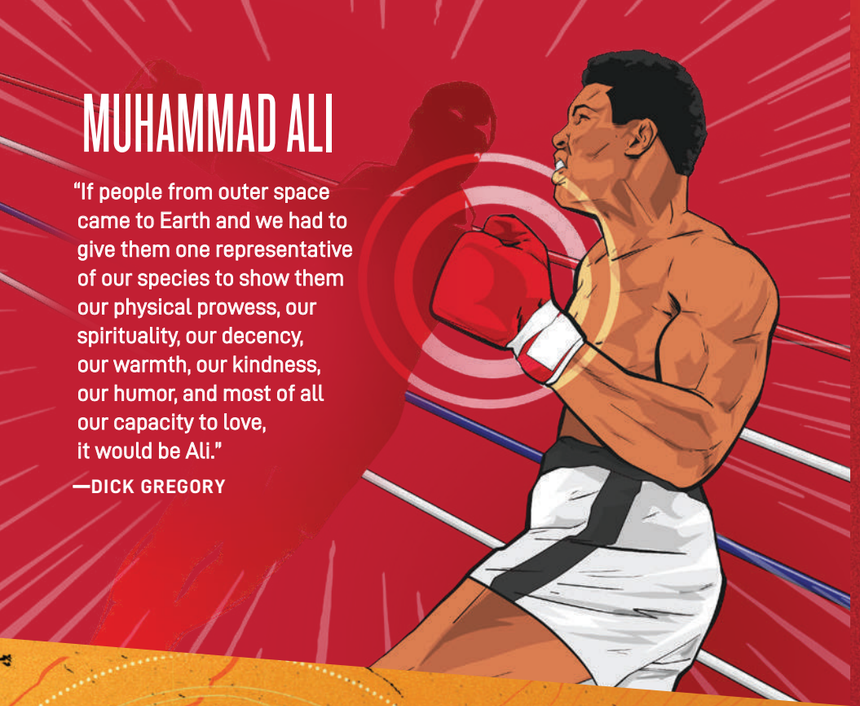
MUHAMMAD ALI

"If people from outer space came to Earth and we had to give them one representative of our species to show them our physical prowess, our spirituality, our decency, our warmth, our kindness, our humor, and most of all our capacity to love, it would be Ali."

—DICK GREGORY



BRUCE LEE

"His whole life was related to martial arts. He lived, breathed, fought, moved—everything was dedicated to the highest principle of his self-evolution. He created himself. He demanded of himself great excellence, and he was a true artist in that respect. The perfection that he achieved was awe-inspiring."

—JAMES COBURN

CREDITS

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 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.

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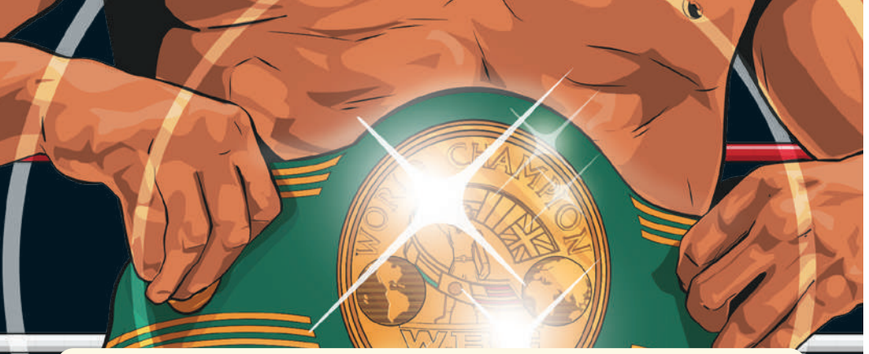
IN BATTLE, THERE ARE NO EQUALS™

UNMATCHED™

LEE VS ALI

SET RULES



CONTENTS

2 HERO MINIATURES

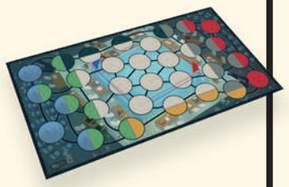
60 ACTION CARDS

2 HEALTH DIALS

2 CHARACTER CARDS

1 BUTTERFLY/BEE TOKEN

1 DOUBLE-SIDED BOARD WITH **2** BATTLEFIELDS



MUHAMMAD ALI

- 30 action cards
- 1 Ali hero miniature
- 1 Ali character card
- 1 butterfly/bee token
- 1 health dial

BRUCE LEE

- 30 action cards
- 1 Bruce Lee hero miniature
- 1 Bruce Lee 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.

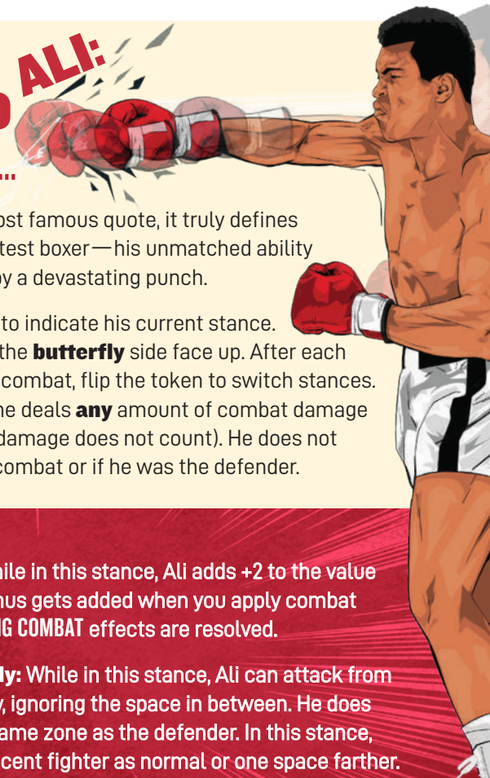
SPECIAL RULES FOR THIS SET

BRUCE LEE: MASTER OF JEET KUNE DO

Bruce Lee's signature style involved a seemingly limitless arsenal of attacks, using the perfect strike for any situation.

His **Be Like Water** and **Hoo! Whaaaaaa!** cards let you return a Jeet Kune Do card from your discard pile to your hand. A Jeet Kune Do card is one of the six unique cards with Jeet Kune Do in the card name.

MUHAMMAD ALI: FLOAT LIKE A BUTTERFLY...



Sting like a bee. Perhaps his most famous quote, it truly defines what made Ali the world's greatest boxer—his unmatched ability to dodge and weave, followed by a devastating punch.

Ali has a **butterfly/bee token** to indicate his current stance. At the start of the game, place the **butterfly** side face up. After each time Ali attacks, if he **wins** the combat, flip the token to switch stances. Remember, Ali wins combat if he deals **any** amount of combat damage to the opposing fighter (effect damage does not count). He does not switch stances if he loses the combat or if he was the defender.

Sting Like a Bee: While in this stance, Ali adds +2 to the value of his attacks. This bonus gets added when you apply combat damage after all **DURING COMBAT** effects are resolved.

Float Like a Butterfly: While in this stance, Ali can attack from up to two spaces away, ignoring the space in between. He does not need to be in the same zone as the defender. In this stance, he can attack any adjacent fighter as normal or one space farther.

Additionally, some of Ali's cards have effects that only resolve if he is in the "Float Like a Butterfly" stance. Those effects have the icon and are in blue text. If Ali is in this stance, resolve all effects on the card. If he is not in this stance, only resolve the other effects, if any.

BLUE 'BUTTERFLY' EFFECT