

Pecks of Pesting STEVE JACKSON GAMES



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

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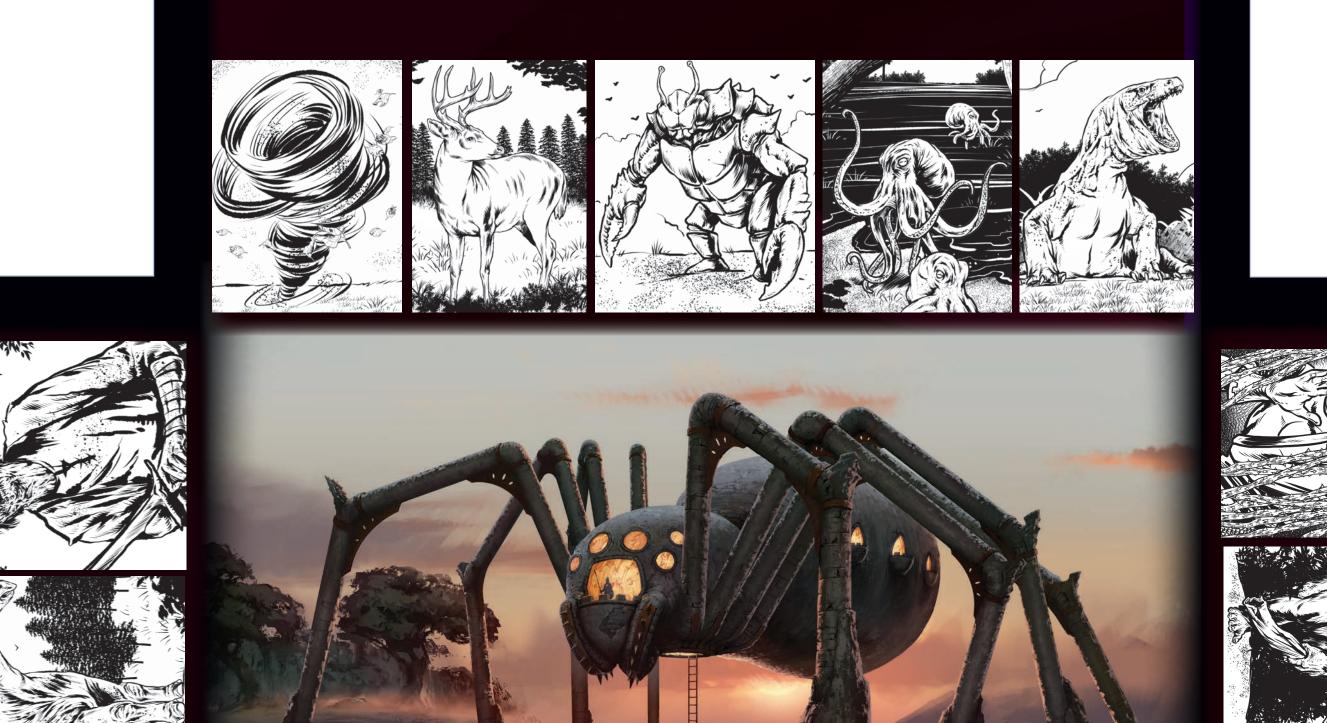




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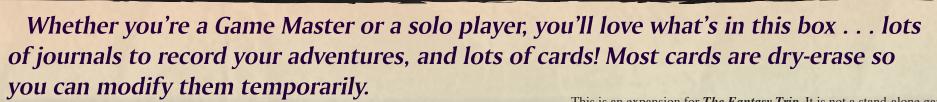
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This is an expansion for *The Fantasy Trip*. It is not a stand-alone game.

CONTENTS

• Player's Pack – A set of 13 combat option cards (perfect for new players), one blank fighter card, one blank wizard card, one dry erase marker, and one character journal which serves as an expanded character sheet where you can record both game stats and campaign information.

• Rumors & Treasures – 60 rumor cards and a Rumors journal where the box! GM can record card usage . . . plus 100 treasure cards and a Treasures • A ne journal.

• Adversaries – 24 orc fighter cards, 9 octopus fighter cards, 25 skill cards (use to turn any fighter card into a talented character), 24 doublesized wizard cards including nonhumans, and

70 double-sized creature cards.





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• Labyrinths – 62 hex-shaped cards to quickly build labyrinths, and a Labyrinth journal where you can pre-plan adventures . . . or record your histories.

• Megahex Tiles – 13 new sheets of double-sided, dry-erase megahex tiles. Blank on one side, illustrated on the reverse side. And a storage

• A new drop table printed on the inside lid of the box. Quickly stock your labyrinths with opponents, treasures, and surprises!

• 12 character sheet bookmarks.

• 6 more blank dry-erase character cards – three for *Melee*, three for Wizard.

• 12 extra character, rumor, and treasure cards courtesy of the backers of Four Perilous Journeys by Gaming Ballistic.



For more adventure, visit **thefantasytrip.game** today!

