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**IN BATTLE,  
THERE ARE  
NO EQUALS™**

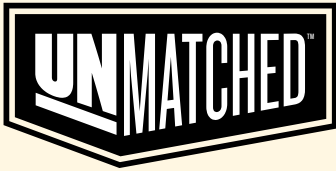
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**UNMATCHED™**

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**CORE RULES**

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# THE UNMATCHED SYSTEM

Unmatched is a miniatures dueling game featuring fighters of all kinds— from the page to the screen to the stuff of legends. Each hero has a unique deck of cards that fits their fighting style.

You can mix and match fighters from any Unmatched set. But remember, in the end, there can only be one winner.

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**This book provides the general rules for all Unmatched games. The main section of the rules apply to the two-player game, where one hero faces off against another. Instructions for free-for-all and team play are on pages 18–19.**

**Each set comes with special rules that only apply to those heroes. Whenever an effect contradicts a general rule, ignore the rule and apply the effect.**

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# HEROES & SIDEKICKS

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All of your characters in the battle are called your **fighters**, but your primary fighter is called your **hero**. Heroes are represented by miniatures that move around on the battlefield.

Your other fighters are called **sidekicks**. Heroes may have multiple sidekicks, a single sidekick, or no sidekicks at all. Sidekicks are represented by tokens that move around on the battlefield.

Your hero has a unique **character card** that identifies their special ability. This card also lists your fighters' move value and starting health. You also have a custom deck of action cards.



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## HOW TO PLAY

Players take turns maneuvering their fighters on the battlefield, playing schemes, and attacking their opponent's fighters. To win, you must be the first to defeat your opponent's hero, which happens when they are reduced to zero health.

# SETUP

1. Choose a battlefield and place it on the table.
2. Each player chooses a hero and takes the corresponding action cards, character card, hero miniature, sidekick tokens (if any), health dials, and any other components for their hero.
3. Each player sets their fighters' starting health on the matching health dials. Starting health is found on their character card. (Note: Sidekicks with no health dial have 1 health.)
4. Each player shuffles their action cards to form a single deck and places it face down, then draws **5** cards as their starting hand.
5. Starting spaces are designated on the battlefield by a diamond with a number on it. The younger player places their hero in the **1** space on the battlefield. If they have sidekicks, place them in separate spaces within the same zone as their hero. If their hero is in a space that is part of multiple zones, their sidekicks may be in any of those zones. (Note: If you cannot place a sidekick because there is no available space in your zone, you may place that sidekick in any space.)
6. The older player places their hero in the **2** space on the battlefield, then places their sidekicks, if they have them, based on the same rules as in **step 5**.
7. The player whose hero is in the **1** space takes the first turn.

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## SPACES AND ZONES

The battlefield is made up of circular **spaces** that the fighters will move between. Each space can only contain one fighter at a time.

Two spaces connected by a line are **adjacent**. Adjacency is used to determine targets of melee attacks and various card effects.

The spaces of the battlefield are divided into **zones**, which are indicated by different colors. All spaces with the same color are in the same zone (even if they are in different parts of the battlefield).

If a space has multiple colors, it is considered to be in each of those zones. Zones are used to determine targets of ranged attacks and various card effects.

Some boards have the same battlefield on both sides. On one side, the colored spaces are filled in with different patterns, which can be especially helpful for players with vision deficiencies. The other side has empty circles, where zones are only indicated by the circle's color. Both sides play exactly the same.



# YOUR TURN

On your turn, you **must take 2 actions**; you cannot skip an action. You may choose two different actions or the same action twice.

The possible actions are:

- ▷ **MANEUVER**
- ▷ **SCHEME**
- ▷ **ATTACK**

You can have more than **7** cards in your hand during your turn.

At the end of your turn, after resolving any other effects, if you have more than **7** cards in your hand, you must discard down to **7** cards, placing any discarded cards in your discard pile.

Then, it is your opponent's turn.

