

**BETTER THAN YOU THOUGHT!**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**CORKSCREW**

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

**PLAY AFTER YOU MOVE.**  
If your SHIPPING is 2 or less, add 2 to SHIPPING.  
--- OR ---  
Play before you draw PILOT bonus cards.  
If your PILOT is 2 or less, add 2 to PILOT.



**BY THE BOOK!**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

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

Play after two other players start a dogfight and have drawn PILOT cards.

Cancel the Reward for this dogfight.

**2P** Play after drawing PILOT cards in a dogfight. No more action cards may be played during this dogfight.



**CORNERED!**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

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

Play when an opponent rolls the die.

That opponent's total SHIPPING is 0.



**CROSSFIRE**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**BARREL ROLL**

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

Play on your turn.

Discard all Passengers in last position.



**KEEP YOUR ENEMIES CLOSER**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**STRAFE**

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

Play on your turn.

Discard a character from your hand. Choose an opponent to reveal his or her hand to all players. Discard all characters in that hand that have the opposite color type as the character you discarded.



**EXPANDING THE BUSINESS**



**TALESPIN**  
THE CARD GAME

**MANEUVER**  
**BARREL ROLL**

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

Play while two other players are involved in a dogfight.

Draw any passenger from the discard pile and put him or her in last position.

**2P** Play on your turn. Draw any passenger from the discard pile and put him or her in last position.




**LOW VISIBILITY**



**TALESPIN**  
THE CARD GAME

**DAMAGE**

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

**MANEUVER**  
**PULL UP**

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

Play after an opponent moves.  
If that player's location has a Cargo Bonus effect, it is ignored.



**UNEXPECTED REINFORCEMENT**



**TALESPIN**  
THE CARD GAME

**DRAW**

**DAMAGE**

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

**MANEUVER**  
**STRAFE**

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

Play after two other players finish a dogfight and less than two Damage effects have been applied.  
Discard a card from your hand and add any Damage effects on that card to the dogfight total. You may collect any Draw effects on the card.

**2P** Play when you lose a dogfight. The winner must take one Damage.



**LIKE TAKING CANDY FROM A SITTING BABY DUCK OFF A LOG!**



**TALESPIN**  
THE CARD GAME

**DRAW**

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

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

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

Play while two other players are involved in a dogfight.  
Open one cargo of each player in the dogfight.

**2P** Play on your turn. Open one cargo. If it is real and you have cargo played in front of you, steal it and then replace it with one of your cargo.



**BELLS OF TINABULA**



**TALESPIN**  
THE CARD GAME

**DRAW**

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

**MANEUVER**  
**STRAFE**

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

**ARTIFACT**

Discard any open cargo and replace it with this card.  
Whenever this card is revealed as open cargo, shuffle the discard pile into the deck and remove the top 20 cards from the game. If the deck ever runs out of cards, the player with the most cargo in play wins.



**GORILLA BIRDS**



**TALESPIN**  
THE CARD GAME

**DAMAGE**

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

**MANEUVER**  
**BARREL ROLL**

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

**ARTIFACT**

Discard any open cargo and replace it with this card.  
At the end of each of your turns, discard your last Passenger. If you have no Passengers, discard Gorilla Birds.



**WALL OF FAME**



**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 9 10 11 12 13

**ARTIFACT**

Discard any open cargo and replace it with this card.  
When you win a dogfight you started, you may change any Draw dogfight effects to Damage effects.




EXPANSION 2  
**TALESPIN: THE CARD GAME**  
 WWW.FOURHMAN.COM/TALESPIN

EXPANSION RELEASED 2009  
 GAME BY JOE FOURHMAN 2005

**IGNATZ**



**TALESPIN**  
THE CARD GAME

**PASSENGER**

**EFFECT:** Discard Ignatz to draw any card with a maneuver value of 7 or less from the discard pile.

- 1: Move to first position.
- 2-3: Draw 2 cards. Discard 1 of them.
- 4: Discard Ignatz.
- 5-6: No effect.

**+1**  
RANGE

**MANEUVER SWOOP**



**MRS. SNARLY**



**TALESPIN**  
THE CARD GAME

**PASSENGER - KHAN**

**EFFECT:** Mrs. Snarly is +3 SHIPPING if you are at Khan Industries.

- 1-2: No effect.
- 3-4: Draw any Khan character from the discard pile.
- 5-6: Discard 1 card. Draw 1 card.

**+1**  
SHIPPING

**MANEUVER SWOOP**



**THE PRESS**



**TALESPIN**  
THE CARD GAME

**PASSENGER - GROUP**

- 1: Move to last position.
- 2-5: Name a non-Cargo card. If any player has that card in hand, he or she must discard it.
- 6: Move to first position.

**+1**  
RANGE

**MANEUVER STRAFE**



**SHERE KHAN**



**TALESPIN**  
THE CARD GAME

**PASSENGER - KHAN**

**EFFECT:** Other players may not move to Khan Industries.

- 1-2: Draw 2 cards.
- 3-4: Draw 1 card. Discard your last Passenger.
- 5-6: Discard 1 card. Return Shere Khan to your hand.

**+2** **+2**  
SHIPPING RANGE

**MANEUVER OPEN FIRE**



**BOBBO**



**TALESPIN**  
THE CARD GAME

**PILOT - THEMBRIA**

**EFFECT:** Bobbo gets +1 PILOT for each character in your chain with a keyword that matches another character in your chain (except "passenger").

**REWARD:** Move to any Location.

**0**  
PILOT

**MANEUVER PULL UP**



**HIGH MARSHAL**



**TALESPIN**  
THE CARD GAME

**PILOT - THEMBRIA**

**EFFECT:** High Marshal gets +1.PILOT for each Thembria passenger in play.

**REWARD:** Steal any Artifact in play.

**+1**  
PILOT

**MANEUVER BARREL ROLL**




CAPT. HOTSPUR



TALESPIN THE CARD GAME

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

MANEUVER  
**LOOP-DE-LOOP**

PILOT - KHAN

REWARD: Discard 1 of Defender's cargo.




RALPH THROGMORTON



TALESPIN THE CARD GAME

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

MANEUVER  
**EASY GLIDE**

PILOT

EFFECT: Defender can only play defensive maneuvers with an even value.

REWARD: Defender may not play cargo on his or her next turn.





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MAIN PLAYDECK  
CARDBACKS!



EXPANSION 2  
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LOCATION AND NON-DECK  
CARDBACKS!



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