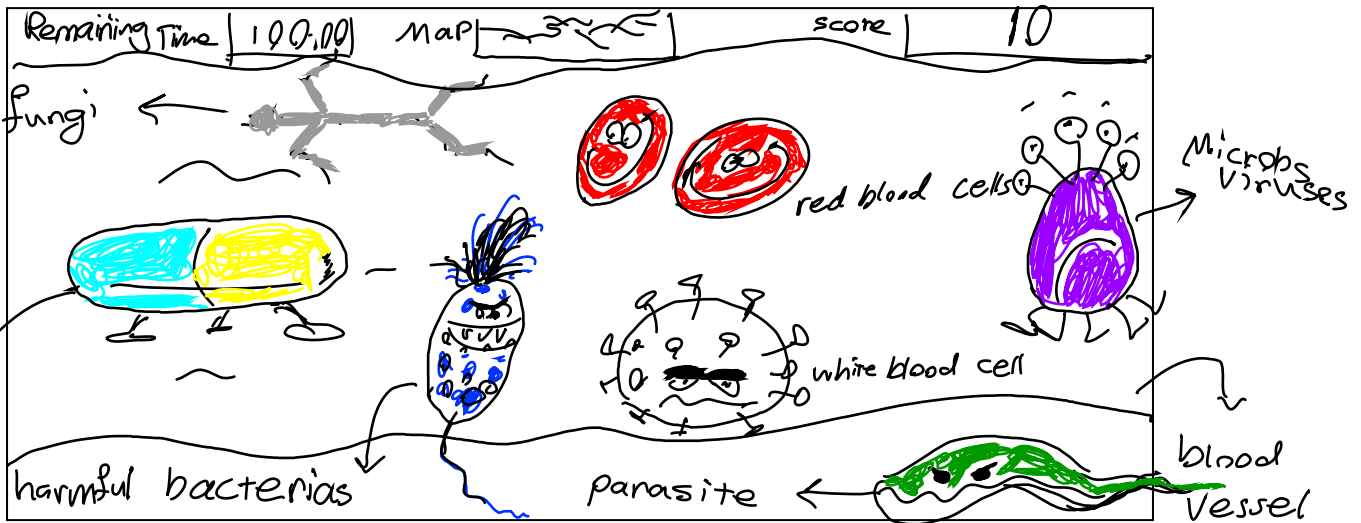




Game Start: Boy swallows the capsule!

The capsule reaches to the blood and
it's mission starts.