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## ANATOMY OF AN ACTION CARD

**A** overall card type:



Attack



Defense



Scheme



Versatile  
(attack or defense)

**B** attack or defense value (if any)

**C** banner name

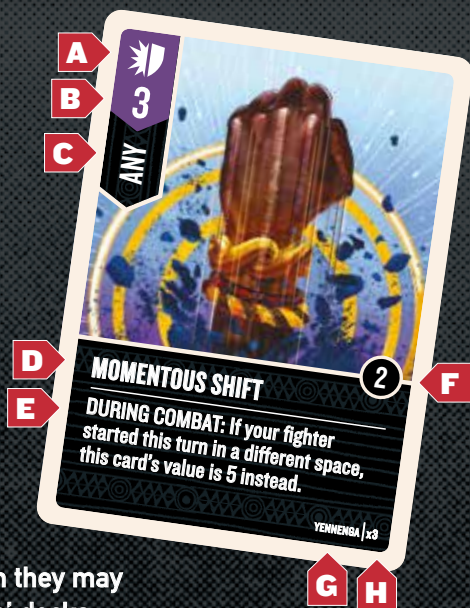
**D** name of the card

**E** effect when played (if any)

**F** BOOST value

**G** deck that the card appears in

**H** number of copies in the deck



Each hero's deck is different, though they may share some cards with other heroes' decks.

# ACTION: **MANEUVER**

When you take the **maneuver** action, you first draw the top card of your deck, then you may move your fighters. These steps must be performed in order.

## **STEP 1: DRAW A CARD (MANDATORY)**

Draw the top card of your deck and add it to your hand. You **must** draw a card when you take the maneuver action.

## EXHAUSTION

When your deck is empty, your fighters are **exhausted**.

If you need to draw a card while your fighters are exhausted, do not reshuffle your discard pile. Instead, each of your fighters immediately takes **2 damage** for each card you cannot draw.

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## BANNER NAME

Each card in your deck has a **banner name** that indicates which fighters are allowed to use it. You may not play a card if the listed fighter is defeated. If the banner name is "ANY", then any of your fighters can use it.

If the banner name is for multiple sidekicks, such as Medusa's harpies, choose which token is resolving the card. (They may resolve it even if other sidekicks of that type are defeated.)



## STEP 2: MOVE YOUR FIGHTERS (OPTIONAL)

After drawing a card for the maneuver action, you **may** move your fighters.

Your character card lists your **move value**. During this step, you may move each of your fighters, one at a time, a number of spaces equal to or less than your move value. Before moving, you may choose to **BOOST** your movement (see next page).

When you move a fighter, each space they move into must be adjacent to their previous space. You may move a fighter through spaces occupied by other **friendly** fighters (i.e., your own fighters), but they must end their movement in an empty space, (i.e., a space with no fighters). You may **not** move a fighter through spaces occupied by **opposing** fighters.

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You may move your fighters in the order of your choice, but must finish each fighter's movement before starting the next. You are not required to move all of your fighters the same distance as each other; you get to choose how far each of your fighters moves. You are allowed to move a fighter zero spaces.

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## MOVEMENT EFFECTS

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If an effect ever lets you move your opponent's fighters, you must respect all of the same movement rules, but from your opponent's perspective.

If an effect lets you "place" a fighter, do not move them normally—simply put them in a new space. You may only place a fighter in an empty space.





# BOOST

When you take the **maneuver** action, you may **BOOST** your movement. To do this, discard **1** card from your hand and add that card's BOOST value to your move value. Ignore any effect on the discarded card.

Certain effects (like Medusa's Second Shot card) allow you to boost other things, such as the value of an attack.

Cards that can no longer legally be played, because the corresponding fighter or fighters have been defeated, may still be discarded from your hand to boost.



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## ACTION: SCHEME

When you take the **scheme** action, choose a scheme card (indicated by the ⚡ icon) from your hand. Declare which of your undefeated fighters is resolving the scheme card and play it onto the table, face up.

Resolve the card's effect, then place the card into your discard pile.

## DISCARD PILES

Maintain your own discard pile. All action cards, once played and resolved, should be placed in the discard pile. Keep your discard pile face up to differentiate it from your deck. Both you and your opponent are allowed to look through your discard pile at any time.



# MANEUVER & SCHEME EXAMPLE

Ken is playing King Arthur. Madison is playing Medusa. It's Ken's turn, and he is low on cards and nearly surrounded by Medusa and her harpies.

