UNMATCHED ADVENTURES

INSTRUCTIONS

Tales to AMAZE

RESTORATION

No. UMA01



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CONTENTS: **UNMATCHED ADVENTURES TALES TO AMAZE**

2 VILLAIN MINIATURES



8 DOOM/ALIEN TOKENS



19 VILLAIN ACTION CARDS



2 VILLAIN "DOUBLE-DIAL" HEALTH DIALS



6 MINION HEALTH DIALS



45 MINION ACTION CARDS



6 MINION TOKENS



1 THREAT MARKER



6 WEB TOKENS



6 ACID TOKENS



4 BRIDGE TOKENS



4 INVASION TOKENS



4 PLAYER ORDER MARKERS



22 INITIATIVE CARDS



12 AMAZING EVENT CARDS



1 DOUBLE-SIDED GAME BOARD



22 INITIATIVE CARDS

- 2 Villain cards
- 6 Minion cards
- 4 Invasion cards
- 4 Player cards
- 3 Strange Pheromone cards
- 3 Loveland Frog Strikes Again cards

8 ENEMY ACTION DECKS

- 10 Mothman cards
- 9 Martian Invader cards
- 8 Ant Queen cards
- 8 Blob cards
- 8 Jersey Devil cards
- 8 Loveland Frog cards
- 6 Skunk Ape cards
- 7 Tarantula cards



A villain terrorizes the town, bringing its minions to wreak havoc. A group of unlikely heroes bands together to combat this threat. Who will win!?

TALES TO AMAZE brings together classic enemies from the pulps and local legends of the mid-20th century. Choose the villain! Choose the minions! Save the world!

OVERVIEW

Unmatched Adventures is a standalone game that uses the core rules and heroes from Unmatched in a whole 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!)

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.



This set includes two villains—**Mothman** and **Martian Invader**—each with a unique 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.

WINNING AND LOSING

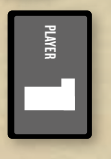
Players win the game if they defeat the villain, reducing the villain's health to zero.

Players lose the game if the villain achieves its objective four times **or** if all of the players' fighters are defeated (both heroes and sidekicks).

SETUP









NOTE *Martian Invader is a more challenging villain to defeat than Mothman. We recommend choosing Mothman as the villain for your first game.*

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.
- Set the villain's starting health dial based on the number of players (**10** health per player).
- Place the villain miniature on the ◆5 starting space.

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 each minion up as follows:

- Shuffle the minion's action deck.
- Set the minion's health dial to **10**.
- Place the minion's token in any empty space adjacent to the villain.
- If you are playing with the Tarantula or The Blob minions, create a supply of web or acid tokens, respectively.











04

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. Take the initiative cards for the villain, minions, and players being used and shuffle them together to create the initiative deck. Place it near the board.

