

You are tiger cubs trying to prove yourself! Capture matching sets of cards to earn your stripes. The first player to gain seven Stripes is the winner.

Tiger Stripes: The Card Game can be played with 2 to 4 players.

Contents



50 Game cards



28 Stripe tokens



4 Scoring cards

Setup

- Shuffle the Game cards and deal 2 cards to each player.
- Place the remaining cards in a deck face down in the center of the play area.
- Reveal 5 cards (face up) next to the deck to form the Jungle.
- Give each player 1 Scoring card and 7 Stripe tokens.



Gameplay

The youngest player goes first, and play proceeds clockwise.

First: On your turn, take one of the following actions:

- Draw a card from the top of the deck and add it to your hand.
- Take one Tiger card from the Jungle and add it to your hand.
- Capture Prey cards from the Jungle by discarding cards equal to their cost in jewels from your hand (see the Capturing Prey Cards section). Place the captured cards in your hand.

Note that there is no hand limit.



Tiger Card



Prey Cards

Capturing Prey Cards

On your turn, you may capture one or more Prey cards from the Jungle and add them to your hand.

You must discard cards from your hand to capture Prey cards. The jewels (top left corner) shown on the discarded cards must equal those on the Prey card you are trying to capture. You may discard any combination of Tiger and Prey cards to capture a card from the Jungle. Any extra, unused jewels on the discarded cards are lost.



You discard 2 Tiger cards and 1 Monkey card from your hand to capture a Deer and a Snake! The first Tiger card with the and the second be discarded to capture the Snake. The said so on the second Tiger card plus the on the Monkey card can be used to capture the Deer. Place the captured Prey cards in your hand.

Second: Earn your Stripes!

You must discard all sets of three matching Prey cards in your hand.

For each set you discard, add the indicated number of Stripe tokens to your Score card:

- · Monkey Set 1 Stripe
- Snake Set = 2 Stripes
- · Deer Set = 3 Stripes
- · Boar Set 4 Stripes











Discarding this set of Snakes earns you 2 Stripes!

You may also discard sets of two matching Prey cards and any Tiger card (acting as a wild card). Sets with a Tiger wild card score the same number of Stripes as those sets normally would.



With this hand, the player must discard the 3 Snake cards for 2 Stripes and the 3 Monkey cards for 1 Stripe, earning them 3 total Stripes this turn! They may choose to discard the 2 Deer cards and 1 Tiger card for 3 extra Stripes, but they may also keep those in their hand for next turn!





Third: Replenish the Jungle.

If any cards were taken from the Jungle, replace them with new ones from the deck. There should always be 5 face-up cards in the Jungle at the beginning of every turn. If the deck runs out, shuffle the discard pile to form a new deck. This may be done as often as necessary during the course of the game.

Ending the Game

The game ends when the first player earns their seventh and final stripe. They immediately win the game!

Credits

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