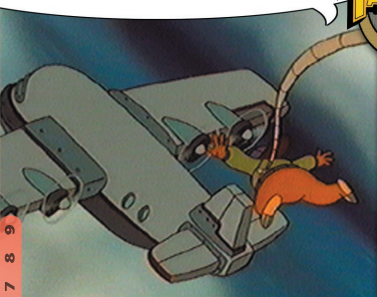


**AIR RAID!**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**LOOP-DE-LOOP**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Open any 2 cargo belonging to an opponent. If both are not bluffs, you may steal one.



**IT'S ALL PART OF THE SHOW!**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play when you lose a dogfight.

You do not take any damage effects and instead draw a card for each damage.



**ASLEEP AT THE CONTROLS**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**BARREL ROLL**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play before you draw PILOT bonus cards in a dogfight.

Your opponent in this dogfight has a PILOT skill of 0 for this dogfight.



**CARELESS LANDING**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**CORKSCREW**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play after an opponent moves.

That opponent cannot play cargo this turn.



**CLAWS FOR ALARM**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**SERPENTINE**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play when an opponent attempts to steal one of your cargo.

Cancel the steal and open one of his or her cargo.



**AT THE CURRENT RATE OF EXCHANGE...**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Give any one opponent one card from your hand. That opponent must give you two cards from his or her hand (before taking your card.)

ONCE PER TURN




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**TAKIN' THE DAY OFF**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**EASY GLIDE**

**Play on your turn.**

**If you have a Blue character in play, draw 3 cards.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13

**DEATH TRAP!**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

**Play before an opponent rolls the die.**

**That opponent may not roll the die.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13

**I'LL DO THE SMACKING AROUND HERE!**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**SWOOP**

**Play when an opponent opens any cargo that does not belong to him or her.**

**You may open one of his or her cargo.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13

**DOUBLE CHECK**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**SERPENTINE**

**Play on your turn.**

**If your SHIPPING meets or beats your location's RECEIVING, you can play a cargo now and receive the Cargo Bonus, if any.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13

**WHAT DUMB EXCUSE IS IT THIS TIME?**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**LUCKY SHOT**

**Play when an opponent plays cargo.**

**Immediately open that cargo.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13

BEATS 4 TO 13; OPPONENT IMMEDIATELY DRAWS A CARD

**THEY'RE CALLED GENTLEMEN**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**PULL UP**

**Play when you lose a dogfight.**

**The winner gets no reward, and all damage effects are cancelled.**

**ONCE PER TURN**

**DAMAGE**

**DRAW**

1 2 3 4 5 6 7 8 9 10 11 12 13



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I'M GONE!

**TALESPIN**  
THE CARD GAME

**DAMAGE**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER SWOOP**

1 2 3

Play on your turn.

Move your Player up to 6 Locations.

I GOT YOUR SHOT ALL LINED UP!

**TALESPIN**  
THE CARD GAME

**DAMAGE**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER STRAFE**

1 2 3 4 5 6 7 8

Play when a dogfight ends.

Take any 1 maneuver to your hand.

GREASE AND SPOON HER!

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER EASY GLIDE**

1 2

Play when you lose a dogfight you defended.

Attacker must take any damage on your played maneuvers.

GUARDING THE CARGO

**TALESPIN**  
THE CARD GAME

**DAMAGE x2**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER SWOOP**

1 2 3

Play when an opponent attempts to open or discard one or two of your cargo.

Cancel the action.  
(Dogfight damage counts as separate actions.)

HEAD ON!

**TALESPIN**  
THE CARD GAME

**DAMAGE**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER CLOUD COVER**

1 2 3 4 5

Play immediately after you draw PILOT bonus cards in a dogfight.

Add 2 to all of your maneuvers in this dogfight.

I AM IN DISGUISE!

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE x2**

1 2 3 4 5 6 7 8 9 10 11 12 13

**MANEUVER CLEAR SKIES**

1

Play on your turn.

Replace any Passenger in play with a Passenger from your hand. The replaced card is discarded.



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**IN MY SIGHTS**

**TALESPIN**  
THE CARD GAME

**DAMAGE**

**MANEUVER CLOUD COVER**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play at the beginning of your turn.

Your Player Character has a **RANGE** of 6 and a +2 to **PILOT** for this turn.




**I THINK I KNOW JUST HOW TO DO IT...**

**TALESPIN**  
THE CARD GAME

**DAMAGE**

**MANEUVER CLOUD COVER**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Draw any card from the discard pile.




**IT IS I...**

**TALESPIN**  
THE CARD GAME

**DRAW**

**MANEUVER PULL UP**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Take any Red passenger or pilot from the deck or discard pile into your hand.




**WANNA JOIN THE SHOW?**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER SWOOP**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Take any opponent's last Passenger and play it to your chain.




**KEEP YER EYES PEELED**

**TALESPIN**  
THE CARD GAME

**DAMAGE**

**MANEUVER LUCKY SHOT**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

If your Player is in the same Location as any other Player, draw 2 cards.