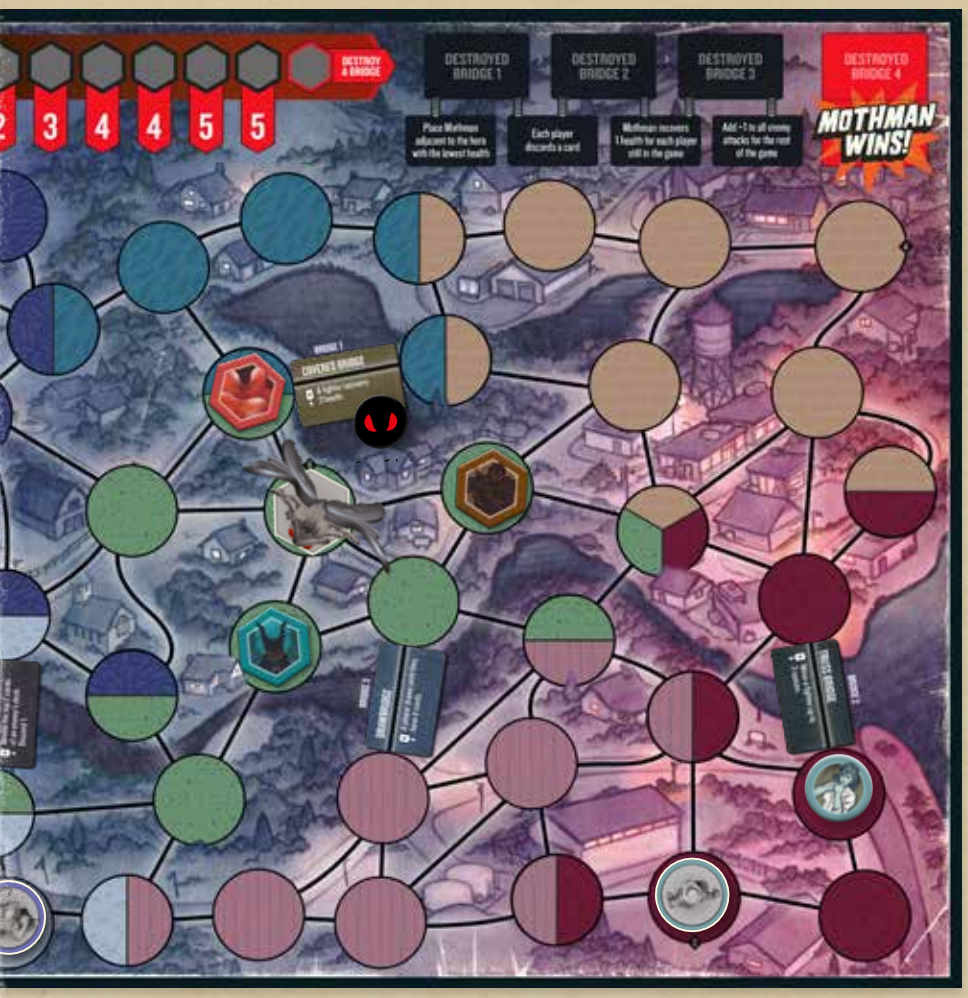
NOTE *If playing with the Loveland Frog or the Ant Queen minions, do not include the three **Loveland Frog Strikes Again** or the three **Ant Queen's Strange Pheromone** initiative cards. Those cards will be added to the initiative deck during play.*

MOTHMAN
THE HARBINGER OF DOOM!

ADDITIONAL SETUP

- **Randomly place the 4 bridge tokens on the bridge spaces with their effect side face up.**
- **Place 1 doom token on bridge #1. (Bridge numbers are printed on the game board near the token spaces.)**











You can make the game more difficult by using Amazing Event cards. Learn more on page 15.

MARTIAN INVADER

TERROR FROM ABOVE!

ADDITIONAL SETUP

- Shuffle invasion cards into the initiative deck based on the number of players, as indicated on the cards. For example, in a 1-player game, you would only use the "Invasion Wave 1" card; in a 2-player game you would use "Invasion Wave 1" and "Invasion Wave 2" cards; in a 4-player game, you would use all four invasion cards.



- Turn the **4** invasion tokens face down, mix them up, and randomly place them on the four invasion spots at the top of the board.



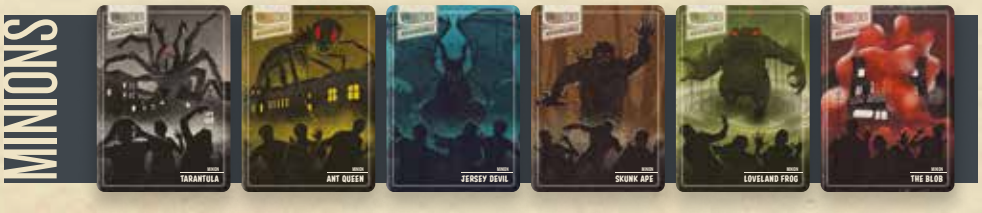
ENEMIES

In Tales To Amaze, enemies are opposing fighters controlled by the game. Enemies have a number of special rules.

