

BALOO

PLAYER
PILOT

TALESPIN
THE CARD GAME

MANEUVER
SEA DUCK DIVE

1-4: Move up to X location(s) and play cargo if possible.

5-6: Move 1 location and play cargo if possible. Draw 1 card.

DRAW x2

DAMAGE x2

SHIPPING 0 **RANGE** 2 **PILOT** 3

DON KARNAGE

PLAYER
PILOT - PIRATE

TALESPIN
THE CARD GAME

MANEUVER
PIRATE ATTACK

1: Move 1 location and play cargo if possible. Draw 1 card.

2-5: Move up to X locations and play cargo if possible.

6: Move 1 location and play cargo if possible. Discard 1 card.

DAMAGE x2

SHIPPING 1 **RANGE** 3 **PILOT** 2

KIT CLOUDKICKER

PLAYER
PILOT

TALESPIN
THE CARD GAME

MANEUVER
AIRFOIL ACE

1: Play cargo if possible, but do not use the location's cargo bonus, if any.

2-4: Move up to X locations and play cargo if possible.

5-6: Move 1 location and play cargo if possible. Draw 1 card.

DRAW x2

DAMAGE x2

SHIPPING 2 **RANGE** 1 **PILOT** 2

MOLLY CLUNNINGHAM

PLAYER

TALESPIN
THE CARD GAME

MANEUVER
DANGER WOMAN

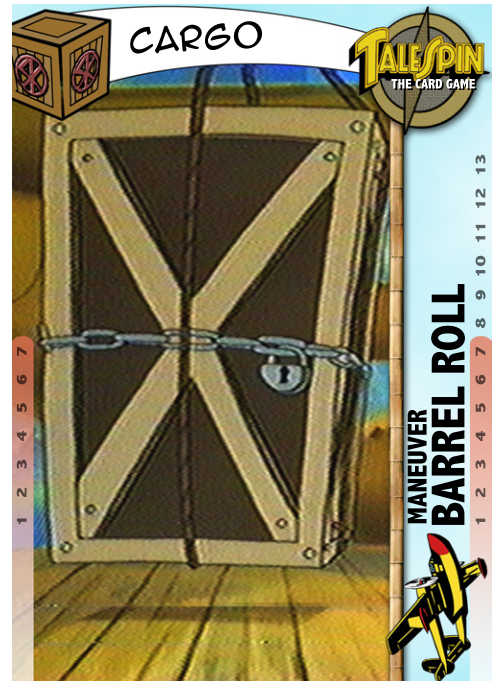
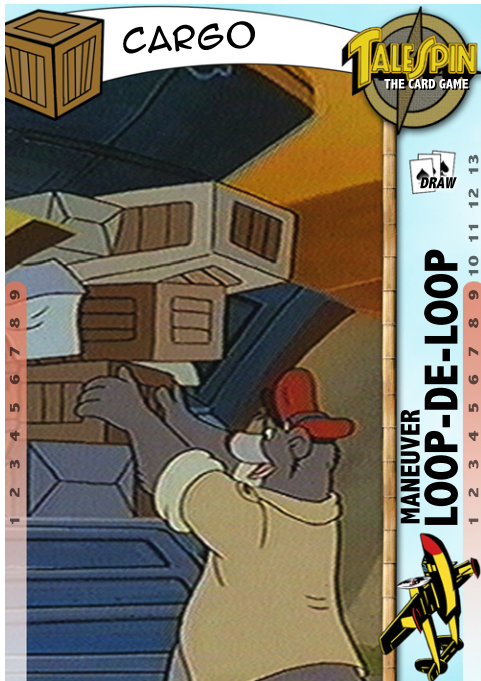
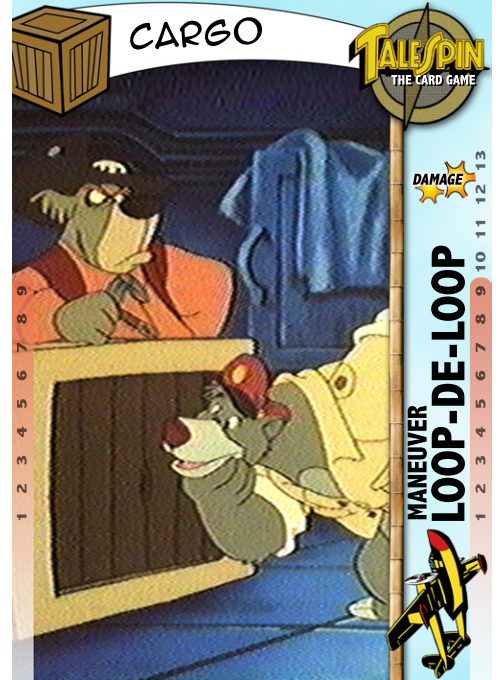
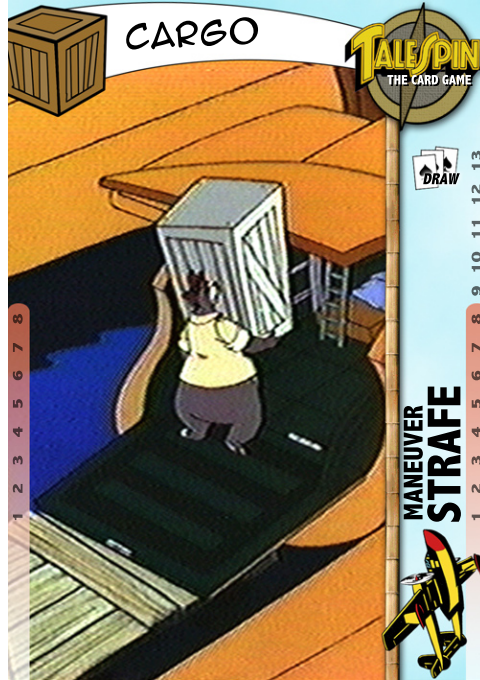
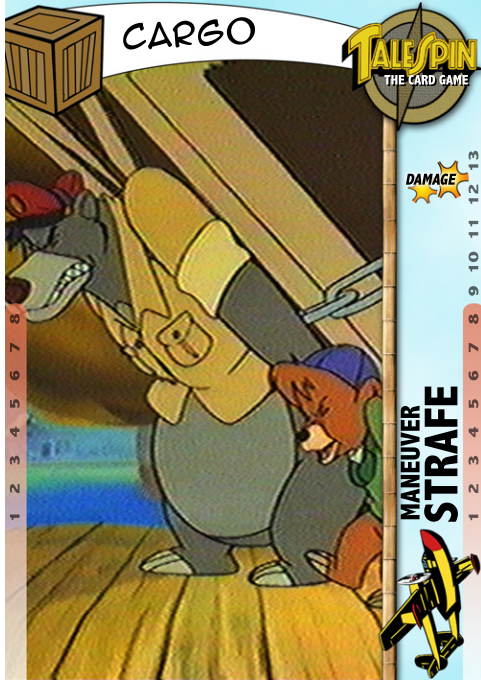
1-3: Move up to X location(s) and play cargo if possible.