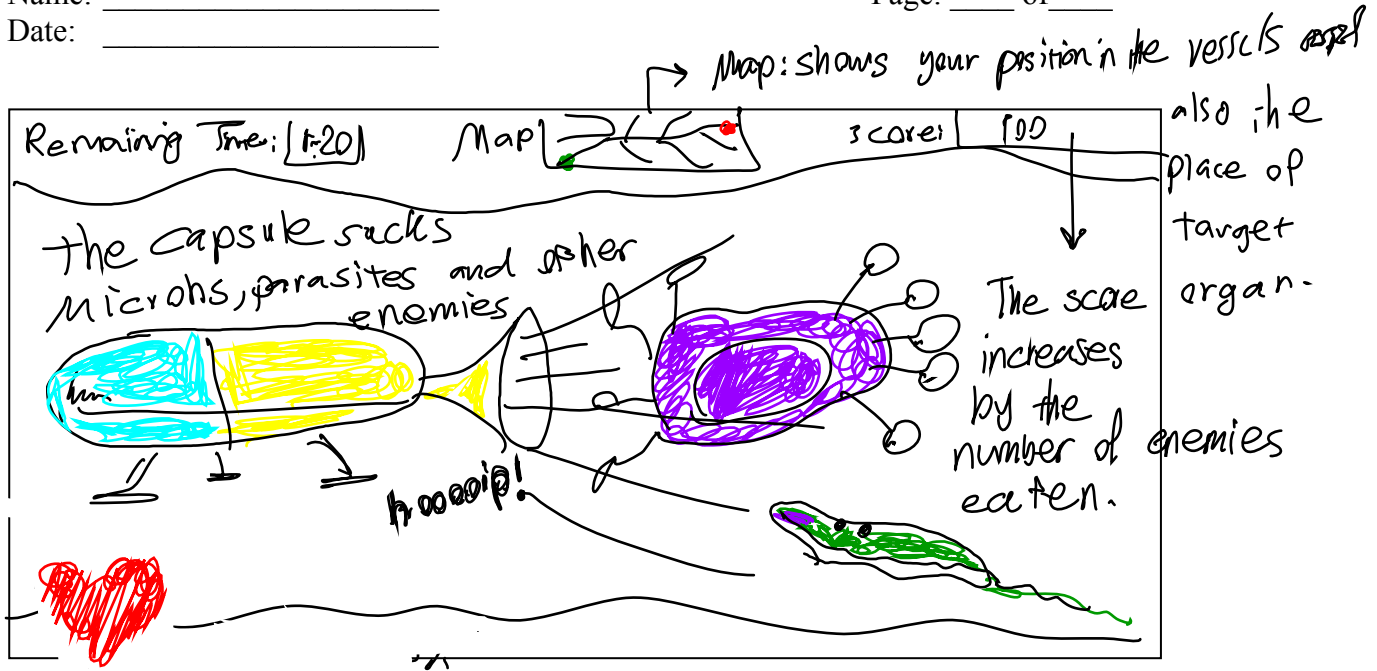
Immunity
0%



- red blood cells: bring Oxygen and nutrients, not harmful.
- white blood cells: Eat bacteria and microbs, not harmful.

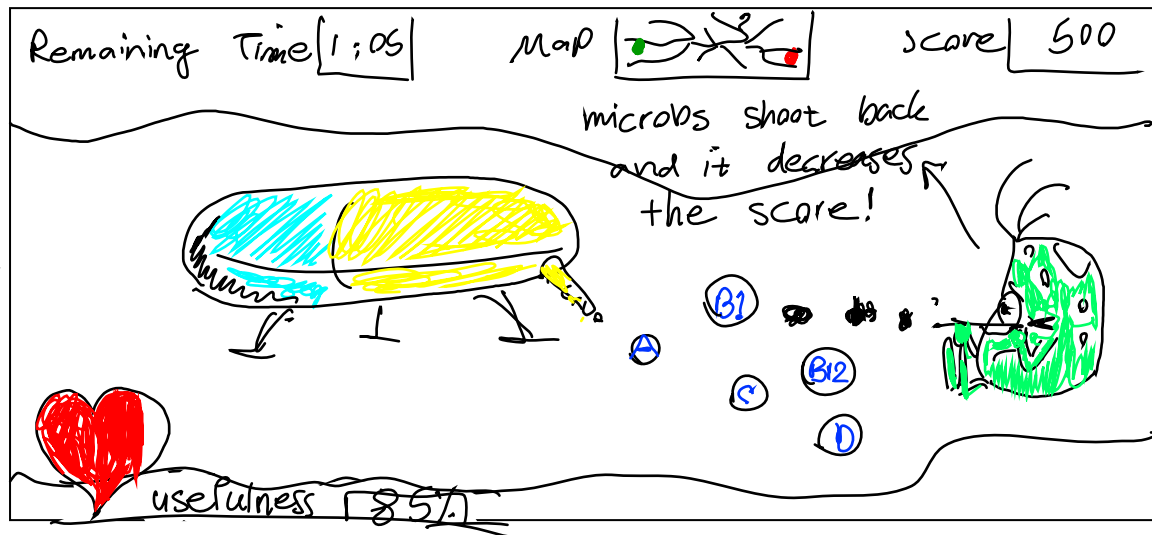
They can eat you as well!!

- Other characters: bacterias, viruses, parasites
Fungi: all are harmful!



Goal: To reach the infected Organ in a given time.
The organ is being eaten by the bacteria, viruses and other enemies. They are being doubled in numbers.

