
**IN BATTLE,
THERE ARE
NO EQUALS™**

UNMATCHED™

ADVENTURES

Tales to
AMAZE

SET RULES

CONTENTS

4 MINIATURES



120 ACTION CARDS



6 HEALTH DIALS



4 CHARACTER CARDS



2 SIDEKICK TOKENS



3 HERO ABILITY TOKENS



DR. JILL TRENT

- ▷ 30 action cards
- ▷ 1 Dr. Jill Trent hero miniature
- ▷ 1 Dr. Jill Trent character card
- ▷ 1 Daisy sidekick token
- ▷ 2 health dials
- ▷ 1 gadget token

ANNIE CHRISTMAS

- ▷ 30 action cards
- ▷ 1 Annie Christmas hero miniature
- ▷ 1 Annie Christmas character card
- ▷ 1 Charlie sidekick token
- ▷ 2 health dials

NIKOLA TESLA

- ▷ 30 action cards
- ▷ 1 Nikola Tesla hero miniature
- ▷ 1 Nikola Tesla character card
- ▷ 1 health dial
- ▷ 2 coil tokens

GOLDEN BAT

- ▷ 30 action cards
- ▷ 1 Golden Bat hero miniature
- ▷ 1 Golden Bat character card
- ▷ 1 health dial

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.

DR. JILL TRENT, SCIENCE SLEUTH



Jill Trent was an unlikely and little-known hero from the golden age of pulp comics. Along with her trusty companion, Daisy, these gals brought the power of science to bear against the forces of evil ... and weren't afraid to engage in a bit of fisticuffs if things got dicey.



ANNIE CHRISTMAS

A literal tall tale, Annie was a 7-foot keelboat captain on the mighty Mississippi and strong as the river on which she plied her trade. She didn't take any guff, wearing a necklace of pearls — one for each fool who thought they could take her on and failed.

NIKOLA TESLA



The renowned Serbian-born inventor and not-at-all-mad scientist is best known for his work with alternating-current electricity. His curious habits included curling his toes a hundred times to stimulate his mind. Who knows what other wondrous creations the world never learned about....



GOLDEN BAT

This showstopping, swashbuckling superhero first appeared in the Japanese form of street theater known as kamishibai. From the ancient world of Atlantis, he traveled through time to the 1930's to fight crime wherever it might rear its ugly head.

SPECIAL RULES FOR THIS SET



REVEALING CARDS

Heroes in this set have effects that tell you to reveal cards from a player's deck. To do that, flip that card face up so both players can see it. Then, return the card to the top of the deck unless an effect tells you otherwise.

DR. JILL TRENT: GADGETOLOGY

Dr. Jill Trent has two wondrous **gadgets** represented on the two sides of her gadget token. She may only have one gadget active at any time.

At the start of your turn, decide which gadget you want to be active and place that side of the token face up. You may choose the same gadget as on your previous turn.



Both of Jill's gadgets have an effect that resolves when she **attacks**. Her sidekick, Daisy, does not use the active gadget (unless you play **Sister in Arms**). Both gadgets compare the printed value of your attack card against the printed value of your opponent's defense card. If your opponent did not play a card, treat their printed value as 0.

ANNIE CHRISTMAS: NECKLACE OF PEARLS

Annie Christmas adds +2 to the value of her attacks if her health is less than the defender's health. Like all special abilities, this is not a "card" effect and cannot be canceled by cards such as Feint.



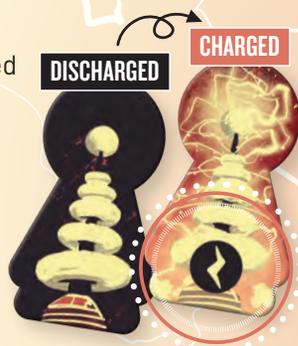
NIKOLA TESLA: THE SCIENTIFIC METHOD

Nikola Tesla has two **coils** represented by two separate tokens. Each token can either be charged or discharged. At the start of the game, Tesla starts with one coil charged. At the end of each of your turns, you may charge one coil, flipping it from its discharged side to its charged side.

At the start of your turn, if **both** coils are charged, deal 1 damage to each opposing fighter adjacent to Tesla. Then, you may move each of those fighters 1 space. Using this ability does not discharge the coils.

Many of Tesla's cards let you discharge one or two coils to trigger effects, as indicated by the ⚡ icons. When you discharge a coil, flip the token over from its charged side to its discharged side.

Discharging coils is always optional. Tesla's cards have separate effects based on whether you discharge one or two coils. Sometimes, these effects will be in addition to other effects on the card (**also**); sometimes, they will replace other effects (**instead**). If you discharge two coils, read the effect for one coil and then read the effect for two coils and resolve accordingly. If you discharge two coils, you may not resolve the effect for one coil twice.



GOLDEN BAT: THE FIRST SUPERHERO



Golden Bat gains +2 to his attacks if you did **not** take the maneuver action that turn. He still gets this bonus if he was moved by another effect (such as his **Arrive Just In Time** card). However, he does not get this bonus if you took the maneuver action but did not move him. Like all special abilities, this is not a "card" effect and cannot be canceled by cards such as Feint.



CREDITS

Unmatched is the whizbang game from the eggheads 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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