

UNMATCHED™
ADVENTURES



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ADVENTURE RULES



RESTORATION
GAMES™



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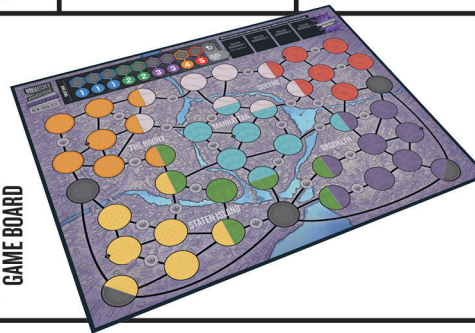
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SHREDDER

- ▷ 10 action cards
- ▷ 2 initiative cards
- ▷ 1 Shredder miniature
- ▷ 1 double health dial
- ▷ 5 borough tiles
- ▷ 24 Foot soldier tokens

KRANG

- ▷ 10 action cards
- ▷ 2 initiative cards
- ▷ 1 Krang miniature
- ▷ 1 double health dial
- ▷ 1 Die of Ultimate Destruction
- ▷ 8 Technodrome Trap cards
- ▷ 4 Dimension X Markers
- ▷ 3 Doomsday Machine tokens

MINIONS (6)

- ▷ 42 action cards (7 each)
- ▷ 5 fury cards (Slash)
- ▷ 6 initiative cards
- ▷ 6 minion tokens
- ▷ 6 health dials
- ▷ 8 rat tokens (Rat King)
- ▷ 8 mouser tokens (Baxter Stockman)

Whether the threat comes from another dimension or right down the block, the Turtles are ready to save the day!

In *Unmatched Adventures: Teenage Mutant Ninja Turtles* you'll become heroes in a half shell, taking on Shredder, Krang, and a band of bad-news baddies. We're counting on you!



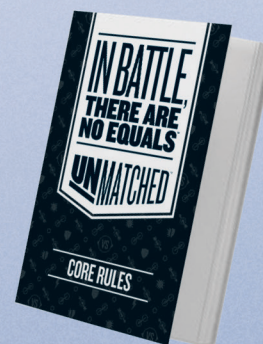
OVERVIEW

Unmatched Adventures: Teenage Mutant Ninja Turtles is a cooperative game that uses the core rules and heroes from *Unmatched* in a new way.

Using these cooperative rules, up to four heroes will work together to defeat a **villain** controlled by the game. You can use the heroes in this set or mix and match heroes from other *Unmatched* sets. (You can even use the heroes in this set in competitive games of *Unmatched*!)

This set includes two villains — **Shredder** and **Krang** — each with their own objective. Each time the villain completes its objective, things get harder for the heroes. Meanwhile, the villain's minions threaten the heroes with their own attacks. If the villain completes all of its objectives, the heroes lose!

Unmatched Adventures is a cooperative game. Players should communicate what is in their hand of cards, coordinate turns, and make plans. Players can play with open hands if preferred.



CORE RULES

Unless these rules specifically say otherwise, **all *Unmatched* rules work as normal.** If you are unfamiliar with the *Unmatched* Core Rules, please read the accompanying rulebook for how to play the competitive version of *Unmatched*.

SETUP

1. Choose a **villain** and set them up as follows:

- Place the game board with the chosen villain's side face up.
- Place the threat marker in the first space of the threat track.
- Shuffle the villain's action deck.
- Place the villain miniature on the **5** starting space.
- Set the villain's health dial to the starting value listed in its Special Setup, based on the number of players you have.
- Create a supply of any tokens or cards listed in Special Setup.
- Follow any extra steps in Special Setup.

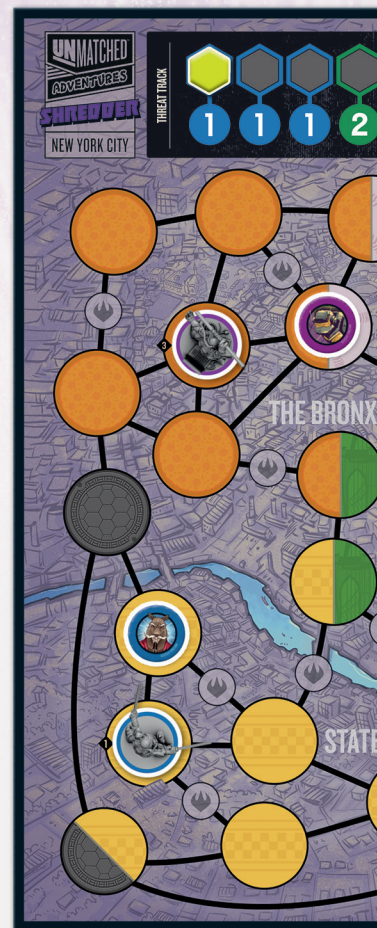
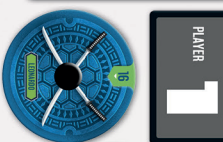
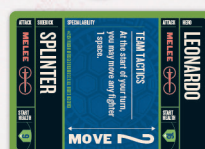
2. Choose a number of **minions** equal to the number of players. You can choose them randomly, using the initiative cards, or decide which ones to use. Set up each minion as follows:

- Shuffle the minion's action deck.
- Place the minion's token in any empty space adjacent to the villain.
- Set the minion's health dial to **10**.
- Follow any Special Setup steps for the minion (next page).