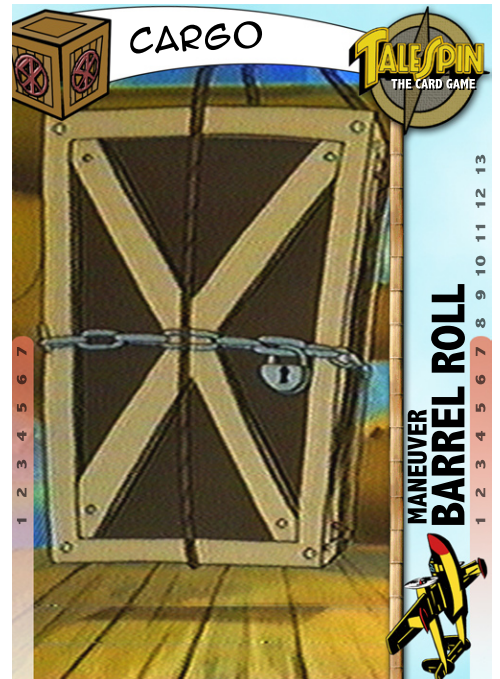
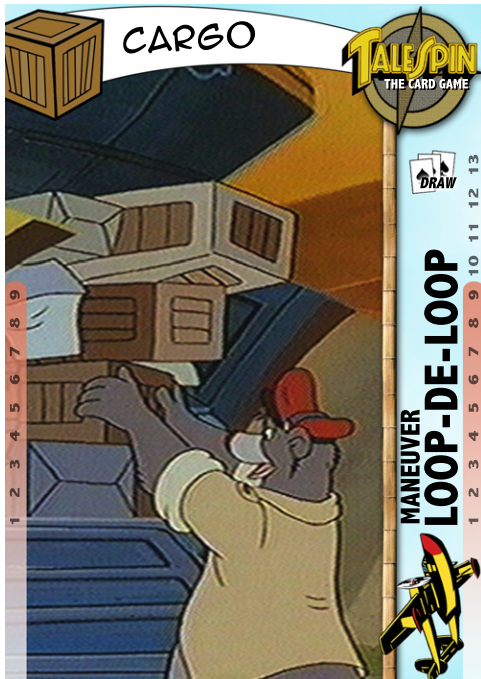
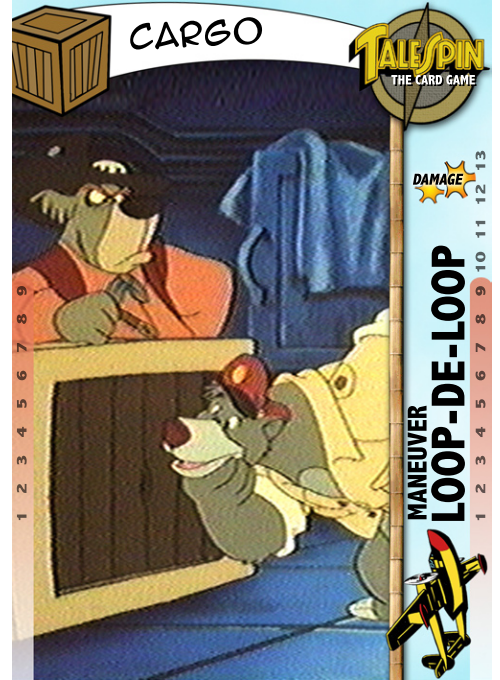
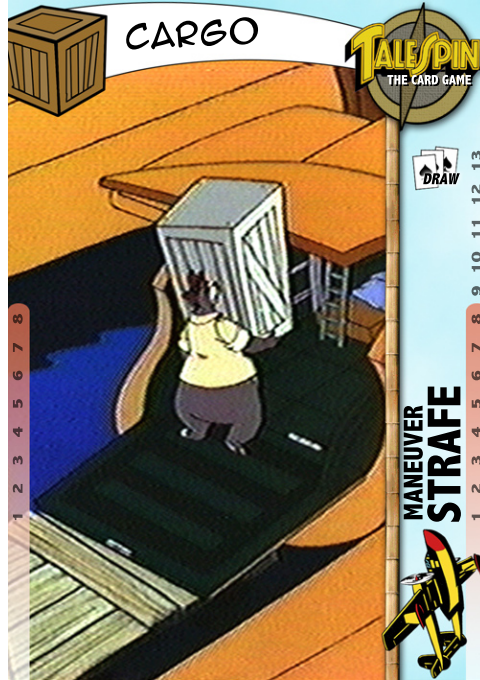
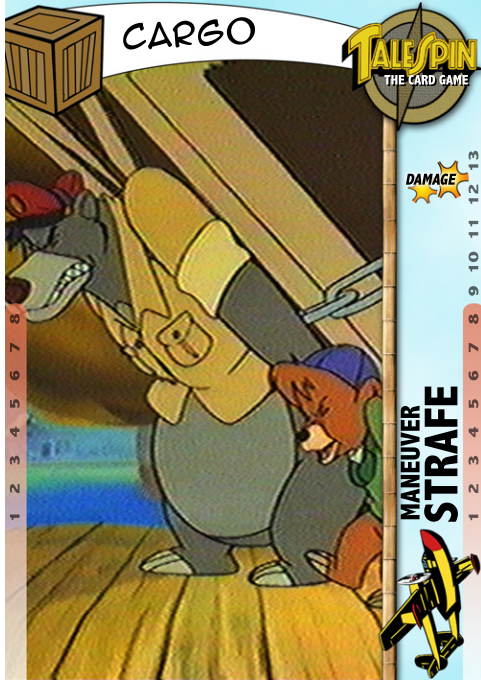
4-6: Move up to 2 locations and play cargo if possible. Draw 1 card.

