

JUNGLE MATRIX

Game Instructions

1 Objective

Outscore your opponent by accumulating the highest point total over five rounds of play.

2 Setup

Separate the pet cards from the standard cards and shuffle both decks thoroughly to begin play.

3 Turn Structure

Each round consists of one turn per player, starting with Player 1.

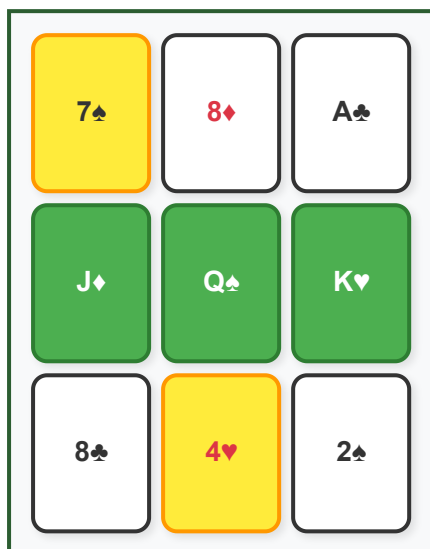
4 Card Values

Number cards are valued by their numeric value (Ace=1). Jacks, Queens, and Kings have no numeric value.

5 Laying Cards

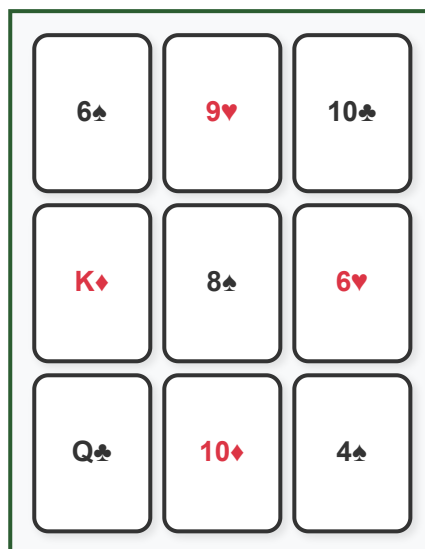
The active player begins by laying cards face-up in a 3x3 grid from the shuffled deck and making any combinations until no more possible moves are available.

Live Grid (Active)



Combinations available:
7+4=11, JQK trio

Gridlocked (No moves)



No combinations sum to 11
No JQK trio present

Live Grid: Cards are actively being placed and combinations made.

Gridlocked: No more valid moves can be made.

6 Forming Combinations

- If any two cards on the grid sum to 11, or if a Jack, Queen, and King (JQK) trio appears, the player must immediately cover the corresponding cards with cards drawn from the deck.
- Cards used for covering must be placed in descending order (highest to lowest value).

Covering Order - Higher Card First:

1st - Cover 7 (Higher)

2nd - Cover 4 (Lower)

7♠

4♥

JQK Trio - Cover in Order (K→Q→J):

1st - Cover K

2nd - Cover Q

3rd - Cover J

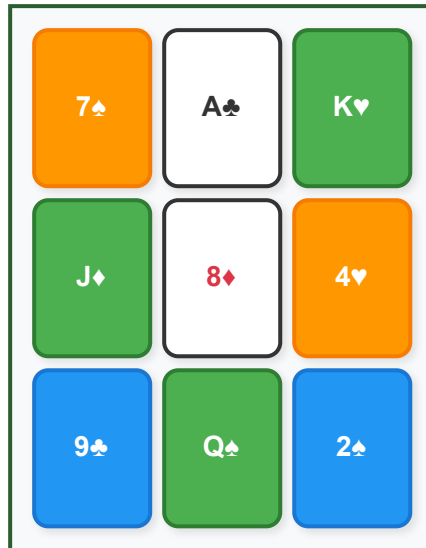
K♦

Q♠

J♥

7 Multiple Combinations

- If multiple sets appear simultaneously, the set with the highest priority must be covered first.
- The JQK trio has the highest priority, which is followed by pairs with the higher card (A+10 higher than 9+2, etc.)



Multiple combinations present

- 1st Priority: JQK Trio (Green) - Cover immediately
- 2nd Priority: 9+2=11 (Blue) - Higher sum pair
- 3rd Priority: 7+4=11 (Orange) - Lower sum pair

Note: After covering the JQK Trio, the remaining priorities may change depending on the revealed cards from the deck.

8 Mistakes

If the opposing player catches any mistake including an uncovered combination, misordered play, etc., the current turn immediately ends, and the active player scores 0 points for the round.

9 Scoring

If no more valid moves can be made:

- The player scores points equal to the number of cards placed on the grid during their turn.

If the deck is exhausted (all 52 cards used):

- The player scores 43 points, reshuffles all cards below the top cards, and continues.

Voluntary Ending:

- A player may choose to end their turn voluntarily and score points equal to the number of cards placed down.

10 Pet Cards

- A player must draw two pet cards at the beginning of every turn and put one into play, either on themselves or their opponent.
- Once a player reaches three pet cards, the limit is reached and pets are now replaced rather than added. A card can only be replaced if the player has played at least one round with that card.
- Players must follow all the rules suggested by the pet cards and the situation will change every round as a player's pet cards vary.
- Some pet cards allow you to keep it as a 4th card, however it is discarded after use and used for only one round. This will be specified on the card.

Pet Card Layout Example - Player 1's Turn:

🎯 **Player 1's Pet Cards (Max: 3) - MUST REPLACE if playing on self**



📅 **Player 1's Turn - Choose One Card:**

✅ **Play on OPPONENT:** Add to their collection

⚠️ **Play on SELF:** Must replace one of your existing 3 cards

Available Cards to Choose From



Player 2's Pet Cards (Max: 3)



Player 2 has 2 cards (can add 1 more without replacing)

11 Round End

The round concludes once both players have taken their turn. Repeat for a total of five rounds.

12 Winning

The player with the highest cumulative score after five rounds wins. If the score is equal, then follow tiebreaker rules.

13 Tiebreaker

If a tie persists, a single sudden-death round is played, where both players take one additional turn following standard rules. During this turn each player records the time to complete their turn. The player with the higher score in this extra round wins. If a tie still persists, the player who finishes their turn faster wins.

14 Beginner vs Advanced Play

Beginner Play:

- **Take your time:** No time pressure - learn the combinations and rules at your own pace
- **Optional Pet Cards:** You can choose to play without pet cards entirely, or use them with normal rules
- **Focus on fundamentals:** Master the basic grid mechanics, combinations, and scoring before adding complexity

Advanced Play:

- **Maintain pace:** Keep a steady rhythm when laying down cards - no excessive delays
- **Initial Pets:** Start with one or more randomly drawn pet cards instead of beginning with none
- **Website variants:** Check the variants section on the website for additional challenging rule modifications
- **Voluntary ending banned:** Remove the option to voluntarily end turns, forcing players to continue until gridlocked
- **Increased complexity:** Combine multiple advanced rules for maximum challenge

Tip:

Players can gradually transition from beginner to advanced play by introducing one new rule at a time. Start with basic pet cards, then initial pets, then add time pressure, then explore website variants.