3. Each player chooses a **hero**, places them on any empty starting space, and sets up according to the *Unmatched* Core Rules.

4. Each player takes the **player order** marker corresponding to the space their hero is starting on (1-4).

5. Gather the **initiative cards** matching the villain, minions, and player order tokens being used, as well as any special initiative cards listed in the villain's or minions' Special Setup. Shuffle these cards together to create the initiative deck and place it near the board.



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SPECIAL SETUP

SHREDDER

STARTING HEALTH:

1P	2P	3P	4P
14	21	28	35

SUPPLY:

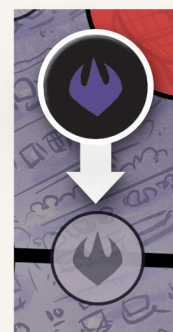
- 24 Foot soldier tokens

INITIATIVE CARDS:

- 1 Shredder's turn card
- 1 To the Streets! card

EXTRA STEPS:

- Shuffle the 5 borough tiles together with the **UNDER THREAT** side face up. Stack them in the first space of the fallen boroughs track.
- Place Foot soldiers equal to the number of players in the borough on the map that matches the tile on top of the stack. Place each token in a different Foot circle in the borough, with the purple side face up.



PLAYING THE GAME

NOTE If you have played an *Unmatched Adventures* game before, you can skip to the special rules for this set on page 14.

PLAYER AND ENEMY FIGHTERS

In *Unmatched Adventures*, heroes and sidekicks controlled by players are called **player fighters**, and opposing fighters controlled by the game are called **enemy fighters**.

The main enemy fighter is called the **villain**, and all other enemy fighters are called **minions**. *Learn more about enemies on page 8.*

THE INITIATIVE DECK

Each round, players and enemies take turns according to the **initiative deck**. At the start of each turn, reveal the top card of the initiative deck and identify the player or enemy it belongs to.

Some initiative cards have effects that resolve when they are revealed, and others only have effects that resolve at the end of the round. Always follow the **RIGHT NOW** text immediately, if any. This usually involves a player or enemy taking their turn.

After all **RIGHT NOW** text on an initiative card is resolved, draw the next initiative card and place it to the right of the previous card. As the round progresses, this will create a row of face-up cards, called the **initiative row**.



NOTE When a player or enemy is defeated, remove the corresponding initiative card from play. If it is in the initiative row, remove it immediately. If not, the next time it is revealed, remove it and immediately reveal the next card.



TAKING TURNS

Players carry out their turns as normal, taking two actions among maneuver, scheme, and attack. However, enemy fighters do **not** take two actions on their turn. Instead, each enemy attempts to make **one** attack on a player fighter, following the rules on page 9.

NOTE Some effects can cause an enemy initiative card to be placed on the bottom of the initiative deck. As a result, that enemy will get another turn that round. If this happens during the last turn of the round, the enemy takes their additional turn immediately.

END OF ROUND

After the last card in the initiative deck is revealed and all fighters have taken their turns, resolve all **END OF ROUND** effects on cards in the initiative row, one at a time, from left to right. (Some cards do not have any **END OF ROUND** effects.) After resolving all effects, reshuffle the initiative cards and start the next round.