For his first action, Ken plays a scheme card, **Prophecy**. After resolving its effect, Ken has 2 additional cards in hand and decides to make a strategic retreat.




For his second action, Ken maneuvers. He draws a card and then chooses to boost his move with **Noble Sacrifice**, which boosts King Arthur's normal movement of 2 up to 5. Ken moves King Arthur 4 spaces (passing through his sidekick, Merlin) to a safer position. He decides not to move Merlin.




# ACTION: **ATTACK**

When you take the **attack** action, declare which of your fighters is attacking and who the target is. You may not take the attack action if you do not have an attack card in hand or a valid target to attack.

## **STEP 1: DECLARE TARGET**

Any fighter may use a **melee** attack to target a fighter in an adjacent space, regardless of what zone they are in. Melee fighters (indicated by the  icon on their character card) may only make melee attacks.

Ranged fighters (indicated by the  icon on their character card) may also make **ranged** attacks. A ranged attack targets a fighter anywhere in the same zone as the attacker, regardless of adjacency.


## **STEP 2: CHOOSE AND REVEAL**

As the attacker, choose an attack card from your hand and play it face down in front of you; it must be a card that your attacking fighter is allowed to use. Then, the defender **may** (but is not required to) choose a defense card from their hand and play it face down in front of them; it must be a card their defending fighter is allowed to use.

Once both players have chosen their cards, reveal them at the same time. Then, resolve combat.

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## **VERSATILE CARDS**

Cards with the  icon are **versatile** cards. They can be used as attack cards or defense cards. Versatile cards also count as both attack cards and defense cards for the purposes of other game effects.





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## COMBAT EFFECTS

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Effects that resolve in combat have labels indicating when they occur: **IMMEDIATELY**, **DURING COMBAT**, or **AFTER COMBAT**. Effects can be on played attack and defense cards or elsewhere, such as a character card.

If two effects would ever appear to resolve at the same time, the **defender's effect resolves first**. If two different effects by the same player happen at the same time, that player determines the order they are resolved.

Even if a player's fighter is defeated during the combat, any effects of their played card will still resolve. Nevertheless, some effects might not trigger (for example, if it requires the defeated fighter to be adjacent to another fighter).

## STEP 3: RESOLVE COMBAT

Combat is resolved in the following steps:

**IMMEDIATELY:** After cards have been revealed, resolve any effects that occur **IMMEDIATELY**. These effects often cancel other effects.

**DURING COMBAT:** Resolve any effects that occur **DURING COMBAT**. These effects often change the attack or defense values.

**APPLY COMBAT DAMAGE:** Determine the result of the combat. The attacker deals **combat damage** to the defender equal to the value of their played attack card. If the defender played a defense card, subtract the value of their played defense card first. For each damage that the defender takes, reduce that fighter's health by one, adjusting their health dial accordingly. (A defender never deals combat damage to the attacker, even if their defense value is greater than the attacker's attack value.)

**AFTER COMBAT:** After the result of the combat has been determined, resolve any card effects that occur **AFTER COMBAT**. These effects will often move fighters, draw cards, and so forth.

**CLEANUP:** Place all played action cards into their discard piles.

**ADDITIONAL EFFECTS:** Some effects happen "after attacking." These are different from **AFTER COMBAT** effects and occur as the last step after the attack is fully resolved.



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# RESOLVING EFFECTS

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Card effects are mandatory and must be resolved unless they include the word **may**. If an effect says that you **may** do something, you choose whether or not to do it when you resolve the effect.

If an effect lets you do something **up to** a certain number, you can choose “**0**”. For example, if an effect tells you to move your fighter “up to **3** spaces”, you may move them **0** spaces, leaving them in their current space.

When an effect refers to a card’s **printed value**, that means the value on the card itself, ignoring any changes to it from other effects.

Some effects cause you to **ignore** a card’s value. Ignored values are treated as a “**0**” when calculating combat damage, regardless of how and when they might be modified by other effects.

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If any part of an effect cannot be resolved, resolve as much of that effect as you can and ignore the rest. For example, if an effect requires you to draw a card and your opponent to discard a card, and your opponent has no cards to discard, you would still draw a card.

Some effects **cancel** other effects. If an effect is canceled, do not resolve it.