VILLAINS AND MINIONS

The main **enemy** is called the **villain**, and the other enemies are called **minions**. These are similar to heroes and sidekicks controlled by players, but effects that specifically refer to "heroes" or "sidekicks" do **not** affect villains or minions. Effects that refer to "fighters" affect enemies as normal.





ACTION CARDS

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

Most enemy action cards also have effects. Sometimes the effects will resolve whether the card is used for attack or defense (designated by information enclosed by a single, gray box). Other times, the effect will only resolve when the card is used to attack (designated by two separate gray boxes).

MOVEMENT

Enemies may move through other enemies but not through heroes or sidekicks. Some effects place an enemy on the "closest empty starting space". Place them on the closest starting space without a fighter. If they are already on a starting space, place them on a new one.

ENEMY HANDS AND DISCARDING

Enemies 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 villain or minion 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



In combat, the printed value of an enemy's card is the attack value if it is attacking, and the defense value if it is defending.

If the card is in the enemy's "hand" or deck, use its attack value.

THREAT TRACK

Each villain has a threat track on its respective board that displays how close it is to meeting its objective. The threat marker identifies the villain's progress toward its objective as well as the current threat level. Enemy cards and effects say when to advance the threat marker along the track and by how much. When advancing the marker on the track, count the spaces one by one, ignoring the printed numbers below the track.

THREAT LEVEL

The threat level is a value indicated by the printed number directly below the threat marker's current position. Occasionally, an effect will ask the players to reference the threat level, meaning its current value.

END OF THE TRACK

When the threat marker reaches the end of the threat track, the villain achieves its objective (noted in the villain's special rules on pages 12–14). Ignore any additional spaces the threat marker would move. Immediately resolve the objective. Then, unless that ends the game, return the threat marker to the first space on the track.



07

EXAMPLE: At the end of the round, the threat marker is supposed to advance four spaces. The players move it two spaces to the end of the track, which means Mothman completes its objective. Since this is only the first time Mothman achieved its objective, the game continues, and the threat marker is returned to the start of the track.

TOKENS

The Tarantula and Blob minions add tokens to their spaces. Tarantula adds webs, and Blob adds acid. A space can only have **one token of each type**. Once a web or acid token is placed in a space, it cannot be moved or removed. If an effect places one of these tokens and there are none of that type in the supply, nothing happens. Enemies ignore tokens; only heroes and sidekicks are affected by them.



Web: A hero or sidekick that enters an empty space with a web token must end their movement. They may move again with a new action or effect. A hero or sidekick ignores the web's effect if there is a friendly fighter on the space.



Acid: A hero or sidekick that enters an empty space with an acid token takes **1** damage. Acid tokens do not stop movement. A hero or sidekick ignores the acid's effect if there is a friendly fighter on the space.

PLAYING THE GAME



Tales to Amaze is played over a series of rounds, with players and enemies taking turns according to the initiative deck.

At the start of each turn, reveal the top card of the initiative deck and identify what 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 a turn. After resolving, draw the next initiative card.

Every time a new initiative card is revealed, place it to the right of the previous card. As the round progresses, this will create a row of face-up cards.



NOTE Whenever a minion or player is defeated, remove the corresponding initiative card from play. If it is already revealed, simply remove it from the row. Otherwise, remove it from play the next time it is revealed and then immediately reveal the next card.

ADDITIONAL ENEMY TURNS

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 it is the last turn of the round, it immediately gets another turn.



PLAYER TURNS

When a player's initiative card is revealed, that player takes a turn. They carry out their turn as normal, taking two actions among **Maneuver**, **Scheme**, and **Attack**.

ATTACKING AN ENEMY

When attacking an enemy, play an attack card face down on the table. Then, play the top card of that enemy's deck as a defense card face down on the table. Reveal both cards simultaneously and resolve combat as normal. The enemy's card indicates its defense value. If there is an effect in the box with the defense value, resolve it. (If an effect is only in the box with the attack value, do not resolve it.)

If the player's attack deals combat damage, reduce the enemy's health on its health dial. Resolve any **AFTER COMBAT** effects. Then, put both played cards in their respective discard piles.

