

BALOO



TALESPIN
THE CARD GAME

PASSENGER

1-5: No effect.
6: Play 1 faceup cargo.

MANEUVER PULL UP

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

+1 RANGE **+2 PILOT**





BARNEY O'TURRET



TALESPIN
THE CARD GAME

PASSENGER

1-2: No effect.
3: Open 1 cargo.
4-6: Move Barney to last position.

MANEUVER LOOP-DE-LOOP

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

DAMAGE

+1 SHIPPING **+2 RANGE**





GIBBER



TALESPIN
THE CARD GAME

PASSENGER - PIRATE

1-4: Move Gibber to first position.
5-6: Search the discard pile for any Pirate character and put it in your hand.

MANEUVER SWOOP

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

DAMAGE

+1 SHIPPING **+1 RANGE** **+1 PILOT**





MUSCLE GOONS



TALESPIN
THE CARD GAME

PASSENGER - GROUP

1-2: All opponents must discard 1 card.
3: Discard Muscle Goons and any opponent's last Passenger.
4-6: No effect.

MANEUVER EASY GLIDE

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

DRAW **DAMAGE**

+1 RANGE





HACKSAW



TALESPIN
THE CARD GAME

PASSENGER - PIRATE

1-2: Discard Hacksaw.
3: No effect.
4: Steal 1 cargo.
5-6: Move 1 location.

MANEUVER CORKSCREW

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

DAMAGE x2

+1 RANGE **+1 PILOT**





DON KARNAGE



TALESPIN
THE CARD GAME

PASSENGER - PIRATE

1: Discard Don Karnage.
2-4: Discard 2 cards, draw 3 cards.
5-6: Draw any card from the discard pile with a maneuver value less than 8.

MANEUVER CLOUD COVER

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

DAMAGE

+2 RANGE **+1 PILOT**






KATIE DODD



TALESPIN
THE CARD GAME

PASSENGER

- 1: Draw 1 card.
- 2-3: Draw a Cargo card from the discard pile and put it in your hand.
- 4-5: No effect.
- 6: Discard Katie.

MANEUVER OPEN FIRE

+2 SHIPPING



KIT CLOUDKICKER



TALESPIN
THE CARD GAME

PASSENGER

- 1-2: Draw 1 card.
- 3-4: No effect.
- 5-6: Move Kit to first position.

MANEUVER PULL UP

+2 SHIPPING

+1 PILOT



THADDEUS E. KLANG



TALESPIN
THE CARD GAME

PASSENGER

- 1: Discard Thaddeus.
- 2: Select any Group Passenger from the discard pile, the deck, or in play and put it in your hand.
- 3-4: Open 1 cargo.
- 5-6: Draw a random card from an opponent.

MANEUVER OPEN FIRE

+1 SHIPPING

+1 RANGE



LOLIE



TALESPIN
THE CARD GAME

PASSENGER

- 1: Repack 1 of your cargo.
- 2-3: If you have Monkey Workers in your hand or in play, you may discard them to draw 1 random card from each opponent. (You may draw past the hand limit.)
- 4: Open 1 of any opponent's cargo.
- 5-6: Draw 1 card.

MANEUVER OPEN FIRE

+1 SHIPPING

+1 PILOT



TRADER MOE



TALESPIN
THE CARD GAME

PASSENGER

- 1: Draw 2 cards.
- 2: Discard Trader Moe.
- 3-5: No effect.
- 6: Draw 1 card.

MANEUVER BARREL ROLL

+3 SHIPPING



MOLLY CUNNINGHAM



TALESPIN
THE CARD GAME

PASSENGER

EFFECT: If Molly is revealed as bluff cargo, put her in your first position and all opponents must discard 1 card.


- 1-3: Repack and mix up your cargo.
- 4: Discard Molly.
- 5-6: No effect.

MANEUVER CLOUD COVER

+1 SHIPPING




MONKEY WORKERS



TALESPIN
THE CARD GAME


DAMAGE x2

MANEUVER
CLEAR SKIES

PASSENGER - GROUP

1-2: Move Monkey Workers to last position.
3-6: No effect.

+1 SHIPPING



CAPE POLICE



TALESPIN
THE CARD GAME

DRAW
DAMAGE x2

MANEUVER
SWOOP

PASSENGER - GROUP

EFFECT: Opponents must discard a card to open your cargo or the opening is cancelled.
1-3: Move Cape Police to last position.
4-6: No effect.

+1 SHIPPING



REBECCA CUNNINGHAM



TALESPIN
THE CARD GAME

DRAW x2

MANEUVER
OPEN FIRE

PASSENGER

1: Move 1 location. Draw 1 card.
2: Discard Rebecca.
3-4: Draw 2 cards.
5-6: No effect.

+4 SHIPPING



RED ROBED THUGS



TALESPIN
THE CARD GAME

DAMAGE x2

MANEUVER
SWOOP

PASSENGER - GROUP

1: Discard Red Robed Thugs and opponent's last passenger.
2-5: Move Red Robed Thugs to last position.
6: No effect.

