



Glossary:

Player: Registered user of the system.

Invite: Message sent from one Player to another Player as a request to play a game. Can be accepted or rejected.

Game: One Jungle game set up between two players.

Board: The 7x9 tile area on which the Game is played between two players.

Tile: A single square, of 63, on the board. Tiles can be of many types, and can hold pieces.

Tile types: Den, trap, river, basic. Consult the Jungle game rules for more information on implications of each type.

Piece: A player-controlled, movable object which has a color (associated with one player), rank (from 1 to 8), and location on the board.

Profile: A virtual place for certain player information to be located and viewed.

Match history: A collection of match records for a specific player, which is located within their profile.

Match record: A record of the outcome of a specific match.