





### **CREDITS**

Unmatched is a totally radical game from the sewer-dwellers at Restoration Games and was restored from Star Wars: Epic Duels, designed by Craig Van Ness and Rob Daviau and published by Milton Bradley. Zone rules inspired by the Pathfinding System from Tannhäuser, designed by William Grosselin and Didier Poli and published by Fantasy Flight Games.

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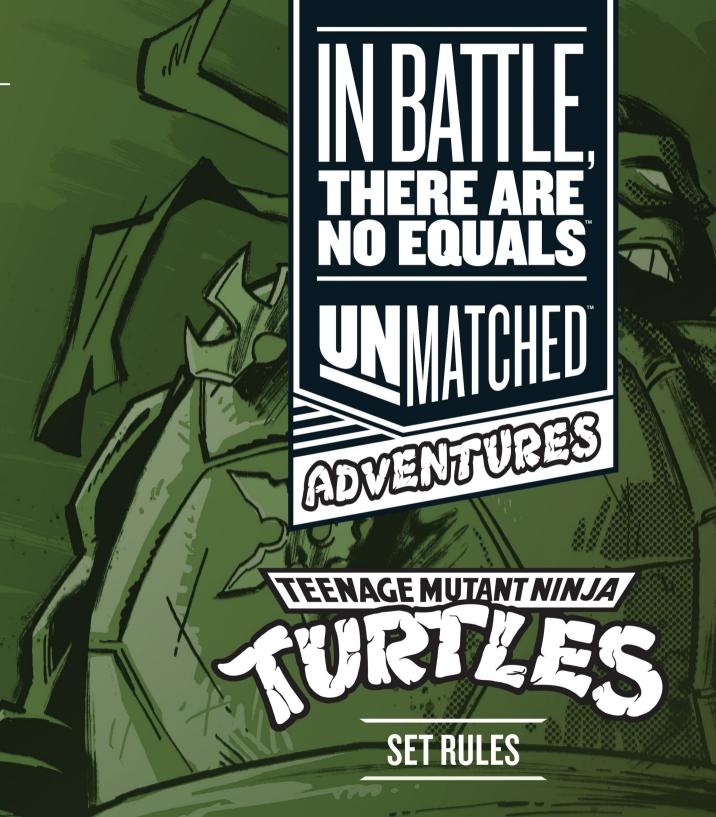
Thank you to everyone who helped playtest the game! You're all wonderful people. We mean it.

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## **CONTENTS**

HERO MINIATURES













- ► 30 action cards
- ► 1 Leonardo hero miniature
- ► 1 Leonardo character card
- ► 1 Splinter sidekick token
- ► 2 health dials

### DONATELLO

- ► 30 action cards
- ► 1 Donatello hero miniature
- ► 1 Donatello character card
- ► 1 Metalhead sidekick token
- ► 2 health dials

#### **MICHELANGELO**

- ► 30 action cards
- ► 1 Michelangelo hero miniature
- ► 1 Michelangelo character card
- ► 1 April O'Neil sidekick token
- ► 2 health dials

### **RAPHAEL**

- ► 30 action cards
- ► 1 Raphael hero miniature
- ► 1 Raphael character card
- ► 1 Casy Jones sidekick token
- ► 2 health dials

Before you play for the first time, assemble the health dials by punching out the circles for each character and connecting them with a rivet.



# **LEONARDO:** TEAM TACTICS

At the start of his turn, Leo may move **any** fighter up to 1 space. You may choose any friendly or opposing fighter (even Leo himself).



## **DONATELLO: INVENTIVE**

Donnie has three action cards in his deck with purple **invention bonuses** at the bottom. Whenever you play one of these **invention** cards, resolve its main effect normally, but **not** its purple bonus. Then, instead of discarding the invention, tuck it underneath your character card so only the invention bonus is visible.

Each invention bonus you tuck this way is active for the rest of the game, and applies to both Donnie and Metalhead.



#### **REMOVING CARDS**

Each invention's **main effect**lets you remove certain cards from
your discard pile to augment your
action (as stated on the card). All
cards you remove this way are out
of play for the rest of the game.
Removing cards does **not** improve
an invention's ongoing bonus, only
its main effect.

# RAPHAEL: ANGERISSUES

includes when you use a versatile card to attack.

Once per turn, when you attack and **lose** combat with either Raph or Casey, you gain one extra action. This ability is only active on your turn, and you must use it during the **first** combat you lose each turn.

**MICHELANGELO: PIZZA PARTY** 

As Mikey, you only draw 3 cards at the start of the

(instead of 7) at the end of your turn.

game (instead of 5), and must discard down to 3 cards

During your turn, each time you attack or play a scheme

(with either Mikey or April), you **must** draw 1 card. This



- ► If you play an invention and it is canceled, do not resolve its main effect, but still tuck the card and activate its bonus. Active bonuses cannot be canceled.
- ► If you **discard** an invention without playing it, place it in your discard pile normally.
- Tucked inventions are **not** in your discard pile, and cannot be returned to your hand or deck.