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## WINNING THE COMBAT

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Some effects check to see who **won the combat**.

The attacker won the combat if they dealt at least one combat damage (i.e., damage to the defender from the attack itself, not from any effects).

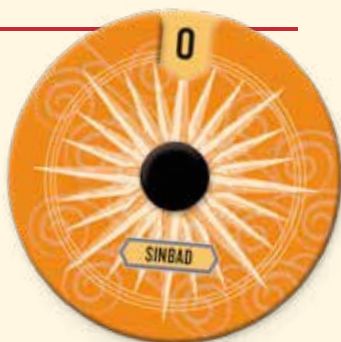
The defender won the combat if they took no combat damage from the attack itself (even if they took damage from effects).

## DEFEATING A FIGHTER

Fighters lose health by taking damage in combat and from various effects. When one of your fighters is reduced to zero health, for any reason, they are **defeated**.

Some effects allow a fighter to recover health. A fighter's health cannot go above their starting health. A defeated fighter cannot recover health.

When a fighter is defeated, immediately remove their miniature or token from the battlefield.



## WINNING THE GAME

At the start or end of any action, if your **opponent's hero is defeated**, you win! If both heroes are defeated, the player whose turn it is wins.

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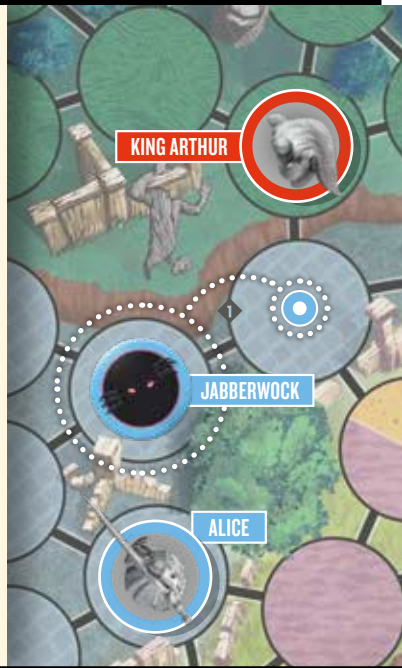


# COMBAT EXAMPLE

Anna is playing Alice. Ken is playing King Arthur. It's Anna's turn, and she wants to attack King Arthur.

Alice and the Jabberwock are melee fighters, so one of them must be adjacent to King Arthur in order to attack. Alice has a move of 2. Anna takes the maneuver action and draws a card. She could boost to get Alice adjacent, but she has an attack card she can play for the Jabberwock.

Anna moves the Jabberwock adjacent to King Arthur to make a melee attack. She decides not to move Alice.



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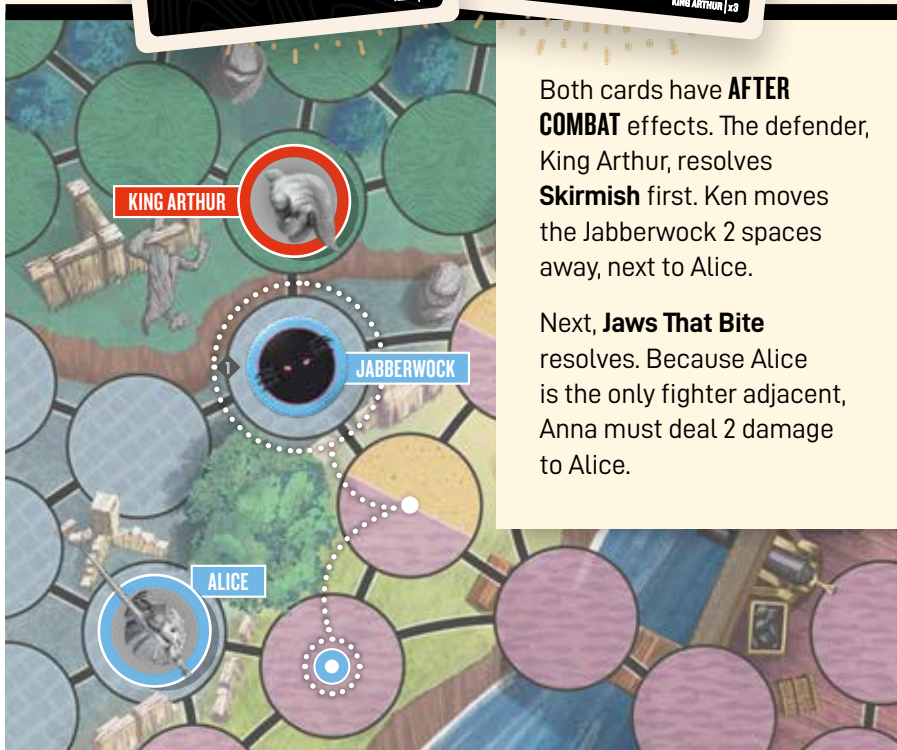
Anna attacks King Arthur with the Jabberwock. She can't play **Looking Glass**, a defense card, or **Snickersnack** (it's an Alice-only card, and Alice is not adjacent to King Arthur). She plays **Jaws That Bite** as her attack card, face down.