When an enemy is defeated, remove its miniature or token, health dial, and all of its cards from the game. If the enemy's initiative card is already revealed, remove it now; if not, remove it when it is revealed.

DECEPTION CARDS

Each enemy 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 that the enemy is using in combat. After the combat is over, that card will be discarded to create a new discard pile.



ENEMY TURNS

Unlike a player's turn, enemies will not take two actions. On an enemy's turn, it will try to attack one time, moving as necessary to do so. (An enemy never attacks twice in the same turn, even if it starts adjacent to a target.)

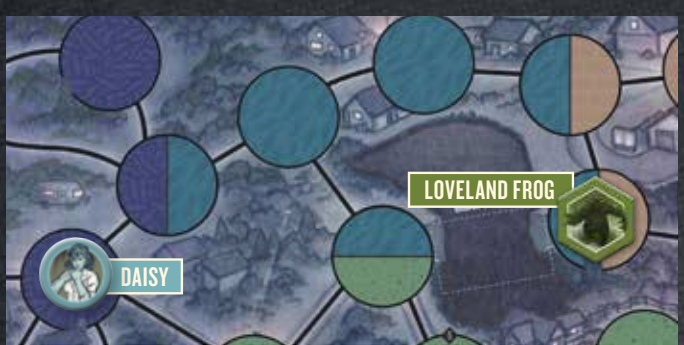
DETERMINING A TARGET

Determine which hero or sidekick the enemy will target using the following steps:

1. **ADJACENT TARGET:** If the enemy is adjacent to one hero or sidekick, it attacks that hero or sidekick. If the enemy is adjacent to more than one hero or sidekick, the players decide who the enemy attacks.
2. **CLOSEST TARGET:** If no target is adjacent, the enemy will move to attack the closest target within its move value that it can reach. If it can reach the closest target by multiple routes, it takes the shortest route. If there is a tie for closest target, the players choose the target. If there are multiple routes to take, the players choose the route.
3. **NO TARGET:** If no target is within its move value, the enemy does not move or attack. Instead, advance the threat marker by **1**.







TARGET EXAMPLES

EXAMPLE 1: At the start of its turn, Mothman is adjacent to Tesla and Daisy. Because both are adjacent to Mothman, the heroes decide who Mothman attacks.

EXAMPLE 2: Mothman is not adjacent to any opposing fighters, so it will move and attack. It has a move value of 3. Golden Bat is 2 spaces away. Daisy is 3 spaces away. Since Golden Bat is closer, Mothman moves 2 spaces to get adjacent to Golden Bat and attacks.

EXAMPLE 3: The Loveland Frog is not adjacent to any opposing fighters, so it looks for the closest target. Its move value is 3, but the closest opposing fighter is 4 spaces away, so it does not move. The threat track is advanced by 1, and the Loveland Frog ends its turn.

ENEMY ATTACKS

When an enemy attacks a fighter, place the top card of the enemy's deck on the table face down. Then, the defender may 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). Finally, reveal both cards simultaneously and resolve the attack.

The enemy's card indicates its attack value. If the card has an effect, resolve it. Then, resolve combat as normal. Put the played cards in their respective discard piles.

PLAYER ELIMINATION

A player is only eliminated when all of their fighters are defeated. Otherwise, they take a turn with whatever fighters they have remaining. When a player is eliminated, remove their initiative card. If it is already revealed, remove it now; if not, remove it when it is revealed later. Then, continue play. Eliminated players are not affected by enemy effects.

END OF THE ROUND

After the last card in the initiative deck is played and all fighters have taken their turns, resolve all end-of-round effects (at the bottom of the initiative cards), one at a time, from left to right. (Some cards do not have effects.) After resolving all end-of-round effects, shuffle the initiative cards together and start the next round.

NOTE The Loveland Frog and Ant Queen minions can add new cards to the initiative deck. These new cards are added when the initiative cards are shuffled together, after all end-of-round effects are resolved.



