



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 Pathfinder 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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IN BATTLE, THERE ARE NO EQUALS™

UNMATCHED™

ADVENTURES

TEENAGE MUTANT NINJA TURTLES

SET RULES

CONTENTS

4 HERO MINIATURES



8 HEALTH DIALS



120 ACTION CARDS



4 CHARACTER CARDS



4 SIDEKICK TOKENS



LEONARDO

- ▶ 30 action cards
- ▶ 1 Leonardo hero miniature
- ▶ 1 Leonardo character card
- ▶ 1 Splinter 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

DONATELLO

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

RAPHAEL

- ▶ 30 action cards
- ▶ 1 Raphael hero miniature
- ▶ 1 Raphael character card
- ▶ 1 Casey 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.

SPECIAL RULES FOR THIS SET

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).

MICHELANGELO: PIZZA PARTY

As Mikey, you only draw **3** cards at the start of the game (instead of 5), and must discard down to **3** cards (instead of 7) at the end of your turn.

During your turn, each time you attack or play a scheme (with either Mikey or April), you **must** draw 1 card. This includes when you use a versatile card to attack.

RAPHAEL: ANGER ISSUES

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.



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.

INVENTION DETAILS

- ▶ 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.