BEATS 4 TO 13; OPPONENT IMMEDIATELY DRAWS A CARD




**THE MAYONNAISE WENT BAD!**

**TALESPIN**  
THE CARD GAME

**DRAW**

**MANEUVER CORKSCREW**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Open any two cargo.





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**MONKEY IN YOUR TANK**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER EASY GLIDE**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Open 2 of any opponent's cargo. If both are real Cargo, you must open one of your cargo.

ONCE PER TURN

**NOW NOTHING CAN STOP ME!**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER LUCKY SHOT**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

If you have a Red character in play, draw 3 cards.

ONCE PER TURN

**OVERSTOCKED**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER BARREL ROLL**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Any one player must discard all Passengers except the one in first position.

**YOU ARE A PIECE OF WORK, KIDDO.**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER SWOOP**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Rearrange your passengers.

**PILOT TO NAVIGATOR: WHERE THE HECK ARE WE?**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER SWOOP**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Move any Player to any Location. That Player must discard a card from his or her hand.

**PROTOTYPE JET ENGINE**

**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

**MANEUVER BARREL ROLL**

1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn before you roll the die.

You may set the die to a number instead of rolling it.



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## SKY SCRAMBLE



1 2 3 4

Play on your turn.

Draw any Pilot from the deck or discard pile and play it to start a dogfight, even if you have already had a dogfight this turn.

ONCE PER TURN

MANEUVER  
CORKSCREW

## WE'LL SPLIT IT 60-40



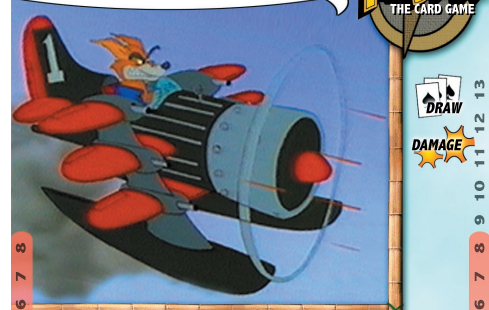
1 2

Play when you win a dogfight.

You draw 2 cards and another player of your choice draws 1 card.

MANEUVER  
EASY GLIDE

## STRAFING RUN



1 2 3 4 5 6 7 8

Play instead of playing a maneuver.

Your maneuver is equal to your previous maneuver +2, but has no damage or draw effects. This card must be immediately discarded.

MANEUVER  
STRAFE

## STRATEGIC WITHDRAWAL



1 2 3 4 5 6

Play instead of playing a maneuver.

Discard 1 card to end the dogfight without effect.

MANEUVER  
PULL UP

## WE'RE SURE GLAD TO SEE YOU!



1 2 3 4 5 6 7 8 9 10 11 12 13

Play on your turn.

Take any Blue passenger or pilot from the deck or discard pile into your hand.

MANEUVER  
BARREL ROLL

## SURPRISE INSPECTION



1 2 3 4

Play on your turn.

Draw a card at random from any opponent's hand.

MANEUVER  
CORKSCREW

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**ULTRIOR MOTIVES**

**TALESPIN**  
THE CARD GAME



**MANEUVER STRAFE**

Play when you lose a dogfight.

Take any 2 maneuvers to your hand.

1 2 3 4 5 6 7 8 9 10 11 12 13



**WHAT HAPPENED TO ALL YOUR NEAT GARBAGE?**

**TALESPIN**  
THE CARD GAME



**DAMAGE**

**MANEUVER PULL UP**

Play on your turn.

Repack all your cargo and mix them up.

1 2 3 4 5 6 7 8 9 10 11 12 13



**YOU CAN'T JUDGE A BOOK...**

**TALESPIN**  
THE CARD GAME



**MANEUVER SERPENTINE**

Play on your turn.

Discard any Red Passenger controlled by a Blue Player, or any Blue Passenger controlled by a Red Player.

1 2 3 4 5 6 7 8 9 10 11 12 13



**YOU GOT THAT RIGHT!**

**TALESPIN**  
THE CARD GAME



**DAMAGE**

**MANEUVER EASY GLIDE**

Play when an opponent draws a card or plays cargo.

You may draw two cards.

1 2 3 4 5 6 7 8 9 10 11 12 13



**YOU HEAR SOMETHING?**

**TALESPIN**  
THE CARD GAME



**DRAW**

**MANEUVER PULL UP**

Play when you lose a dogfight.

You do not take any damage.

1 2 3 4 5 6 7 8 9 10 11 12 13



**PIRATE RUSH**

**TALESPIN**  
THE CARD GAME



**MANEUVER LOOP-DE-LOOP**

Play when you play a Pilot card or start a dogfight with your RANGE, before the defender accepts.

All your maneuvers in this dogfight do +1 damage.

1 2 3 4 5 6 7 8 9 10 11 12 13




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