END OF GAME

The game ends when the players win (by defeating the villain) or when the players lose (because the villain achieves its objective four times or all of the players' fighters are defeated).



SPECIAL RULES
MOTHMAN

BRIDGES

Each bridge acts as a connection between the two spaces adjacent to it, as indicated by the line on the token. Fighters may move or attack across a bridge between the two spaces as normal. A bridge token is not a separate space; fighters may not stop their movement on a bridge.

Mothman will destroy the lowest-numbered bridge every time the threat marker reaches the end of the threat track. (Bridge numbers are printed on the board near the token spaces.)

DOOM TOKENS

A bridge can have up to 8 doom tokens. If an effect places doom tokens and there are not enough in the supply, the players place as many as they can. Then, advance the threat marker on the threat track **1** space for each token that could not be placed.



ACTIVATING A BRIDGE

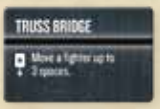
After a player completes a maneuver action, they may discard a card to activate a bridge that one of their fighters is adjacent to. They may only activate one bridge in a single action. If their fighters are adjacent to more than one bridge, they may choose which bridge to activate. Activating a bridge triggers its effect **and** removes doom tokens on it (see below). Using the bridge effect is optional.



Drawbridge: Choose a player. They draw cards until they have a hand of 4 cards. (They may choose to draw fewer cards.)



Covered Bridge: Choose a fighter. They recover up to 3 health. (Players cannot bring back a defeated fighter this way.)



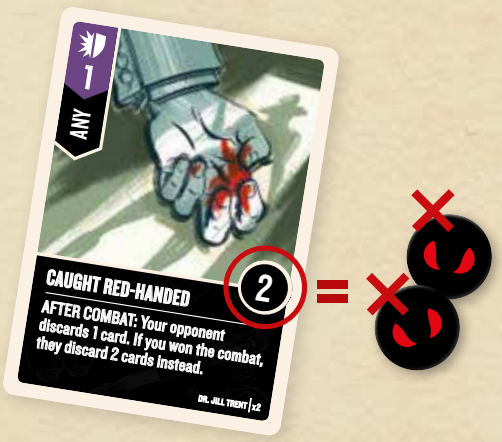
Truss Bridge: Choose a fighter (enemy or friendly). Move that fighter up to 3 spaces.



Suspension Bridge: Choose an enemy still in the game. Look at the top 2 cards of its deck. Discard one and place the other back on top of its deck.

REMOVING DOOM TOKENS

Whether the player used the bridge's effect or not, they may remove a number of doom tokens on that bridge equal to the BOOST value of the card they discarded. This will slow down Mothman from completing its objective.



