



Time Traveler's Journal
**Tarzan and
the Golden Lion**

John and Alice Clayton, finding themselves marooned in the coastal jungle of equatorial Africa, should have been an inconsequential event that faded into the annals of time. However, their death, and the subsequent adoption of their infant son John II by a tribe of Mangani Apes, would begin a legendary journey, creating a hero who just might be able to turn the tide of battle against the tyrant God Zeus.

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Time Traveler's Journal
Beasts of Tarzan

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Tarzan of the Apes

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Time Traveler's Journal
Tarzan's Quest

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**Tarzan and the
City of Gold**

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**Tarzan at the
Earth's Core**

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Time Traveler's Journal
**Tarzan and
the Castaways**

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LEONIDAS

ENERGY 1

COMBAT 8

BRUTE FORCE 5

INTELLIGENCE 4

21

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LEONIDAS

300

Acts as a level 8 Combat attack or defense.

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LEONIDAS

Give Them Nothing

Leonidas or teammate may avoid 1 attack. One Per Deck

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LEONIDAS

Shield Phalanx

Leonidas' team's Power cards are +1 to defense for remainder of game.

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DR. WATSON

ENERGY 2

COMBAT 6

BRUTE FORCE 3

INTELLIGENCE 5

16

Watson is +2 to Venture Total if using 221 Baker St. as a Homebase.

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DR. WATSON

Not a Bad Detective

Target character must reveal 2 cards playable by target character from hand, of Opponent's choice. May be played from Reserve.

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DR. WATSON

Not a Bad Detective

Target character must reveal 2 cards playable by target character from hand, of Opponent's choice. May be played from Reserve.

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Challenge for Leadership

The tyrant ape Kerchak can ignore the development of the human no more. The human's cleverness and curiosity has grown. If not stopped, it will only be a matter of time before he would bring more humans.

TARZAN OF THE JUNGLE

The Character on your team with the highest threat value is -2 to defense for this battle. In the case of a tie, the opponent chooses the character on your team.

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Time Traveler's Journal

Kerchak Attacks

The ape king's savage attack on Tarzan would ultimately prove his undoing. Tarzan slayed the tyrant ape, and took his rightful place as king of the Mangani tribe.

TARZAN OF THE JUNGLE

All Any-Power icons become Brute Force icons for this battle.

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BILLY THE KID

ENERGY 4
COMBAT 7
BRUTE FORCE 3
INTELLIGENCE 4

May play numerical Special cards from Reserve.

18

BILLY THE KID

Head for Mexico

Avoid 1 attack and move Billy the Kid into Reserve for remainder of battle. Billy the Kid may attack with Power cards while in Reserve. If Opponent cannot target any Front Line character, immediately return Billy to the Front Line. One Per Deck

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BILLY THE KID

Quick Draw

Acts as a level 4 Combat attack. If Billy is targeted by an attack, he may immediately use this Special card to target the attacker. Opponent may defend. If this Special hits the attacker, the Opponent's attack is immediately discarded. If this attack is defended, the original attack continues as normal.

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BILLY THE KID

Reap the Whirlwind

Play on target character with at least one level 8 Power Grid, as an attack. If successful, Billy the Kid is +2 to all actions versus target character for remainder of game.

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ALLAN QUATERMAIN

UNIVERSE ALLY

3 ATTACK
MUST HAVE
5 OR LESS TO USE

Teammate must play 1 Special card.

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LONGBOW

BASIC UNIVERSE

7 OR HIGHER TO USE
+3 TO ATTACK OR DEFENSE

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TRAINING

UNIVERSE

5 OR LESS TO USE
OR
5 OR LESS TO USE

+4
OR
+4

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1

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1

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THE THREE MUSKETEERS

ENERGY 2

COMBAT 7

BRUTE FORCE 5

INTELLIGENCE 5

20

May not be Spectrum or Cumulative KO'd with Teamwork cards.

THE THREE MUSKETEERS

Athos

Acts as a level 7 Combat attack. If successful, target character is KO'd by the next level 1 Power card hit, regardless of Inherent Abilities and other Special cards.

One Per Deck

THE THREE MUSKETEERS

Porthos

Acts as a level 6 Brute Force attack. Cannot be blocked by a card with an Intelligence icon.

THE THREE MUSKETEERS

Valiant Charge

Acts as a level 5 Any-Power attack or defense, +1 for each Mission card in Three Musketeers' Defeated Missions Pile. May be used to attack, or defend Three Musketeers or teammate. Bonus not added to damage or Venture Total.

THE THREE MUSKETEERS

Valiant Charge

Acts as a level 5 Any-Power attack or defense, +1 for each Mission card in Three Musketeers' Defeated Missions Pile. May be used to attack, or defend Three Musketeers or teammate. Bonus not added to damage or Venture Total.

2

2

2

2

3

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