

Illustrated by  
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# JUNGLE

## BECOME A JUNGLE MASTER

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**OBJECT OF THE GAME:** Control your opponent's den.

**MATERIAL:** Eight pawns per player and a game board.

**The pawns:** They are numbered from 1 to 8, indicating their strength.



*The lion and tiger each possess a symbol indicating their capacity to jump over lakes.*



*The rat has a symbol indicating its capacity to swim in lakes.*

### The Game Board

Three types of special squares are indicated (Lake, Den and Trap), all the other squares are considered normal.



### Den Squares

Each player possesses a den. It is not legal to move one of your own pawns into your own den. As soon as it is occupied by an adversary's pawn, the game ends.

### Lake Squares

Each of the two lakes contains 6 squares. The lion and the tiger may jump over them, but only the rat may swim through them.

### Trap Squares

Surrounding each den are three Traps. Each animal in a Trap is considered to have a Strength of 0, and therefore cannot defend itself.

**GAME SETUP:** Each player's pawns are placed according to the illustration. The numbers on the board are present as reminders to help place the pawns quickly.

**GAMEPLAY:** Each player, on their turn, may move one of their animals. Movement consists of displacing a pawn either one square horizontally or vertically, but never diagonally. Of course, it is not allowed to move a pawn off of the game board.

**Square Interdictions:**

- Only the rat may move to Lake squares.
- Players may not place animals within their own den.

**ATTACK:** If a square is occupied by an animal, no animal of inferior strength may move there. If an animal of equal or greater strength moves there, the animal eliminates the one there already and takes its place! Eliminated pawns are removed from the game.

*Example: If a tiger (6 strength) is on a square, only another tiger, lion (7 strength) or elephant (8 strength) can take over its square.*

**Important Exception:** The elephant (8 strength) crushes the rat (1 strength) when it attacks. But when the rat attacks the elephant, the rat has the advantage and eliminates the elephant!

**Special:** Any animal that finds itself on a Trap square has a strength of 0. It can therefore be defeated and displaced by any other animal.

## SPECIAL MOVEMENT

The lion and tiger may jump over a lake to land on the square directly on the other side from it.

The rat may move into lake squares. Moreover, if the rat blocks the trajectory, it stops the lion and tiger from being able to jump over the lake there.

*The only restriction in the rat's movement: when leaving a lake, it may not immediately attack the opponent's elephant. It may attack another rat.*

**END OF GAME:** As soon as a player manages to place one of his or her animals on the opponent's den square, the game ends and that player is declared the winner.



*Example: The yellow lion may attack the red wolf and take its place, removing the wolf from the game. It might also move directly to square 1 by jumping over the lake.*

*The yellow tiger, on the other hand, may not jump over the lake because the red rat blocks its trajectory.*

*The red rat may move to squares 2, 3 and 4, but may not move to square 5, because it isn't allowed to attack an elephant when leaving water.*