+1 SHIPPING



STREET PIRATES



TALESPIN
THE CARD GAME

DRAW
DAMAGE x2

MANEUVER
SWOOP

PASSENGER - PIRATE - GROUP

1: Open 1 cargo.
2-4: No effect.
5-6: Discard Street Pirates.

+1 SHIPPING



PROF. MARTIN TORQUE



TALESPIN
THE CARD GAME

DRAW x2

MANEUVER
LOOP-DE-LOOP

PASSENGER

1-2: Open 1 cargo. If you open your own cargo, draw 2 cards.
3: Discard Martin.
4-6: No effect.

+3 SHIPPING




WILDCAT



TALESPIN
THE CARD GAME

PASSENGER

1-2: No effect.
3-5: All players draw 1 card.
6: Move Wildcat to last position.

MANEUVER
BARREL ROLL

+1 SHIPPING **+2 PILOT**

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



ACE LONDON



TALESPIN
THE CARD GAME

PILOT

EFFECT: In this dogfight, take any revealed bluffs to your hand.
REWARD: Open 1 cargo.

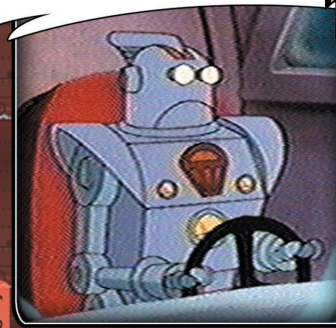
MANEUVER
STRAFE

3 PILOT

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



AUTO-AVIATOR



TALESPIN
THE CARD GAME


PILOT

EFFECT: All attacking maneuvers have an initial value of 7.
REWARD: Play 1 cargo.

MANEUVER
BARREL ROLL

1 PILOT

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



CARGO PILOTS



TALESPIN
THE CARD GAME

PILOT - GROUP

REWARD: Select any Cargo card in the discard pile and put it in your hand.

MANEUVER
SERPENTINE

2 PILOT

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



COVINGTON



TALESPIN
THE CARD GAME

PILOT

EFFECT: All defender maneuvers are at -3.
REWARD: Steal 1 cargo from defender.

MANEUVER
CORKSCREW

1 PILOT

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



CRAZY EDIE



TALESPIN
THE CARD GAME

PILOT

EFFECT: Crazy Edie must play 5 attacking maneuvers in this dogfight.
REWARD: Look at any opponent's hand and take 2 cards.

MANEUVER
CORKSCREW

2 PILOT

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




DUMPTRUCK

TALESPIN THE CARD GAME



PILOT - PIRATE

REWARD: Defender rolls die and discards that many cards.

MANEUVER **BARREL ROLL**

DAMAGE

PILOT 2



"HENRY"

TALESPIN THE CARD GAME



PILOT

EFFECT: All attacking maneuvers are doubled, up to a value of 8. Maneuvers with a natural value of 8 or higher are unaffected.

MANEUVER **SWOOP**

DAMAGE x2

PILOT 0



KHAN'S PILOTS

TALESPIN THE CARD GAME



PILOT - KHAN - GROUP

EFFECT: Defender is -1 Pilot.

REWARD: Open 1 of defender's cargo.

MANEUVER **LOOP-DE-LOOP**

PILOT 3



MAD DOG

TALESPIN THE CARD GAME



PILOT - PIRATE

REWARD: Steal 1 cargo from defender.

MANEUVER **CLOUD COVER**

DAMAGE

PILOT 2



McNEE

TALESPIN THE CARD GAME



PILOT

REWARD: Steal 1 cargo from defender.

MANEUVER **BARREL ROLL**

DAMAGE

PILOT 2



MILITARY GUARDS

TALESPIN THE CARD GAME



PILOT - GROUP

EFFECT: Pilot: 3 against Red defenders.

REWARD: Open 1 of defender's cargo.

MANEUVER **STRAFE**

PILOT 1




PIRATE MOB



PILOT - PIRATE - GROUP

EFFECT: Pilot: 3 against Blue defenders.
REWARD: Steal 1 cargo from defender.

MANEUVER STRAFE

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




CAPT. QUARRY



PILOT - KHAN

REWARD: Steal 1 cargo from defender.

MANEUVER STRAFE

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




SLUSH PATROL



PILOT - THEMBRIA - GROUP

REWARD: Discard defender's last passenger.

MANEUVER SERPENTINE

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




STUNT PILOTS



PILOT - GROUP

REWARD: Select any played maneuver and put it in your hand.

MANEUVER LOOP-DE-LOOP

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




WHISTLESTOP JACKSON



PILOT

EFFECT: No action cards can be played in this dogfight.


MANEUVER BARREL ROLL

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




SHERE KHAN

PLAYER PILOT - KHAN



Baloo wins at the end of any turn in which he has 5 played cargo. The final cargo must be real.

Khan wins:

- at the end of any turn in which he has 5 cargo. Khan's final cargo is played facedown.
- at the end of any turn in which all 12 Locations are covered by Red characters.
- at any point when Baloo can't draw any more cards from the deck.

FOR SOLITAIRE PLAY ONLY

www.fourhman.com/talespin

