IN BATTLE, THERE ARE NO EQUALS™

UNMATCHED™

JURASSIC PARK

INGEN VS RAPTORS

RULES



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.

CONTENTS

4 HERO MINIATURES



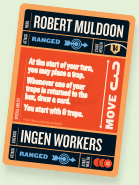
60 ACTION CARDS



4 HEALTH DIALS



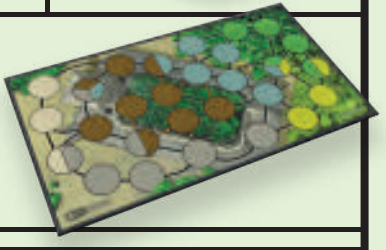
2 CHARACTER CARDS



3 SIDEKICK TOKENS



1 GAMEBOARD



04

ROBERT MULDOON

- ▻ 30 action cards
- ▻ 1 Robert Muldoon hero miniature
- ▻ 1 Robert Muldoon character card
- ▻ 1 health dial
- ▻ 8 Trap tokens & reference card
- ▻ 3 InGen Worker sidekick tokens

RAPTORS

- ▻ 30 action cards
- ▻ 3 Raptor hero miniatures
- ▻ 1 Raptor character card
- ▻ 3 health dials

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



HEROES & SIDEKICKS

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**. Many heroes have a single sidekick, some heroes have multiple sidekicks, and still other heroes have no sidekick at all. Sidekicks are represented by tokens that move around on the battlefield.

Each hero has a **special ability** noted on their character card. This card also lists your fighters' **stats,** including the **starting health** of your hero and their sidekick. Fighters' health is tracked on separate health dials. Fighters cannot gain health higher than the highest number on their health dial.

If your hero has multiple sidekicks, each sidekick only has one health (unless otherwise specified). The character card instead lists the total number of sidekicks.

Note: The Raptors are a group of three heroes and no sidekicks. Each of the Raptors is unique and has a matching health dial. When these rules talk about your "hero", it applies to all of the Raptors.



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. (The Raptors lose when all three of them have been defeated.)

NOTE These setup instructions and the following rules are for games with **2 players**. For rules on team play with 3 or 4 players, see page **18**.

SETUP

1. Place the battlefield on the table.

2. Each player chooses a hero and takes the corresponding 30 action cards, character card, hero miniature, sidekick tokens, health dials, and any other components for their hero.

3. Each player sets their hero's starting health and their sidekick's starting health on the matching health dials. Starting health is found on the character cards. (Sidekicks without a health dial have only one health each.)

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. The younger player places their hero in the ❶ space on the battlefield. Then they place their sidekicks 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. If your fighter has more than one hero (like the raptors), treat one figure as the hero and the remaining as sidekicks.

6. The older player places their hero in the ❷ space on the battlefield, then places their sidekicks based on the same rules as in **step 5**.

7. The younger player takes the first turn.



SPACES AND ZONES

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

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

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

If a space has multiple colored patterns, it is considered to be part of multiple zones. Zones are used to determine targets of ranged attacks and various card effects.



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 have a **hand limit** of **7** cards. At the end of your turn, 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.

ANATOMY OF A CARD

A overall card type:

Attack	Defense
Scheme	Versatile (attack or defense)

B attack or defense value (if any)

C fighter allowed to use the card

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.

STEP 1: DRAW A CARD (MANDATORY)

Draw the top card of your deck and add it to your hand.

You can have more than **7** cards in your hand during your turn, but you must discard down to **7** cards at the end of your turn.

DRAWING CARDS

Drawing cards — whether via the maneuver action or due to a card effect — is mandatory, unless otherwise specified.

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.

STEP 2: MOVE YOUR FIGHTERS (OPTIONAL)

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. You may also 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 cannot end their movement in an occupied space. You may **not** move a fighter through spaces occupied by opposing fighters.

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

NOTE

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.

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 movement value. Ignore any effect on the discarded card.

Certain effects (like Muldoon'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.

10 ACTION: SCHEME

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

You must declare which of your fighters is playing the scheme card; they are the **active** fighter. Each card in your deck indicates which fighters are allowed to play it. You may not play a scheme card if the listed fighters are defeated.

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



DISCARD PILES

Maintain your own discard pile. All 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.

ACTION: **ATTACK**

When you take the **attack** action, you must declare which of your fighters is performing the attack; they are the **active** fighter. You may not take the attack action if you do not have an attack card in hand or if none of your fighters have valid targets to attack.

