

The Jungle Grapevine™ Matching Game Instructions

Contents:

- 72 Matching Cards
- 36 Tokens
- 4 Score Cards

Object: To correctly match The Jungle Grapevine™ animals.

Set up: Place The Jungle Grapevine™ cards face down on a flat surface so that the “Stack of Beasts” side of the card is facing up. Mix the cards so no one knows what is under each. Then, arrange the cards in an even grid, as neatly as possible. Each player takes one Score Card. The tokens (small round discs with pictures of six different animals) can be placed in a pile to the side.

How to Play: Youngest player goes first. Players take turns, in clockwise order. Each turn consists of two moves; a player turns over one card and then, with that first card still facing up, turn over another card and try to make a matching pair. If a match is made, the player removes the two cards from the grid, places them to his/her side and goes again. The player should then choose an animal token that matches the cards they paired and cover that animal on their Score Card. If a player does not match a pair, then both cards are turned back over so they are again facing down. All players should pay attention and remember the location of the cards.

The Jungle Grapevine™ Matching Game can be played different ways for different ages and levels of play. See below and pick your favorite:

Lion’s Matching Game: Pairs must match exactly in animal type and action. For example, a Flipping Elephant must be paired with a Flipping Elephant. Every time a pair is matched, players place a token on their Score Card (stacking tokens on top of each other any time more than one of the same animals has been matched). Play until all cards have been matched. Players then count their tokens and whoever has the most wins.

Hippo’s Matching Game: Similar to Lion’s Matching Game; however, instead of playing until all cards have been matched, the game is over once any player matches one of each animal. For example, if a player matches 2 Flipping Elephants, 2 Dancing Hippos, 2 Hungry Crocs, 2 Walking Lions, 2 Turtle on Bird’s Heads, and 2 Crawling Monkeys, this player wins.

Croc’s Matching Game: Similar to Lion’s Matching Game; however, instead of having to match exact pairs, players may match any action of an animal to another action of the same animal. For example, it is acceptable to match a Handstanding Lion with a Dancing Lion.

Elephant’s Matching Game: Similar to Croc’s Matching Game, players may match the animal without matching the exact action the animal is performing, but different in that players do not play until all 72 cards are matched. Instead, the game is over once six pairs (one of each animal) are matched.

Monkey’s Matching Game: (intended for younger players) Try starting with 12 cards (one match of each six animals) and add more pairs as children get better at remembering and matching the animals. Players can place tokens on their Score Cards but the game is over once all pairs are matched.