

# ULTIMATE RIVALRS



2 player  
 Age:12+  
 15-20 min

## 1V1 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**

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**FLIP**

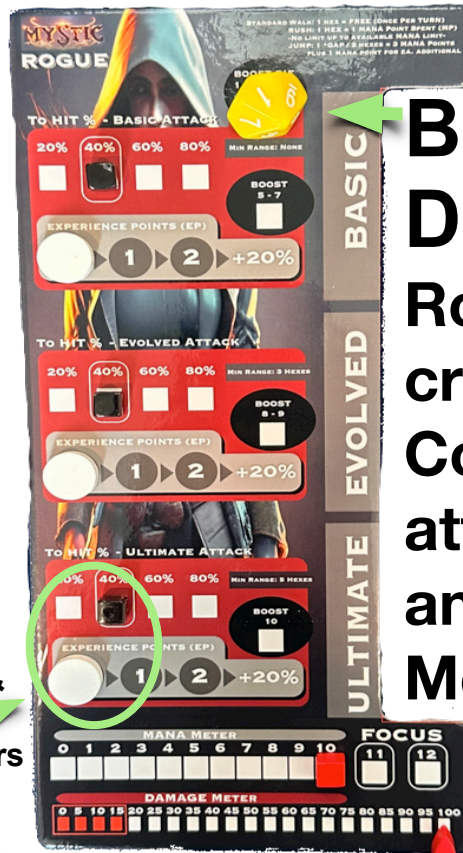
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**2**

-

**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 Standees 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