OBJECTIVE: DESTROY BRIDGES

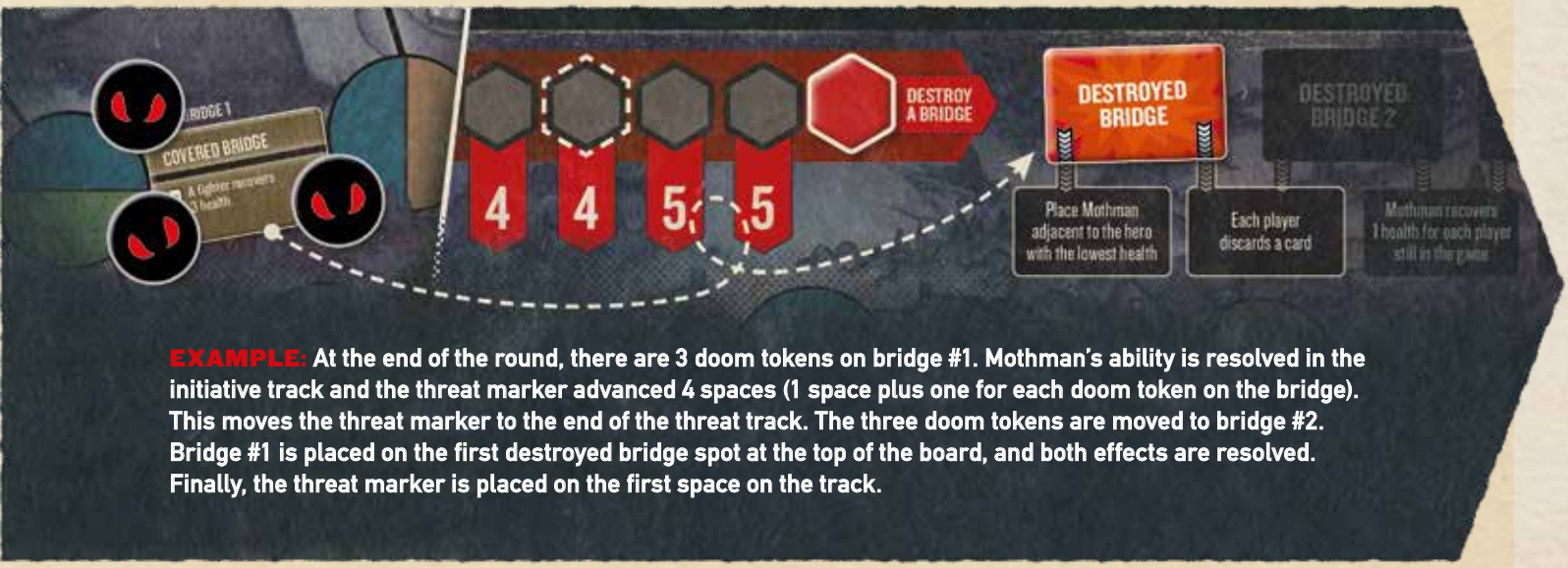
Mothman's objective is to destroy bridges. At the end of each round, Mothman's initiative card ability resolves, which moves the threat marker. Advance the threat marker one space plus one additional space for each doom token on the lowest-numbered bridge. When the threat marker reaches the last space of the threat track, Mothman completes its objective and the lowest-numbered bridge is destroyed. Mothman does not need to be adjacent to the bridge. Ignore any additional spaces the threat marker would advance.

When Mothman destroys one of the first three bridges, resolve the destroyed bridge as follows:

1. Move all doom markers on the destroyed bridge to the next lowest-numbered bridge.
2. Remove the destroyed bridge token and place it on the leftmost "destroyed bridge" spot near the threat track.
3. Resolve the two effects below that destroyed bridge spot, as indicated by the connecting lines.
4. Place the threat marker on the first space of the threat track.

Once a bridge is destroyed, the spaces on either side are no longer connected; fighters may no longer move between them or attack across them with a melee fighter. (Ranged fighters may still attack spaces in the same zone as normal.)

If Mothman destroys the **fourth bridge**, the heroes lose!