Capsule needs to kill viruses and bacteria as much as possible in the



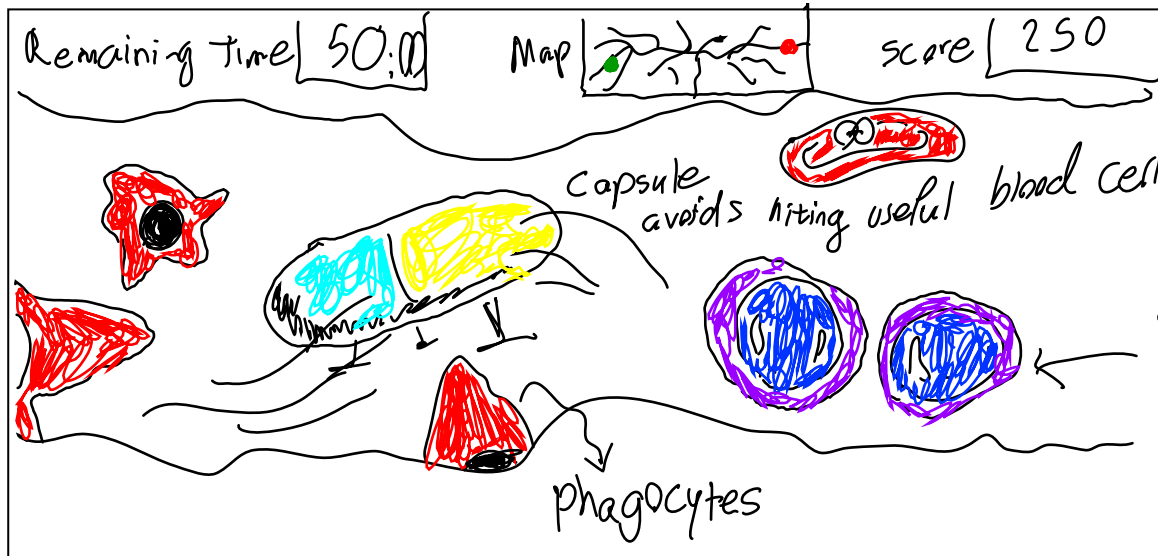
path. And Kill all of them eat infected organ become. Only then it will win

The capsule also has a gun to shoot lymphocytes

phagocytes, but not harmful microbes or blood cells

In case of shooting, the life (score) decreases.

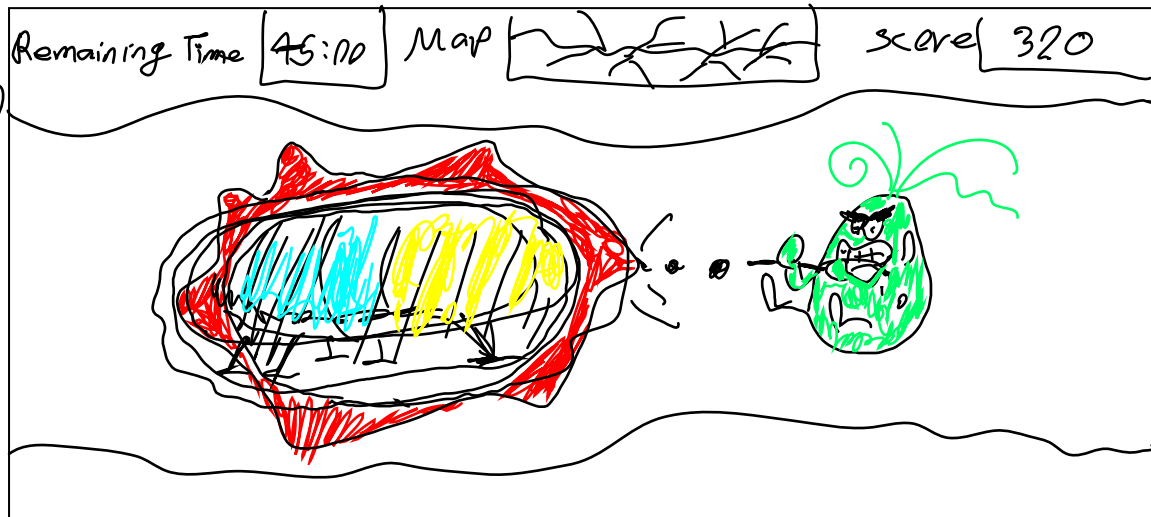
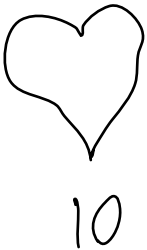
Immunity: 0



Challenges: in time limit, the number of microbes increases.