STEP 1: DECLARE TARGET

Any fighter may target a fighter in an adjacent space, regardless of what zone they are in.

Fighters with **melee** attacks (indicated by the icon) may only target a fighter in an adjacent space.

Fighters with **ranged** attacks (indicated by the icon) may target an adjacent fighter **or** they may target a fighter anywhere in the same zone, regardless of adjacency.

STEP 2: CHOOSE AND REVEAL

As the attacker, you must 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 place it face down in front of them; it must be a card that their defending fighter is allowed to use. Once both players have chosen their cards, reveal them at the same time.

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.



ACTION: **ATTACK** (CONTINUED)

STEP 3: RESOLVE COMBAT

Most cards have effects, with labels indicating when they occur: **IMMEDIATELY**, **DURING COMBAT**, or **AFTER COMBAT**. Unless otherwise specified, card effects are mandatory (which can result in dealing damage to your own fighters or other negative effects).

If two effects would ever appear to resolve at the same time, the defender's effect resolves first.

After cards have been revealed, resolve any effects that occur **IMMEDIATELY**. Then resolve any effects that occur **DURING COMBAT**.

Then determine the result of the combat. The attacker deals **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.

After the result of the combat has been determined, resolve any card effects that occur **AFTER COMBAT**. Even if a player's fighter is defeated during the combat, as long as that does not trigger the end of the game, any **AFTER COMBAT** effects of their played card still resolve.

After card effects are resolved, resolve any other game effects that occur after combat, such as a hero's special ability.

Finally, all played cards are placed in their respective discard piles.

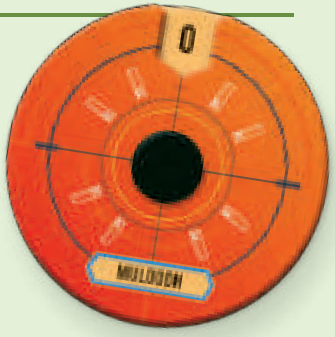
WINNING THE COMBAT

Some AFTER COMBAT effects check to see who won the combat.

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

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

DEFEATING A FIGHTER



When one of your fighters is reduced to zero health, for any reason, they are **defeated**.

If your hero's sidekick is defeated, immediately remove that sidekick token from the battlefield. (A sidekick without a health dial only has 1 health and is defeated if they take any damage.)

If your hero is defeated, you immediately lose the game.

WINNING THE GAME

When your opponent's hero is defeated, which happens when they are reduced to zero health, the game ends immediately and you win! (For the Raptors, you need to defeat all three to win.)

(In a team game, both opposing heroes must be defeated.)



COMBAT EXAMPLE



Veronica is playing the **Raptors**.

Isaac is playing **InGen**.

It's Veronica's turn, and she wants to attack Muldoon.

Veronica attacks Muldoon with the leaping Raptor. She doesn't want to use **Pack Hunters** because she doesn't have any other Raptors adjacent to Muldoon, and **Decoy** is a defense card. She plays **Eaten Alive** as her attack card, face down.

Isaac plays **Leap Away** as his defense card, face down.





There are no **IMMEDIATELY** or **DURING COMBAT** effects.
Eaten Alive and **Leap Away** have the same value, so the attack deals no damage. Muldoon wins the combat (for taking no damage).



Both cards have **AFTER COMBAT** effects. The defender (Muldoon) resolves first. Isaac moves the Raptor 2 spaces away into one of his traps. The trap goes off, causing the Raptor to stop moving and to suffer 1 damage.

Now **Eaten Alive** resolves. Veronica deals no damage because she did not win the combat. Even if she had, there are now no fighters adjacent to the Raptor anyway.

SPECIAL RULES FOR THIS SET



MULDOON: TRAPS

Muldoon can use his **traps** to weaken and slow enemy fighters. He starts with a total of 8 trap tokens, and that is all he has for the entire game. When a trap is removed from the board for any reason, it goes back in the box.

At the start of your turn, you may place a trap token in any **unoccupied** space in Muldoon's zone. As with other effects, if his space is in more than one zone, you may pick a space in any of them. The target space cannot contain any fighters or other tokens, including other traps.

When an opposing fighter enters a space with a trap, the trap goes off. This includes when a fighter is placed in or moved into a space by another player. The fighter must immediately stop moving and takes 1 damage. After the trap goes off, **remove** it from the board.

