


**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.

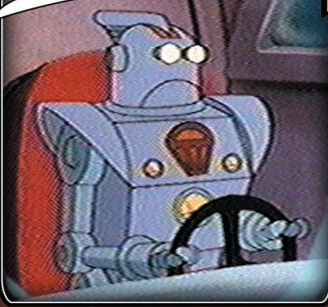
Khan wins:

- 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.

www.fourhman.com/talespin

**FOR SOLITAIRE PLAY ONLY**

**AUTO-AVIATOR**



PILOT

EFFECT: All attacking maneuvers have an initial value of 7.

REWARD: Play 1 cargo.

MANEUVER  
**BARREL ROLL**

PILOT

THESE CARDS IN THIS FILE WERE CHANGED FROM V1.0 TO V1.1. IF YOU PRINTED OUT THE V1.0 SET, REPLACE THESE CARDS AND YOUR SET WILL BE UP TO DATE! VISIT WWW.FOURHMAN.COM/TALESPIN FOR THE LATEST UPDATES.

ADDITIONALLY, YOU SHOULD TOSS THE V1.0 "CURSED IDOL." THE REVISED VERSION IS FOUND IN THE V1.1 EXPANSION SET #1

**CLAWS FOR ALARM**



MANEUVER  
**SERPENTINE**

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

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

**GREASE AND SPOON HER!**



MANEUVER  
**EASY GLIDE**

Play when you lose a dogfight you defended.

Attacker must take any damage on your played maneuvers.

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



DAMAGE

MANEUVER  
**STRAFE**

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



**LOUIE**



**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**

**SHIPPING** **PILOT**



**MOLLY CUNNINGHAM**



**TALESPIN**  
THE CARD GAME

**PASSENGER**

**DRAW**  
**DAMAGE**

**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**

**SHIPPING**



**DON KARNAGE**



**TALESPIN**  
THE CARD GAME

**PASSENGER - PIRATE**

**DAMAGE**

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**

**RANGE** **PILOT**