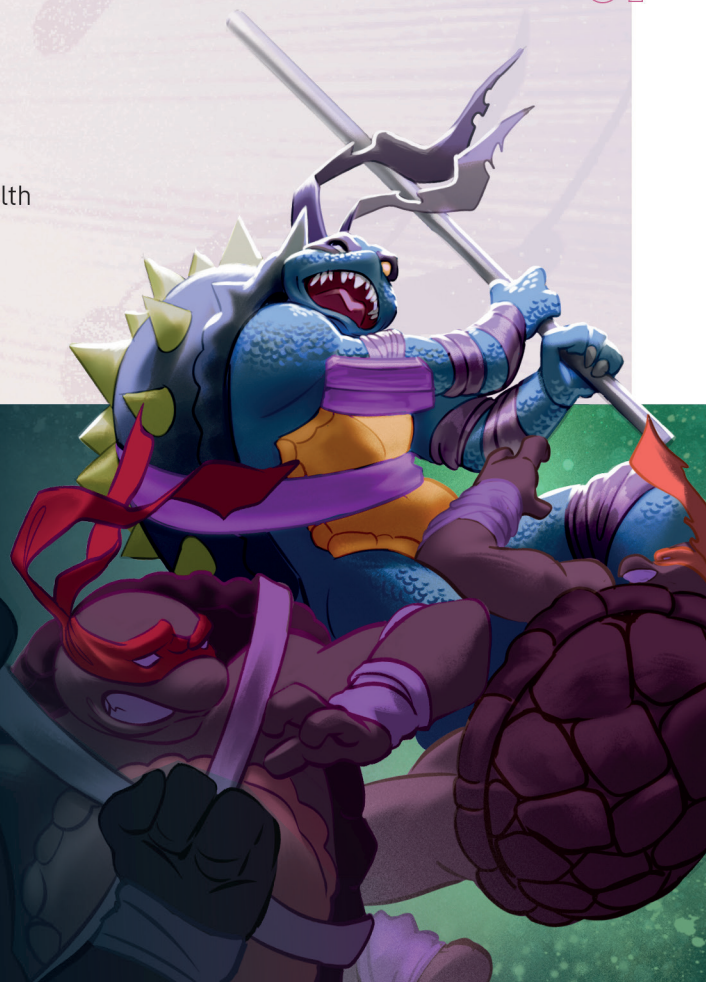
END OF GAME

The game ends when players either win or lose. Players immediately **win** if they defeat the villain by reducing its health to zero. Players immediately **lose** if the villain achieves its objective four times **or** all players are eliminated. *Learn more about the villains' objectives on page 14–17.*

PLAYER ELIMINATION

Just like in a team game, a player is only eliminated when **all** of their fighters are defeated. Otherwise, they take their turn with whatever fighters they have remaining.

When a player is eliminated, remove their initiative card from play. (If it is in the initiative row, remove it immediately; if not, remove it when it is revealed later.) Then, if there are any players remaining, continue play. Eliminated players are not affected by enemy effects.



ENEMIES

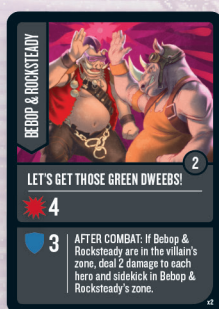
VILLAINS AND MINIONS

Villains and minions are similar to heroes and sidekicks controlled by players, but effects that specifically refer to "heroes" or "sidekicks" do **not** affect them. Effects that refer to "fighters" affect enemy fighters as normal.



ENEMY ACTION CARDS

Each enemy fighter has its own deck of action cards. All enemy action cards are **versatile** and can be used to attack or defend. Unlike regular versatile cards, these cards have separate attack and defense values.



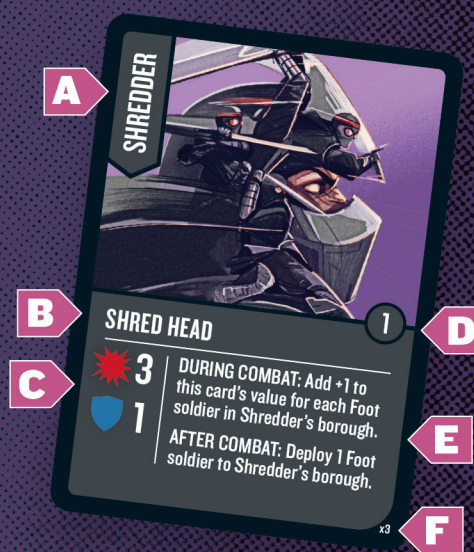
Most enemy action card **effects** are also versatile, meaning they are resolved when they are played on either attack or defense. However, if a card's attack and defense values are split into two different boxes, each effect is **only** resolved when the enemy uses the corresponding value.

ENEMY HANDS AND DISCARDING

Enemy fighters do not have a hand of cards. If an effect would reveal or allow a player to look at an enemy's hand or any number of cards in its hand, instead look at the top card of its deck.

If an enemy is forced to discard any number of cards, whether random or not, put that many cards from the top of its deck into its discard pile.

ANATOMY OF AN ENEMY CARD



- A** enemy name
- B** name of the card
- C** attack and defense value

Attack	Defense
--------	---------
- D** BOOST value
- E** effect when played (if any)
- F** number of copies in the deck

NOTE The "printed value" of an enemy action card is its attack value if it is attacking or defense value if defending. If the card is in the enemy's "hand" or deck, use its attack value.

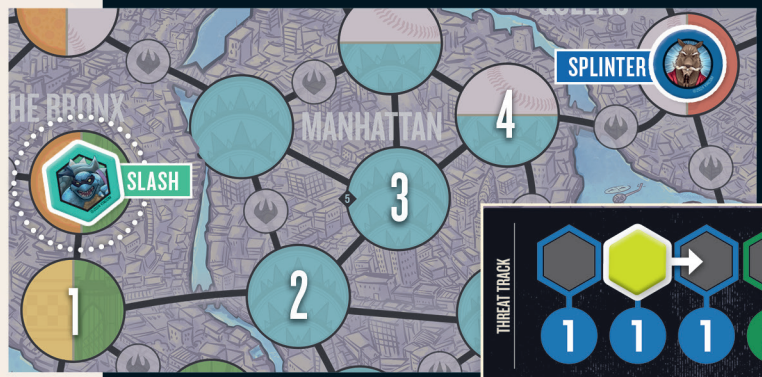
ENEMY TURNS

To resolve an enemy fighter's turn, first follow the steps on the right to determine which player fighter (hero or sidekick) the enemy targets. Once a target is identified, the enemy **moves** to reach its target if necessary, then makes **one attack** on its target. *Learn about resolving enemy attacks on the next page.*

NOTE An enemy never attacks twice in the same turn, even if it starts adjacent to its target.

