



Glossary:

- Board: The 7x9 tile area on which the Game is played between two players.
- Game: One Jungle game set up between two players.
- Invite: Message sent from one Player to another Player as a request to play a game. Can be accepted or rejected.
- 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.
- Player: Registered user of the system.
- 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.
- 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.