

ULTIMATE RIVALS



2 player



Age:12+



15-20 min



1 V 1 Tournament Style Game SYSTEM Adaptable to your *IP* !

A streamlined,
fast pace
video game
like combat
simulation
system w/
quick attacks,
instant
defense, and
“*boost-able*”
combinations
to deliver the
final blow!

Step 1 -

DRAW

-

FLIP

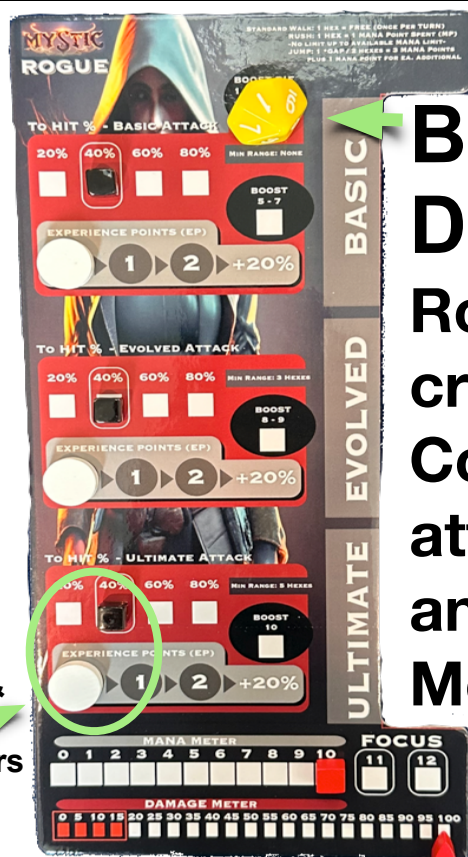
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2

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BOOST

To Hit % Cubes &
SPECIAL
Experience Markers



**Boost
Die:
Roll to
create
Combo
attacks
and
More!**

CONTENTS

- 4x Character Boards & Tokens
- 4x Unique Character Card Decks
(18 ea./ 72 total)
- 4x Standaees and illustrations
- 1x Double sided Map Board
- 16x color cube trackers
- 12x experience tracker markers
- 4x Character Card Guards
- 12x Color Coded Ten-sided dice
- 1x Rule Book

Step 2 - **INITIATIVE**

Step 3 - **MOVE**

Step 4 - **ACTIVE BOOST**

Step 5 - **ATTACK- DEFEND**

HOW TO WIN

HEALTH to ZERO



Card Screen

Deck