DETERMINING A TARGET

- 1. ADJACENT TARGET:** If the enemy fighter is adjacent to one player fighter, it makes an attack on them. If it is adjacent to more than one player fighter, players choose which of them it attacks.
- 2. CLOSEST TARGET:** If the enemy fighter is not adjacent to any player fighters, check if it can move to a space adjacent to the closest player fighter without exceeding the **move value** on its initiative card (see next page). If so, it moves adjacent to that fighter and makes an attack on them. If multiple player fighters are closest, players choose which of them the enemy attacks.
- 3. NO TARGET:** If the enemy fighter cannot reach a space adjacent to any player fighter, it does **not** move or attack. Instead, advance the marker on the **threat track** by 1 (see page 12).



TARGET EXAMPLES

EXAMPLE 1: Shredder is already adjacent to Leonardo and Splinter at the start of his turn. The players decide that he will attack Splinter.

EXAMPLE 2: Shredder is not adjacent to any player fighters, so he looks for the closest target. He has a move value of 3. He could move 1 space to attack Leonardo, or 2 spaces to attack Splinter. Since Leonardo is closer, Shredder moves and attacks Leonardo.

EXAMPLE 3: Slash is not adjacent to any player fighters, so he looks for the closest target. His move value is 3, but he would need to move 4 spaces to attack the closest fighter. He does not move or attack, and instead advances the threat marker 1 space.

ENEMY MOVEMENT

Each enemy fighter has a **move value** on its initiative card (usually 3 spaces). This is the maximum distance it can move to attack a player fighter during its turn.

Just like player fighters, enemy fighters may move through other enemy fighters but not opposing fighters, and they must finish moving in empty spaces. An enemy always moves to its target by the shortest route. If there are multiple shortest routes, players choose which of them the enemy takes.

EXAMPLE:
On his turn, Slash will move up to 3 spaces to get adjacent to a player fighter.



PLACING AND SWAPPING

Some effects place an enemy fighter in a specific space or swap them with another fighter. These effects do not depend on move value, and the enemy does not enter or move through any spaces other than their destination when resolving them (nor does any fighter they swap with).

If there are multiple spaces where an enemy could be placed or multiple fighters it could swap with, players choose. If all spaces where an enemy could be placed are occupied, it stays in its current space and resolves the rest of the effect, if possible.

ENEMY COMBAT

When an enemy fighter resolves combat as attacker or defender, it always plays the top card of its deck face down. The opposing player chooses a card to play face down as normal. When both cards have been played, flip both and resolve the combat as usual.

An enemy uses the attack value on its card if it is attacking or the defense value if it is defending. If the enemy's card has an **attack-only** or **defense-only** effect, only resolve it if the enemy is attacking or defending, respectively. If the card has a **versatile** effect, resolve it in either case.

After resolving combat, discard both cards as normal, placing the enemy's card in their discard pile.

DAMAGING AN ENEMY

When an enemy suffers damage, reduce its health on its health dial. When an enemy has no health remaining, it is defeated. Remove its miniature or token, health dial, and all of its cards from play. (If the enemy's initiative card is in the row, remove it immediately; if not, remove it when it is revealed later.)

EXAMPLE: Shredder attacks Leo and plays the top card of his deck face down. Leo decides to play a defense card. Both cards are revealed. Shredder's attack value is **4**, and Leo's defense is **3**, so Leo takes **1** combat damage. Both fighters resolve their **AFTER COMBAT** effects.





ENEMY ABILITY TOKENS

Some enemies place ability tokens on the battlefield using action cards or other effects. Each enemy's special rules (pages 14-18) detail how it places tokens and what its tokens do.

In general, each space is limited to **one ability token of each type**. If an enemy tries to place a duplicate token on a space, nothing happens. If there are multiple valid spaces where an enemy could place a token, players choose. If an enemy tries to place a token but there are none left in its supply, nothing happens.

Ability tokens are **not** fighters. They cannot be attacked, and effects that refer to "fighters" or "minions" do not affect them. They can **only** be removed according to the enemy's special rules (if any).

NOTE If an enemy's special rules contradict any of these general rules, the special rules take priority.

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DECEPTION CARDS

Each enemy fighter has a Deception card in its action card deck. Whenever this card is put into an enemy's discard pile, shuffle its discard pile (including the Deception card) back into the deck.

The reshuffle effect on an enemy's Deception card **always** resolves, even if it is placed in the enemy's discard pile in the middle of another effect. It cannot be canceled or otherwise prevented.

If this happens in the middle of combat, immediately shuffle the enemy deck, but do not shuffle the card the enemy is using in combat. After the combat is over, that card will be discarded to create a new discard pile.



