

isaD qiraf dnd aseruf ad

The Fantasy Trip
Death Test

The Fantasy Trip Death Test

Game Design by
Steve Jackson

The Fantasy Trip
Death Test



THE THORSZ WANTS YOU!

Two programmed adventures for use with
The Fantasy Trip: Melee and Wizard

STEVE JACKSON GAMES



PO Box 18957 • Austin, TX 78760 • 512-447-7866

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



The Fantasy Trip
Keep up with the latest news at TheFantasyTrip.Game

The Fantasy Trip™ Death AND Death 2 Test™ Test™

The mighty Thorsz is hiring guards. But the test is a killer. You have to make it through his labyrinth full of traps, monsters, and other would-be guards!

These adventures can be played by a single player or a group of up to four. You can even play with a GM, but you don't need one . . . these are "programmed adventures" that take you through the labyrinth. Your choices – and whether you conquer or

flee – determine what paragraph you go to next. Until you succeed, gaining rewards and honor . . . or lose.

Losers die.

Death Test is 24 pages of murderous goodness. *Death Test 2*, the sequel, is twice as long and at least twice as deadly. These games use the *Melee* map and the *Melee* and *Wizard* rules. Also includes 66 counters.



Cover and Interior Illustrations by Rick Hershey
Counters by Liz Danforth

These are adventures for use with *The Fantasy Trip: Melee* and *Wizard*. They are not stand-alone games.



#TheFantasyTrip

2nd Edition, 1st Printing
Published March 2019



STEVE
JACKSON
GAMES

thefantasytrip.game

CARDBOARD
HEROES

WAREHOUSE23.COM/CARDBOARDHEROES

