

# THE STORY OF AMBER & JUNGLY

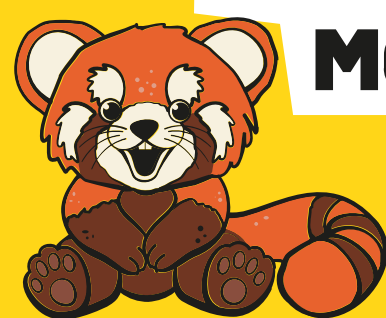


**AMBER**, an 8-year-old who loves animals and card games, had a wild idea one day during a trip to her favorite place — the Safari Park.

Surrounded by roaring lions, sneaky foxes, and playful monkeys, she imagined a world where animals like the Red Panda and Wolf could roam free in the jungle — laughing, leaping, and making silly sounds. That's when she turned to her dad and said:

“What if we made a game where everyone plays as animals, making noises and having fun in the wild?”

Together, they brought her idea to life — and called it **JUNGLY**. Now families everywhere can roar like lions, croak like frogs, and meow like cats with Amber's favorite animal friends.



Mew!  
Mew!



Roaaaaar!



Croak!  
Croak!

is more than just a game — it's a jungle full of fun, laughter, and imagination.