



Time Traveler's Journal

A Fighting Man
of Mars

Watching Tan Hadron's nobility in traversing the wilds of Barsoom and facing the horrors of the four armed Giant White Apes to save the kidnapped noble woman has invigorated me. If this virtuous hero can risk so much for a woman so unworthy of his heroism, maybe Barsoom is the place to find the champions I need.

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The Battle of Kings

In all my travels on Barsoom, I've found nothing as distasteful as the game of Jetan. Prisoners are forced to play this game, which resembles our earthly game of chess, except the taking of a piece is done by two prisoners dueling to the death. Perhaps this isn't the place to find the heroes I seek.

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The Face of Death

The Tharks are a savage warring race. They know nothing of peace or love and they are without mercy. This man, John Carter, finds himself among them. If he can survive his time with the Tharks, perhaps he could be of use to my cause.

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The Loyalty of Woola

The Calot are a creature used by the Tharks because of their ferocity. They are hard to control and often break free, maiming or even killing the Thark attempting to tame them. John Carter, however, shows the Thark's that loyalty comes from respect and kindness; traits known only to them as weakness. Through these traits, Carter has a friend that will be loyal to him until his dying day.

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The Invisible Men

I've traveled forward to find the hero John Carter, yet again, fighting for the lives of those he loves. This time protecting his granddaughter Llana of Gathol. Among other dangers, Carter finds himself up against men who have mastered invisibility in a way that would make Jack Griffin envious.

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Swords of Mars

The city of Zodanga did not take its defeat by John Carter, Dejah Thoris and the Tharks well. Yet again I witness this man Carter, risking it all to safeguard his love Dejah Thoris and honor his adopted kingdom, the Empire of Helium. A nobility Carter wields, capable of winning over Ur Jan, an assassin that days earlier would have slain Carter at his earliest opportunity.

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Under the Moons
of Mars

Four armed green martians, giant white apes, creatures resembling a lion and centipede, plant men that will drain the very life from your body. John Carter has proven himself against these alien threats and protected Barsoom time and again. It is decided. I will find the right time, and recruit John, Dejah and Tars Tarkas to help in my battles. Zeus will know the name John Carter soon enough.

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ANGRY MOB - MIDDLE AGES

ENERGY 6
COMBAT 4
BRUTE FORCE 6
INTELLIGENCE 1

Must have 25 hits to be Cumulative KO'd.

16

ANGRY MOB

2

Don't Let it Get Away!

Acts as a level 2 MultiPower attack. Attack is not affected by Opponent's Special cards already in play.

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ANGRY MOB

4

Mob Mentality

Acts as a level 4 Combat attack. May make 1 additional attack.

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ANGRY MOB - MIDDLE AGES

7

Pitchforks and Torches

Acts as a level 7 MultiPower attack. If successful, target character may not play Special cards for remainder of battle.

One Per Deck

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ANGRY MOB

Swarm Them!

Target character may only attack this Special for remainder of battle, until this Special is attacked by target or teammate. This Special may not be defended and is KO'd after 1 hit. Angry Mob may keep 1 duplicate of this Special.

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DEJAH THORIS

ENERGY 6
COMBAT 6
BRUTE FORCE 2
INTELLIGENCE 3

17

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DEJAH THORIS

Protector of Barsoom

Dejah Thoris or teammate may avoid 1 attack. Opponent's turn immediately ends.

One Per Deck

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The Battle with Zad

John Carter and Zad battled for what seemed like days. Each trying to wear the other out. In the end, Carter's stamina held out and he earned the respect of the Tharks that day.

WARLORD OF MARS

Each Player discards 3 cards from the top of their Draw Pile into the Dead Pile. Each player discards any duplicates of these cards, placed or in hand, into the Dead Pile.

One Per Deck

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Eyes in the Dark

The blazing eyes beneath Barsoom will chill any man to the bone. Lucky for Carter these creatures flee from anyone who is trained to wield a weapon against them.

WARLORD OF MARS

Each Player may search their Deck or Dead Pile for a Basic or Training Universe card and place it in hand. May not be duplicate. Basic and Training Universe cards Bonus' count Venture total and are placed in the Astral Plane this battle.

One Per Deck

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WICKED WITCH OF THE WEST

ENERGY 8

COMBAT 3

BRUTE FORCE 2

INTELLIGENCE 5

19

WICKED WITCH OF THE WEST

Aquaphobic

No attacks made with Universe cards may be played against Wicked Witch for remainder of battle.

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WICKED WITCH OF THE WEST

4

Fear'd by All Witches

Acts as a level 4 Energy attack. If successful, Wicked Witch may not attack or be attacked for remainder of battle.

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WICKED WITCH OF THE WEST

I Will Have Those Silver Shoes!

Target character must discard 1 placed card of Wicked Witch's choice. If successful, Wicked Witch may search her Dead Pile for any Basic Universe card, reveal it to Opponent, and place it in hand.

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HERA

UNIVERSE ALLY

2 ATTACK

MUST HAVE

7 OR HIGHER TO USE

Teammate must play 1 Special Card.

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HUCKLEBUCK

UNIVERSE ALLY

3 ATTACK

MUST HAVE

5 OR LOWER TO USE

Teammate must play 1 Special card.

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TRAINING

UNIVERSE

5 OR LESS TO USE

OR

5 OR LESS TO USE

OR

+4

OR

+4

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TRAINING

UNIVERSE

5 OR LESS TO USE

OR

5 OR LESS TO USE

OR

+4

OR

+4

©LRG 2024

TRAINING

UNIVERSE

5 OR LESS TO USE

OR

5 OR LESS TO USE

OR

+4

OR

+4

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ZEUS

ENERGY **8**

COMBAT **3**

BRUTE FORCE **6**

INTELLIGENCE **5**

23 Zeus may have 1 duplicate "Thunderbolt" Special. Zeus may not play Energy Teamwork cards.

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ZEUS

Banishment

Target character may not attack for remainder of battle.
OR
Opponent must discard all placed Ally cards and is -3 to Venture Total this battle. Zeus' choice.

One Per Deck

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ZEUS

Hera

For remainder of game, all numerical attacks made against Zeus are shifted to Hera. Hera is discarded after taking 10 damage. Hera may not be defended and attacks do not count to Venture Total. This card may not be negated.

One Per Deck

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ZEUS

A Jealous God

Choose a Power Grid target character has higher than Zeus. Target character is -2 to all attacks of that Power Grid for remainder of game. Discard when Zeus is KO'd. May not target a character with 'A Jealous God' on their record.

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ZEUS

Thunderbolt

Acts as a level 9 Energy attack. If successful, Zeus and Zeus' teammates may not defend Zeus with Special cards for remainder of game.

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RAY GUN

BASIC UNIVERSE

6 OR HIGHER TO USE

+2 TO ATTACK OR DEFENSE

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MERLIN'S WAND

BASIC UNIVERSE

6 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE

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LIGHTNING BOLT

BASIC UNIVERSE

7 OR HIGHER TO USE

+3 TO ATTACK OR DEFENSE

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1

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