Jungle Rules

Objective

The goal of the game is either to capture all of the opponents pieces or to reach the den of the opponent. Performing either of these tasks before the opponent results in a victory for you.

Board

The game is a 7 by 9 board of tiles. Pieces can move into another space provided, not on the lines. Pieces move one square at a time in any direction apart from angles.

Pieces

Pieces have rank, therefore a rank higher than or equal to a rank of another piece may be taken. The exception to this rule is the elephant which cannot take the rat.

The ranks are as following:

Rat - Has the ability to enter the water and can take the elephant

Cat - Has the ability to take all ranks below it and equal to it

Dog - Has the ability to take all ranks below it and equal to it

Wolf - Has the ability to take all ranks below it and equal to it

Leopard - Has the ability to take all ranks below it and equal to it
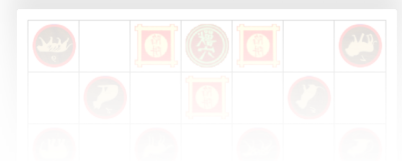
Tiger - Has the ability to Jump across the river horizontally and vertically, can also take ranks below it and equal to it

Lion - Has the ability to Jump across the river horizontally and vertically, can also take ranks below it and equal to it

Elephant - Has the ability to capture all pieces except the rat.

Movement Rules

- The rat is the only animal the can enter the water tiles.
- The rat may not take any piece when moving from a water tile to a land tile.
- The rat may attack another rat if they are both in the water
- The lion and tiger may not jump over the rivers if there is a rat in any of the adjacent water tiles. (For example if rat is in the water directly in front of the lion or tiger, they may not jump. Conversely if the rat is not directly in front, the lion or tiger may jump the river)

Capturing

- The rat can capture the elephant, but not vice versa (Figure 1)
- On trap tiles any piece can be captured regardless of rank (note: pieces in the trap may capture a piece when exiting the trap, the usual rank is used i.e. a dog in the trap may jump a cat when exiting) (Figure 2)

(FIGURE 1: RATS MAY CAPTURE THE ELEPHANT BY NOT VICE VERSA)

(FIGURE 2: PIECES MAY JUMP WHEN EXITING AND RANK IS IRRELEVANT)