THE THREAT TRACK



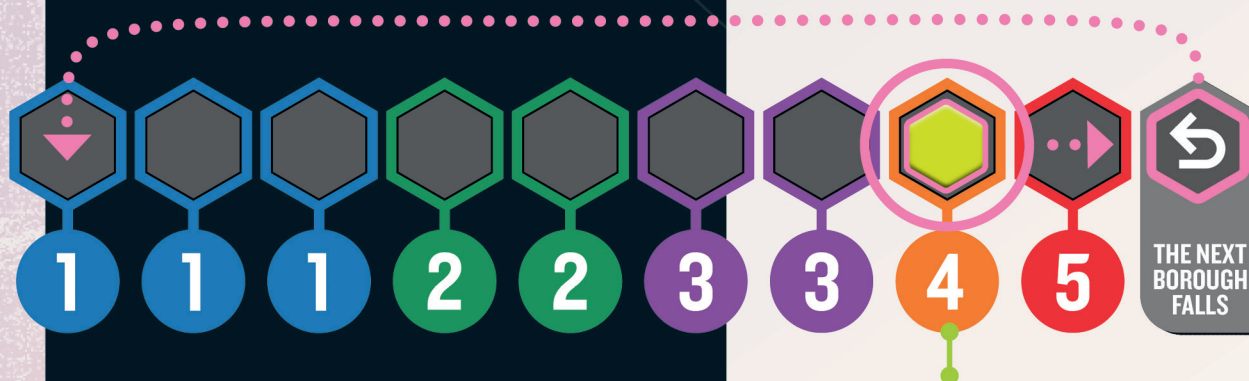
ADVANCING THREAT

Each villain has a threat track on the board that shows its progress toward its objective. At the end of each round, the villain advances the threat marker as described on its **initiative card**.

Other effects can also advance the threat marker during the round (for example when an enemy tries to attack but cannot reach a target). When advancing the threat marker, always count spaces one at a time, regardless of the values below the track.

THE VILLAIN'S OBJECTIVE

When the threat marker reaches the end of the track, the villain achieves its objective. Ignore any additional spaces the threat marker would move. Immediately resolve the objective's effect as described in the villain's special rules. Then, if the game does not end, return the threat marker to the first space on the track.



EXAMPLE ▲ At the end of the round, the villain advances the threat marker four spaces. After moving two spaces, the marker reaches the end of the track, and the villain completes its objective. Since this is only the first time Shredder has completed his objective, the marker returns to the start of the track, and the game continues.

THREAT LEVEL

The threat level is a number representing how close the villain is to achieving its objective. For most villains, the threat level is the number directly below the threat marker on the track. (Krang is an exception; see page 17.)

ADDING UNMATCHED FIGHTERS

Unmatched Adventures: Teenage Mutant Ninja Turtles is compatible with heroes from other *Unmatched* sets. Cards from other sets may have unique interactions.

SET RULES

To learn more about the heroes in this set, please read the accompanying set rules.



CHOOSING AN OPPONENT

Enemies are treated as being played by an opponent. For example, Feint, which cancels all effects on your **opponent's** card, cancels effects on an enemy's card. However, enemies cannot be **chosen** by any effect. Ignore any effect that says "choose an opponent."

ENEMY DECISIONS

Enemies cannot and do not make decisions. If an effect says it **may** do something, it chooses not to. If an effect lets it do something **up to** some number of times, it does it **0** times. If an effect lets an enemy place itself in one of a number of possible spaces, players decide where to place it. If an effect would require it to decide between two or more options, it refuses and the effect is ignored.

PRINTED VALUE

The printed value of a card in the enemy's deck or hand is its attack value. In combat, use the attack value if it is attacking, and the defense value if it is defending.

SMALL FIGHTERS

Enemies do not attack small fighters. They ignore small fighters when determining a target.

DRAWING CARDS

If an effect results in an enemy drawing cards, shuffle that many cards from the top of its discard pile back into its deck. If there aren't enough, shuffle the entire discard pile back into its deck. Enemies cannot become exhausted.

RETURNING TO HAND

If an effect returns a card specifically to an enemy's hand, put that card on top of its deck.

FEELING COMPETITIVE?

You can use the heroes from this set to play the standard competitive version of *Unmatched*. You can even play on the battlefields in this set.

When playing on New York City, do not place Foot soldier tokens and ignore all Foot soldier spaces. When playing on the Technodrome, do not place the Dimension X marker or Doomsday Machine tokens.



SPECIAL RULES SHREDDER



OBJECTIVE: CONQUER NEW YORK

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Shredder has attacked New York City with his legion of Foot Clan soldiers! He plans to take control of each borough, one by one.

At the end of each round, Shredder's initiative card advances the threat marker one space, plus one additional space for each **borough** on the map where he has at least one **Foot soldier** token.

Each time the threat marker reaches the end of the threat track, Shredder completes his objective: the borough that is **UNDER THREAT** falls to his forces. If any four boroughs fall, Shredder gains control of the city, and the heroes lose!