Ken has **The Holy Grail** but wants to save it for later because of its effect. He plays **Skirmish** as his defense card, face down.





Anna and Ken reveal their chosen cards at the same time. There are no **IMMEDIATELY** or **DURING COMBAT** effects. **Jaws That Bite** and **Skirmish** both have a value of 4, so the attack deals no combat damage. King Arthur wins the combat (for taking no damage as the defender).



Both cards have **AFTER COMBAT** effects. The defender, King Arthur, resolves **Skirmish** first. Ken moves the Jabberwock 2 spaces away, next to Alice.

Next, **Jaws That Bite** resolves. Because Alice is the only fighter adjacent, Anna must deal 2 damage to Alice.

# FREE-FOR-ALL

You can play Unmatched with three or four players playing against each other using the following rules:

- 1.** Choose a battlefield with four or more starting spaces. *(Some battlefields have only two starting spaces and therefore cannot be used for free-for-all play.)*
- 2.** On a player's first turn of the game, they may only attack the player whose turn is immediately after them or a player who has already taken their turn. For example, in a game with four players, the player going first may not attack the player going third or fourth, and the player going second may not attack the player going fourth.
- 3.** When an effect on a combat card refers to "your opponent", that means the other player in the combat.
- 4.** A player is eliminated when their hero is defeated. Immediately remove their sidekicks from the board, if any.
- 5.** The winner is the last player whose hero is not defeated!



# TEAM PLAY

You can play Unmatched in **teams of two** with three or four players, using the following rules:

1. Choose a battlefield with four starting spaces.  
*(Some battlefields have only two starting spaces and therefore cannot be used for team play.)*  
Teammates sit next to each other on the same side of the battlefield. They may communicate about their cards and tactics, but each player controls their own hero and sidekicks. Your teammate's fighters are considered friendly fighters. (For team play with three players, one player will control both heroes and sidekicks for one team.)

2. During setup, players place their heroes in alternating order:

- ▷ First player on Team **A** places their hero in the **1** space.
- ▷ First player on Team **B** places their hero in the **2** space.
- ▷ Second player on Team **A** places their hero in the **3** space.
- ▷ Second player on Team **B** places their hero in the **4** space.

When placing their hero, each player also places their sidekick within the same zone, as normal.

3. During the game, players take turns in alternating order:

- ▷ First player on Team **A** takes their turn.
- ▷ First player on Team **B** takes their turn.
- ▷ Second player on Team **A** takes their turn.
- ▷ Second player on Team **B** takes their turn.

This order repeats for the rest of the game.

4. When a player's hero is defeated, immediately remove that hero miniature from the battlefield. That player still takes their turns as normal, as long as their sidekick is not defeated. If all of a player's fighters are defeated, they are eliminated and do not take any more turns.
5. When both heroes on one team have been defeated, the opposing team wins!

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# ICON REFERENCE

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This card can only be used to attack.



This card can only be used to defend against an attack.



This card can be used to attack or defend.



As an action, this card can be played for its effect.

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This fighter may make ranged and melee attacks.



This fighter may only make melee attacks.

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## CREDITS

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*Unmatched* is produced by Restoration Games. It 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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Made in Jiaxing, China by Whatz Games

Actual components may vary from those shown.

**WARNING!** Not suitable for children under 3 years due to small parts. Choking hazard.