DAMAGE x2

SHIPPING 3 **RANGE** 1 **PILOT** 1

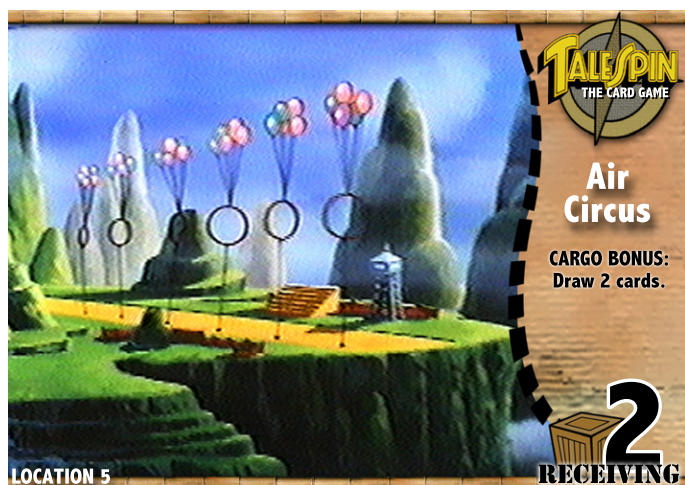






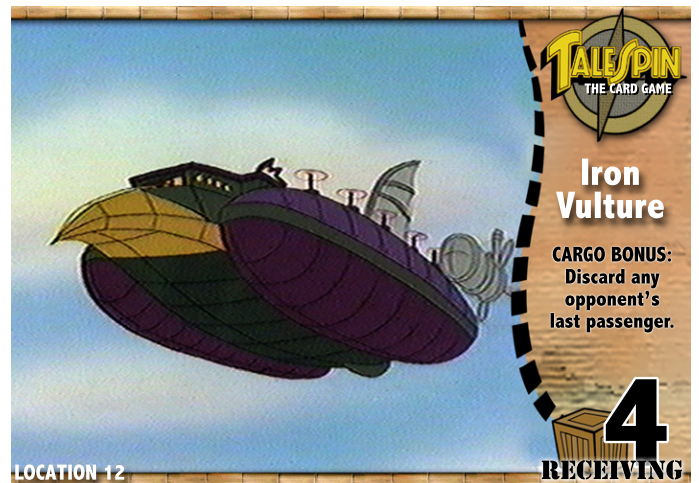
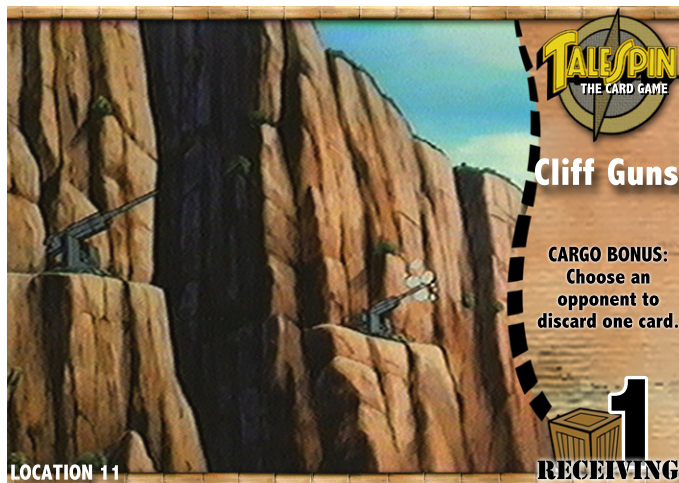
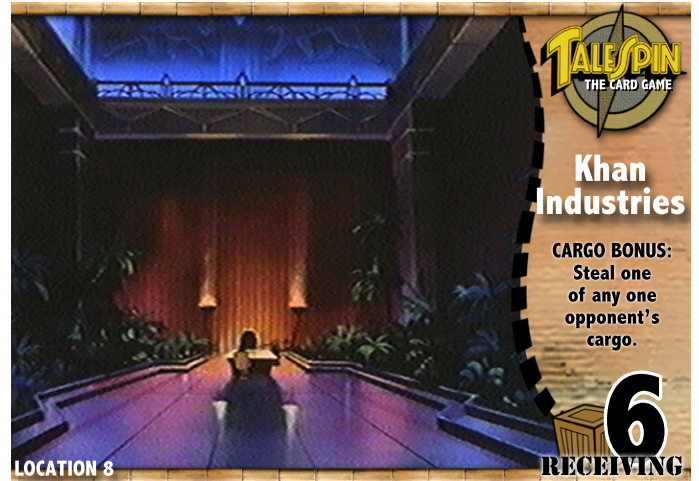
TALESPIN: THE CARD GAME
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GAME BY JOE FOURHMAN 2004



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