THE FIVE BOROUGHES

New York City is divided into five boroughs. The borough tile stack in the top left of the board shows which borough is currently **UNDER THREAT**. Once a borough's tile is flipped to the **FALLEN** side, it will remain that way for the rest of the game.

NOTE Boroughs are **not** the same as zones, and are only used for Shredder's effects.

LOSING A BOROUGH

Each time the threat marker reaches the end of the track, immediately follow these steps:

1. Shift the borough tile stack one space to the right. Flip the top tile to the **FALLEN** side and place it in the vacated space.
2. Flip all Foot soldier tokens in the fallen borough from the **patrolling** side to the **entrenched** side.
3. Deploy **patrolling** Foot soldiers equal to the number of players to the borough that is now **UNDER THREAT** (on top of the stack).

EXAMPLE: Shredder completes his objective and Queens falls! All Foot soldiers in Queens become entrenched.

Brooklyn is now under threat, so Shredder deploys one patrolling Foot soldier per player there.

FOOT SOLDIERS



Shredder's 24 Foot soldier tokens represent his mindless army. Foot soldiers always occupy **Foot circles** along paths between normal spaces on the battlefield. There can only be **one** Foot soldier in each circle. Foot soldiers have different effects depending on whether they are on the **patrolling** or **entrenched** side (see right).

NOTE Foot circles are not considered "spaces." Player and enemy fighters may move through them, but may never stop in them.



PATROLLING: Foot soldiers in boroughs that have **not** fallen are always patrolling.

Patrolling Foot soldiers have no inherent effect, and can be removed using maneuver actions. *See Removing Foot Soldiers below.*

ENTRENCHED: Foot soldiers in **fallen** boroughs are always entrenched.

When any player fighter moves over an entrenched Foot soldier, that fighter takes **1 damage**. This happens even if they were moved by an effect. These Foot soldiers **cannot** be removed by any means.

DEPLOYING FOOT SOLDIERS

When Shredder uses an effect to **deploy** one or more Foot soldiers to a borough, place that many tokens from his supply in the indicated borough. If the borough has **not** fallen, place them on the **patrolling** side. If it **has** fallen, instead place them on the **entrenched** side. If the effect does not specify where to place them within the borough, players choose which empty Foot circles to place them in.

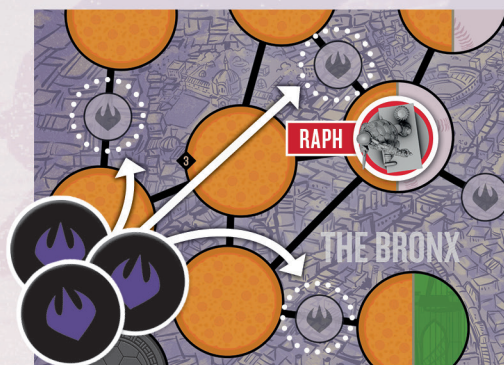
If all Foot circles in a borough are occupied and more Foot soldiers need to be deployed there, continue deploying them in the borough with the next-highest numbered **starting space**. If that borough is also full, continue to the next highest-numbered borough, and so on, until all Foot soldiers are placed. (If Manhattan is full, continue to Staten Island.)

REMOVING FOOT SOLDIERS

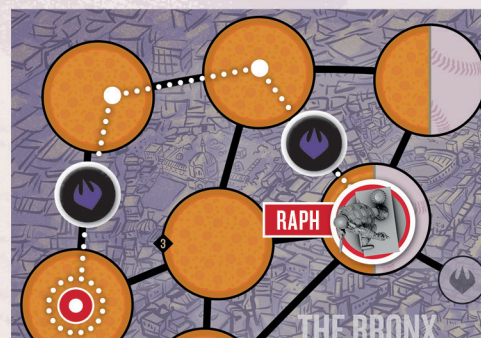
When a player uses a **maneuver** action, they may choose one of their fighters to remove Foot soldiers. Each time the chosen fighter moves over a **patrolling** Foot soldier during their move, remove the Foot soldier and return it to the supply. (This does not require discarding any cards.)

You can only remove Foot soldiers with **one** of your fighters each time you maneuver. Foot soldiers can only be removed using maneuver actions, not other movement effects. Only patrolling Foot soldiers can be removed, never entrenched ones.

NOTE Foot soldiers are not fighters, and they can't attack or be attacked. Foot soldiers follow the rules of enemy ability tokens, described on page 11.



EXAMPLE: Shredder deploys three patrolling Foot soldiers to the Bronx. Players choose which Foot circles to place them in.



EXAMPLE: On Raph's turn, he maneuvers and boosts 1 to move three spaces and remove two Foot soldiers.

SPECIAL RULES KRANG

OBJECTIVE: DIMENSION X INCURSION

Krang is using his Doomsday Machines to pull our world into Dimension X. He's littered the battlefield with traps to stop the Turtles from interfering!

At the end of each round, Krang's initiative card advances the threat marker one space, plus one additional space for each of his Doomsday Machines on the **active** side.

