

The Fantasy Trip

Game Design by
Steve Jackson

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The Fantasy Trip Melee

STEVE JACKSON GAMES



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WARNING.
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Conforms to CPSIA and EN71 safety requirements.



The Fantasy Trip Melee™

"Clean, fast, and deadly."

– David Ritchie, *Ares Magazine* #1, March 1980

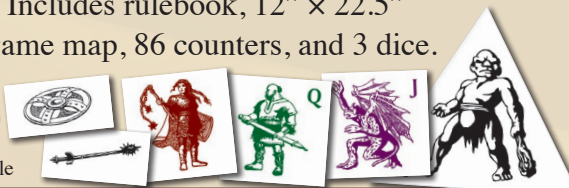
Create characters in just a few minutes – then send them into the arena. Winners become stronger and faster for the next battle. Losers die.

Each counter in this fast-moving game is a single warrior. Players choose weapons and tactics for their fighters, and send them into combat against men, beasts, or monsters – to victory, or death.

Includes rulebook, 12" × 22.5" game map, 86 counters, and 3 dice.



Components not to scale



Cover by Brandon Moore • Counters and Interior Illustrations by Liz Danforth

Combine it
with *Wizard* for
bigger battles!



For a complete
roleplaying
game, check out
*The Fantasy Trip
Legacy Edition.*



#TheFantasyTrip

3rd Edition, 1st Printing
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thefantasytrip.game



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