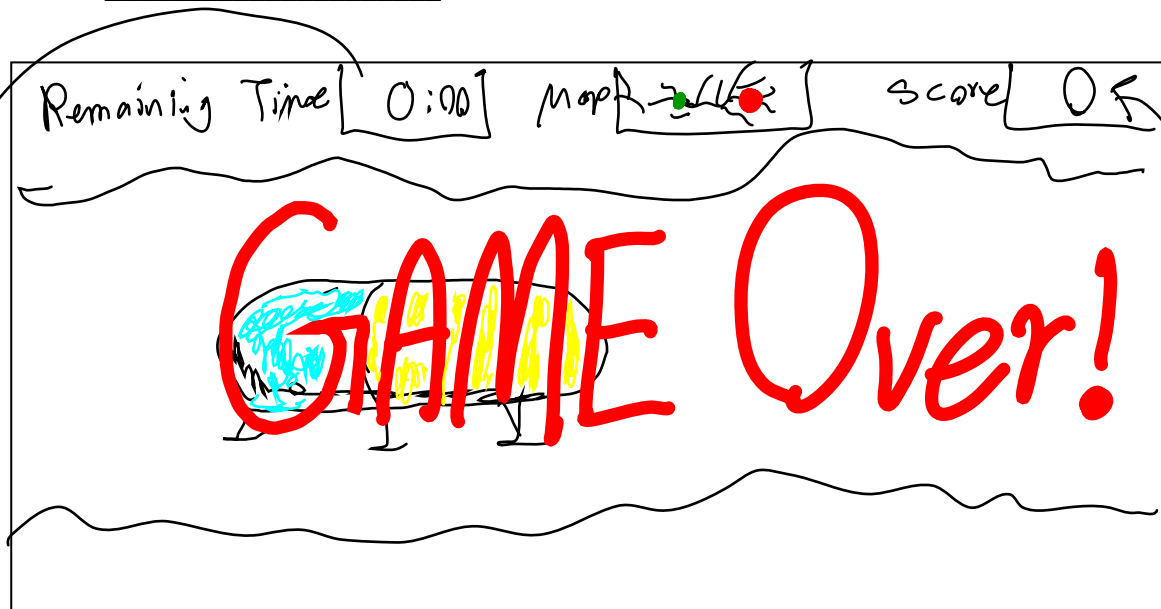
The capsule can shoot lymphocyte, phagocytes and red blood cells (friends) but the score decreases, so capsule needs to avoid them.

Immunity: 10



Facilities: If the capsule being swallowed by phagocytes or collect lymphocytes the work as a shield to it and each will support two hits of bullets from the enemies.

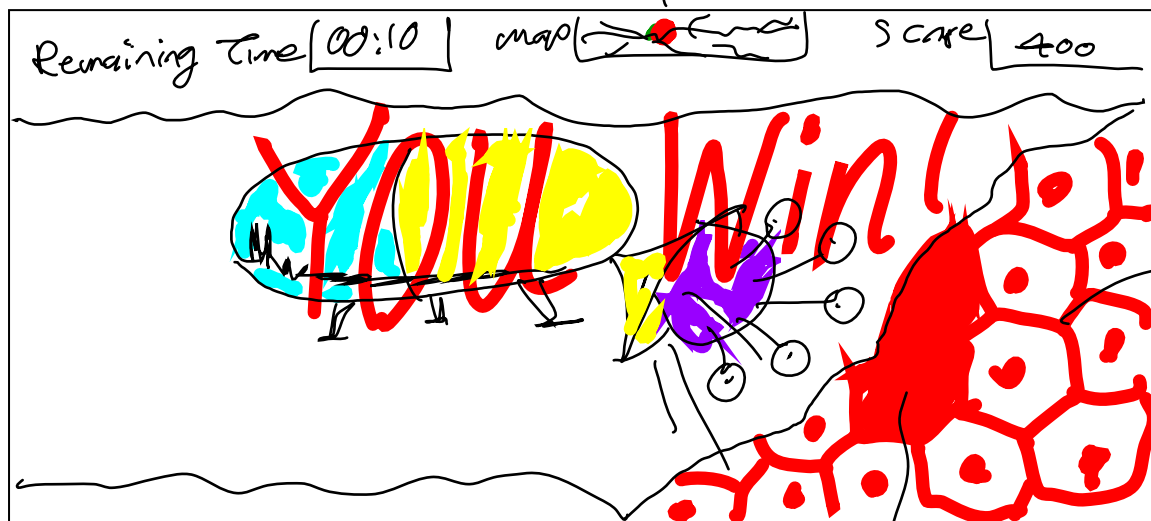
Remaining
Time
ends



if the
score
becomes
decreases
to become
zero.

Game Over Conditions:

↑ you reach the target



Organ
to be
saved

- ① scoring system: start point: 10 score
- ② eat/shooting harmful microbes: score increase by 10. immunity = 0 hurt by
- ③ shooting helpful microbes, red blood cells, lymphocytes other infections.
- ④ and phagocytes: score decrease by 5.
- ⑤ shot by enemies: score decrease by 10.
- ⑥ Getting swallowed by lymphocytes and phagocytes: immunity
- ⑦ After getting immunity each shot: decrease immunity 5. increase by 10.