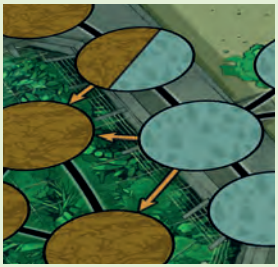
Muldoon and his allies may land on or move through traps freely without setting them off. This includes friendly fighters in team play.

RAPTORS: **3-PART HERO**

The Raptors are a group of three fighters. Each of the fighters is a **hero**. Each of the Raptors is a unique fighter and has their own corresponding health dial. If something affects a player's "hero", it affects all of your Raptors. When a Raptor is defeated, remove it from the board like any other fighter. However, you only lose the game if your last Raptor is defeated.

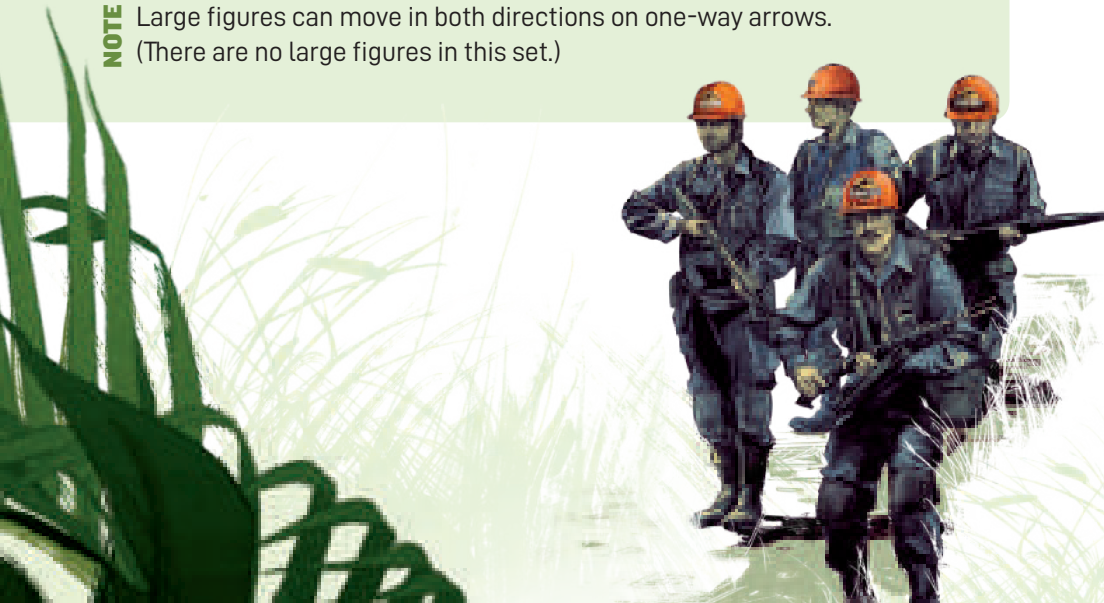


GAMEBOARD: **ONE-WAY PATHS**



Some paths on the Raptor Paddock map are **orange** and have a **one-way arrow**. Fighters may move between spaces connected by a one-way path only in the direction indicated by the arrow. This includes movement from card effects. However, spaces connected by a one-way path are still considered adjacent, and they do not affect whether fighters are in the same zone or not. Additionally, they do not affect effects that let you place a fighter in a space.

NOTE Large figures can move in both directions on one-way arrows. (There are no large figures in this set.)



TEAM PLAY

NOTE: You cannot use Team Play rules with just the InGen vs. Raptors set. You will need more figures and maps that have ◆3 and ◆4 spaces (coming in a future Jurassic Park Unmatched set).

You can play Unmatched in **teams of 2**. Teammates sit next to each other on the same side of the battlefield, and 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.

Choose a battlefield with four starting spaces. *(Some battlefields have only two starting spaces and therefore cannot be used for team play.)*

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 sidekicks within the same zone, as normal.