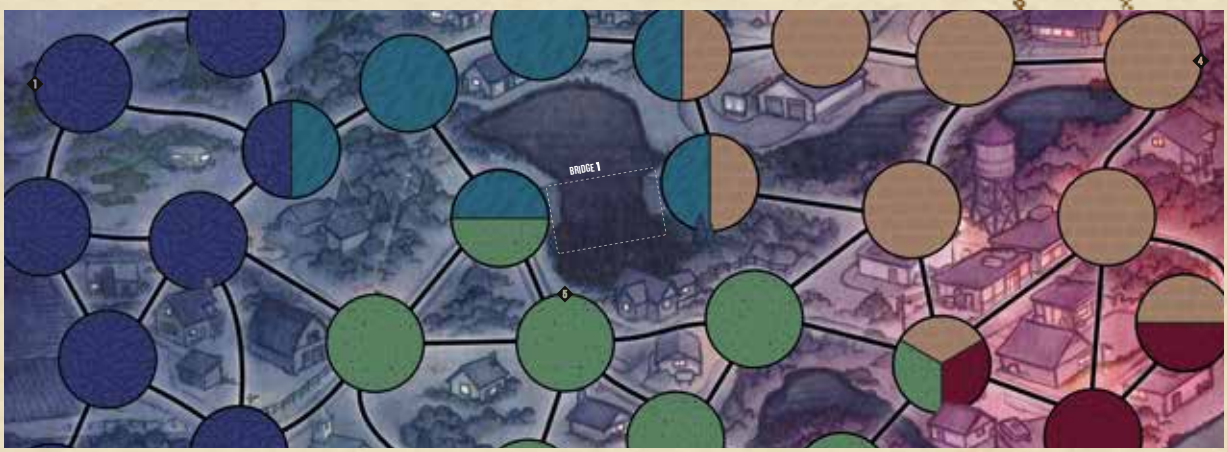


EXAMPLE: At the end of the round, there are 3 doom tokens on bridge #1. Mothman's ability is resolved in the initiative track and the threat marker advanced 4 spaces (1 space plus one for each doom token on the bridge). This moves the threat marker to the end of the threat track. The three doom tokens are moved to bridge #2. Bridge #1 is placed on the first destroyed bridge spot at the top of the board, and both effects are resolved. Finally, the threat marker is placed on the first space on the track.

SPECIAL RULES
MARTIAN INVADER

FIELDS

The map contains 8 fields (numbered 1–8). A field borders all spaces on its perimeter. Some spaces border two fields. Each field may contain up to 8 aliens. A field without any alien tokens is an **empty** field. A field with at least one alien token is **occupied**.



ALIENS



Martian Invader is sending aliens into fields to invade Earth. They are not fighters, cannot be attacked, and cannot be the target of any effects. If an effect places aliens and there are not enough in the supply, the players place as many as they can. Then, advance the threat track **1** space for each alien that could not be placed.

REMOVING ALIEN TOKENS

After a player completes a maneuver action, they may remove one alien from a field that borders the space one of their fighters is on. They may remove an alien whether they move their fighters or not. If their fighters border more than one field, they may still only remove one alien from one field.

OBJECTIVE: INVASION

When the threat marker reaches the end of the threat track, flip the leftmost face-down invasion token face up. It stays revealed for the rest of the game.

Martian Invader's cards have effects with one of four invasion symbols on them. If the matching invasion token is face up, resolve the effect as normal. Otherwise, ignore that effect.

If Martian Invader reveals the **fourth invasion token**, the heroes lose!



ADDING UNMATCHED FIGHTERS

Tales To Amaze is compatible with heroes from other Unmatched sets. Cards from other sets may have unique interactions.

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 ignore small fighters when determining targets to move toward and attack.

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.

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





ADVANCED PLAY

You can make the game more difficult by using Amazing Event cards. After setting up the game as normal, choose 1 to 3 cards (or shuffle and draw them randomly). The more cards you use, the more difficult the game will be. Place them face up near the board. They are in effect for the whole game. (Note: Some combinations of heroes and Amazing Events can make the game *very* difficult. Good luck!)

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. If you play on the Point Pleasant battlefield, do not place the bridge tokens on the board.



THE MINIONS



ANT QUEEN
Ant Queen acts as a mini-boss, advancing the threat track. She also puts Strange Pheromone cards into the initiative deck, which trigger more end-of-round effects until she is defeated.



BLOB
Blob puts acid tokens on the board that damage heroes and sidekicks who land on them. The Blob also heals and has effects that damage heroes and sidekicks next to them.



JERSEY DEVIL
Jersey Devil causes players to discard cards, both from their hands and their decks. It can cancel cards that share a name with a card in that player's discard pile.



SKUNK APE
Skunk Ape hits hard. Real hard. It takes extra turns when it loses combat and can terrorize sidekicks.



TARANTULA
Tarantula leaves web tokens on the board that stops heroes and sidekicks who land on them. It is more powerful when on a web token.



THE LOVELAND FROG
The Loveland Frog puts extra initiative cards in the deck, allowing it to attack up to four times a round. It also damages opponents near them.

CREDITS

Unmatched is a lighthearted romp from the harbingers of doom 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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WARNING! Not suitable for children under 3 years due to small parts. Choking hazard.