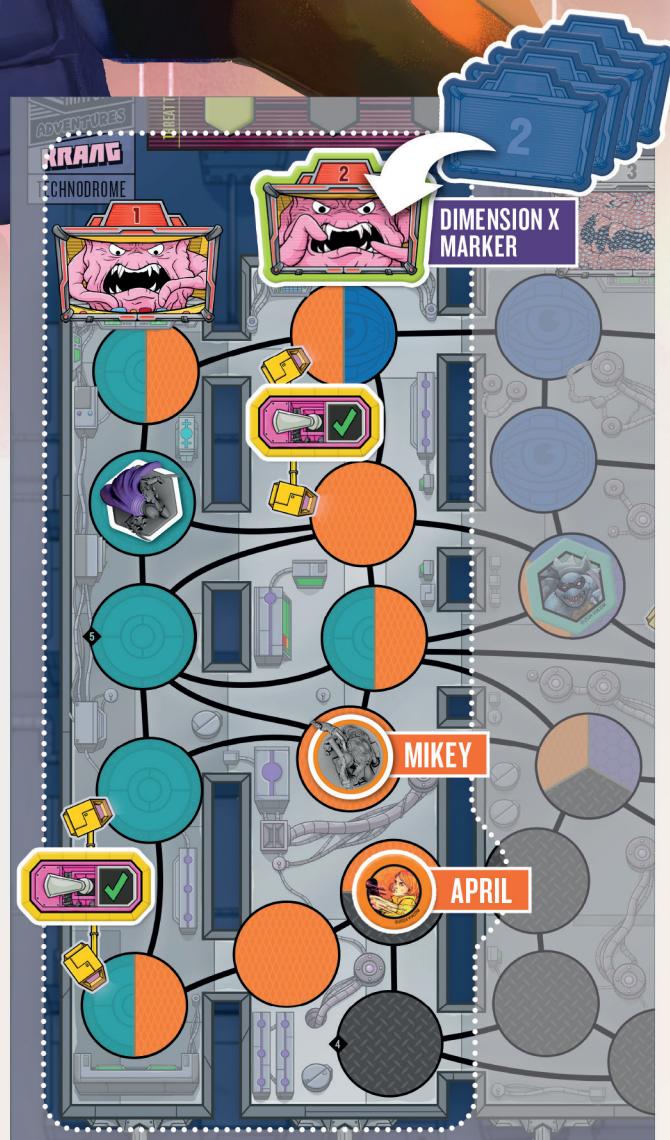
Each time Krang reaches the end of the threat track, the **Dimension X border** advances further into our world. If Dimension X expands four times, the world is entirely consumed, and the heroes lose!

THE BORDER BETWEEN WORLDS

The Dimension X markers represent how far Dimension X has expanded. Each time Krang completes the objective, place the top Dimension X marker on the next numbered space.

All spaces in the area **underneath** the markers are in Dimension X. Areas to the **right** of the markers are in our world.

Player and enemy fighters may freely move in and out of Dimension X. Player fighters receive no inherent penalty for being inside Dimension X, but some of Krang's action cards and traps have a stronger effect on targets inside Dimension X.



EXAMPLE:

Krang completes his objective for the first time, placing the second Dimension X marker face up on screen 2. Mikey and April are now inside Dimension X!

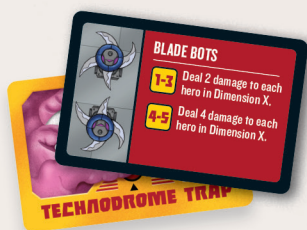


DOOMSDAY MACHINES

Each of Krang's three Doomsday Machines starts on the active side indicated with the green checkmark. To **deactivate** a machine (flip it from active to inactive), you must end a **maneuver** action with one of your fighters adjacent to it, then discard one action card from your hand.

You can only deactivate **one** machine each time you take a maneuver action. You must have a fighter adjacent to the machine after you finish moving all your fighters (though it does not have to be a fighter that you moved). You can only deactivate a machine using a maneuver action, not other movement effects.

NOTE The yellow wires connected to each Doomsday Machine show which spaces are adjacent to each Doomsday Machine. These are not paths, and fighters cannot move or attack through them.



TECHNODROME TRAPS

When the Technodrome Traps initiative card is revealed, Krang activates one of his traps. Reveal the top card of the Technodrome Traps deck, then roll the Die of Ultimate Destruction and resolve the corresponding effect on the card. A roll of **X** means the trap is a dud, and no effect is resolved.

After resolving a trap, place the card in a face-up discard pile next to the trap deck. If there are no more cards in the deck, shuffle the discard pile to make a new deck.

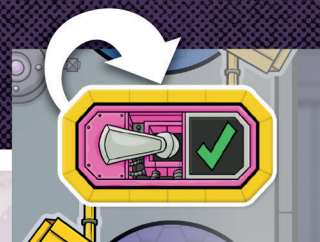


THREAT LEVEL

There are no numbers on Krang's threat track. The current threat level is the highest numbered space with a Dimension X marker.