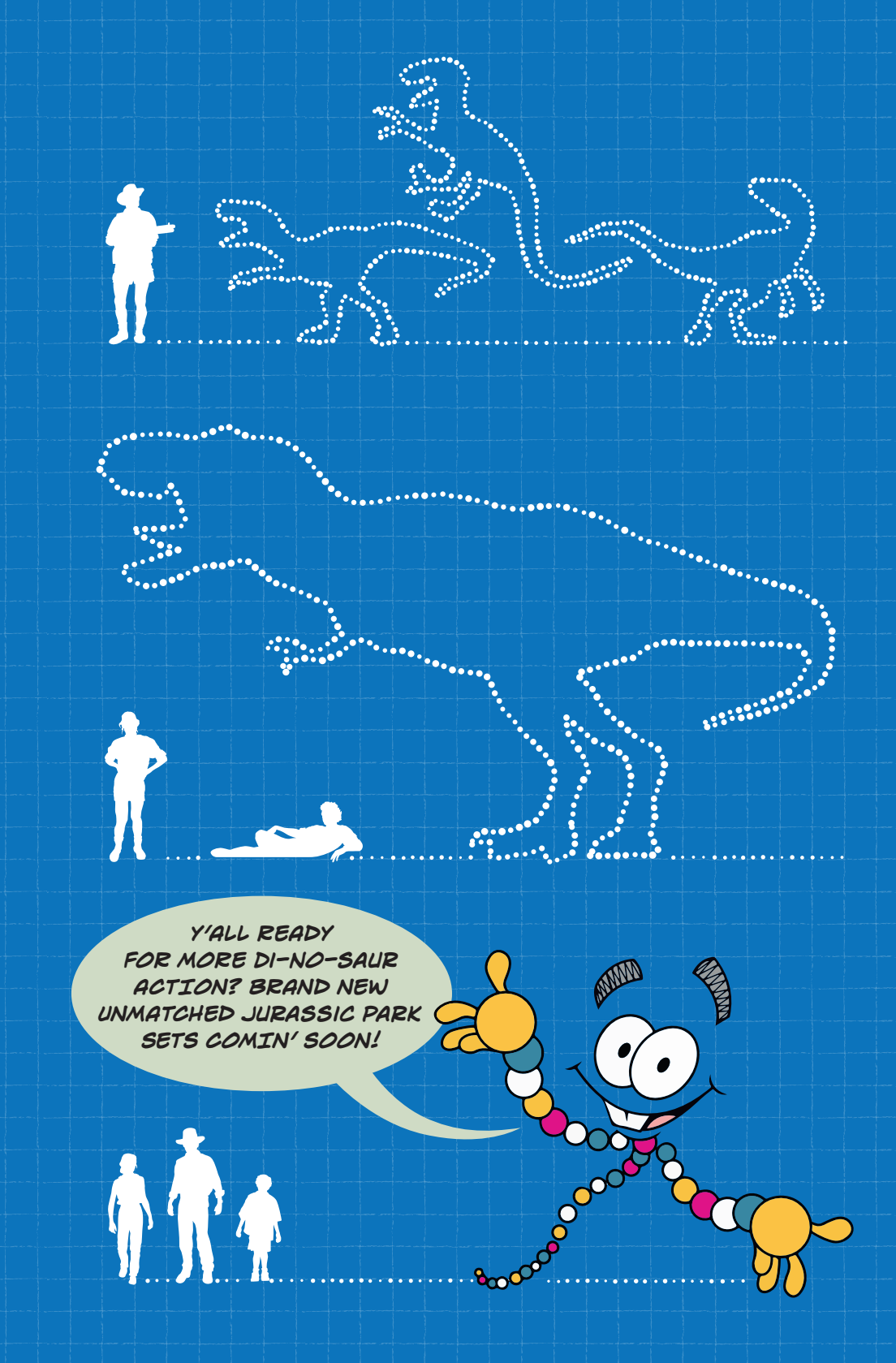
During the game, players take turns in alternating order:

- ▻ 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.

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 they have at least one sidekick left. If all of a player's fighters are defeated, they are eliminated and do not take any more turns.

When both heroes on one team have been defeated, the opposing team wins!


Y'ALL READY FOR MORE DI-NO-SAUR ACTION? BRAND NEW UNMATCHED JURASSIC PARK SETS COMIN' SOON!

ICON REFERENCE


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.


This fighter may make ranged and melee attacks.


This fighter may only make melee attacks.

CREDITS

Unmatched is a coordinated attack by Restoration Games and Mondo Games (clever girls), which 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.

Game Restoration: Rob Daviau and Justin D. Jacobson
Graphic Design: Jay Shaw, Jason Taylor, and Lindsay Daviau
Cover and Card Illustrations: Oliver Barrett
Board Illustration: Simon Prades
Project Management: Suzanne Sheldon
Licensing: Tim Wiesch

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