



EXPANSION 1  
**TALESPIN: THE CARD GAME**  
[WWW.FOURHMAN.COM/TALESPIN](http://WWW.FOURHMAN.COM/TALESPIN)

GAME BY JOE FOURHMAN 2004



## CROWD OF ADMIRERS



DRAW

**MANEUVER**  
**CORKSCREW**


Play on your turn.

Select any Group Passenger in play and put them in your first position.

## FRIENDLY PERSUASION



DRAW

**MANEUVER**  
**SWOOP**


Play on your turn.

Select one of your Passengers, roll the die, and perform the indicated effect.



ONCE PER TURN

## EMPTY PROMISE



DRAW

**MANEUVER**  
**BARREL ROLL**


Play after an opponent rolls the die.

Choose one of that opponent's Passengers. That Passenger's die effect table is considered to be blank.

I'M WITH HIM!



DRAW

**MANEUVER**  
**CLOUD COVER**


Play when an opponent moves.

Move to his or her Location.

## PIRATE INTERROGATION



DAMAGE

**MANEUVER**  
**CORKSCREW**


Play on your turn.

Look at any player's hand. You may take any one Cargo or Artifact card.

MAYDAY!



DAMAGE

**MANEUVER**  
**LUCKY SHOT**


Play on your turn.

Discard any 1 open cargo.

BEATS 4 TO 13; OPPONENT IMMEDIATELY DRAWS A CARD



ONCE PER TURN



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**RETURN TO SENDER**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**CLOUD COVER**

Play on your turn.

Bring any one of your played cargo to your hand.

**DAMAGE**

**DRAW**

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

**STAND ASIDE!**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**EASY GLIDE**

Play on your turn.

Look at any player's hand. Select one card and remove it from the game.

**DAMAGE**

**DRAW**

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

**U-TURN**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

Play after you draw PILOT bonus cards.

For this dogfight, the defender must play maneuvers lower than the attacking maneuver to win.

**DAMAGE**

**DRAW**

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

**DR. DEBOLT**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**CORKSCREW**

**PASSENGER - KHAN**

1: Draw any Action card from the discard pile.

2-3: Draw 1 card.

4-5: Discard Dr. Debolt.

6: Draw any Artifact card from the discard pile.

**DAMAGE**

**DRAW**

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

**SGT. DUNDER**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**CLOUD COVER**

**PASSENGER - THEMBRIA**

EFFECT: If you also control Spigot, Dunder is +2 SHIPPING and +2 PILOT.

1-4: No effect.

5-6: Move Dunder to last position.

**+1 SHIPPING**

**+1 PILOT**

**DAMAGE**

**DRAW**

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

**THEMBRIAN FIRING SQUAD**

**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**PULL UP**

**PASSENGER - THEMBRIA - GROUP**

1-3: No effect.

4-6: Move any Passenger to the last position in their chain.

**+1 SHIPPING**

**DAMAGE**

**DRAW**

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



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**KHAN'S BOARD OF DIRECTORS**

**TALESPIN**  
THE CARD GAME

**PASSENGER - KHAN - GROUP**

**EFFECT:** You may re-roll any die roll once. You may only do this once per turn.

1-4: Move Khan's Board to any position.

5-6: No effect.

**MANEUVER**  
**PULL UP**

**+2 SHIPPING**

**RATCHET**

**TALESPIN**  
THE CARD GAME

**PASSENGER - PIRATE**

**EFFECT:** Ratchet is +3 PILOT if you are at the Iron Vulture.

1-3: Move 1 Location.

4-6: No effect.

**MANEUVER**  
**CLOUD COVER**

**+1 PILOT**

**COL. SPIGOT**

**TALESPIN**  
THE CARD GAME

**PASSENGER - THEMBRIA**

1: No effect.

2-4: Draw any Thembria character from the discard pile.

5-6: Discard 1 card, draw 1 card.

**MANEUVER**  
**BARREL ROLL**

**+1 RANGE**



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