REACTIVATING MACHINES

When resolving the **END OF ROUND** effect on Krang's initiative card, if at least one Doomsday Machine is inactive, roll the Die of Ultimate Destruction. On a result of 3-5, Krang **activates** the leftmost inactive machine on the battlefield (flip it from inactive to active).



REROLLING

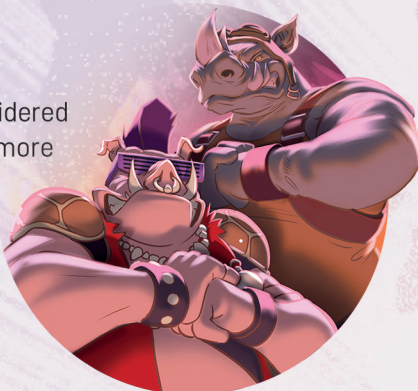
Whenever Krang rolls the Die of Ultimate Destruction, before resolving its effect, any player may discard one action card from their hand to **reroll** the die. Players may do this any number of times before resolving the effect.



SPECIAL RULES MINIONS

BEBOP & ROCKSTEADY

This classic duo are considered a single fighter. They are more of a threat when near the villain and will move toward the villain when they are apart.



BAXTER STOCKMAN

Baxter and his mouser robots force players to discard cards from their decks.

He has one big attack that gets bigger the more cards in his target's discard pile.



MOUSER TOKENS

When a player fighter enters a space with a mouser token, that player must discard the top card of their deck. This happens even if the fighter does not stop in the mouser's space or was moved there by an effect.

WINGNUT

Wingnut keeps the battlefield in a constant state of flux. He moves himself and other fighters around a lot, making it hard to carry out a plan.



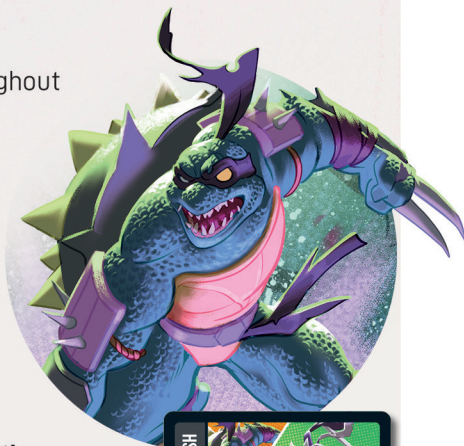
LEATHERHEAD

Leatherhead acts as a mini-boss, advancing the threat track. He's hard to take down, as he cancels effects and ignores values on your cards.



SLASH

Slash's fury grows throughout the fight. At the end of each round, his initiative card adds one Fury card from his supply to his discard pile. Slash's other action cards gain bonuses based on how many Fury cards are in his discard pile.



When Slash plays **Deception**, any Fury cards in his discard pile are shuffled into his deck with his other action cards. Whenever Slash plays a Fury card, immediately discard it and play the next card from his deck (repeating until a non-Fury card is played).



RAT KING

Rat King calls his army of rats to the battlefield to weaken your fighters and help other enemies hit harder.

RAT TOKENS

While a player fighter is in a space with a rat token, their defense value is reduced by **2** (to a minimum of 0).



ADVANCED PLAY

ALLIES & HENCHMEN

Allies and henchmen are new characters that only appear in the initiative deck, not on the battlefield.

Players can recruit allies to benefit from their unique once-per-round effects—but the villain can recruit henchmen to make things more difficult!

SETUP

Separately shuffle the henchmen and ally decks and place them near the board. Flip the top card of the ally deck face up.

When creating the initiative deck, add two random face-down henchmen cards (without looking at them) plus the **Friends in Odd Places** initiative card.

NOTE When you want a tougher challenge, you can add even more henchmen to the starting deck.



RECRUITMENT

When resolving the **END OF ROUND** effect on the **Friends in Odd Places** initiative card, follow these steps:

- Check if there is a **player fighter** in the numbered **starting space** listed on the face-up ally card. If there is, add the ally to the initiative deck when reshuffling for the next round.
- If not, discard the ally, and instead add a face-down henchman to the initiative deck (without looking at it).
- Flip the next ally on top of the deck face-up.

When reshuffling the initiative deck for the next round, include the new ally or henchman.

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ALLY & HENCHMAN EFFECTS

When an ally or henchman is revealed from the initiative deck, resolve its **RIGHT NOW** effect and place it at the right end of the initiative row, as normal.

When resolving the **END OF ROUND** effect on an ally or henchman, check if there is a card of the opposite type directly to the right of it. If there is, permanently discard **both** cards from the initiative deck. (Do not resolve the **END OF ROUND** effect on the second card.)

NOTE Discarded allies and henchmen are out of the game. When the ally or henchmen deck is empty, no more cards of that type can be added.



EXAMPLE:

Karai and Pizza Aliens are revealed and resolved one after the other. At the end of the round, they knock each other out!

CREDITS

Unmatched is a radical romp from the mutant masterminds 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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Actual components may vary from those shown.

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

