

Read This First!

The Fantasy Trip™ Legacy Edition

Welcome to *The Fantasy Trip*, and thanks for your support. We have a lot of things in here for you. Where should you start?

My suggestion is:

- Check out the erasable character cards (two are shown on this page). These are all balanced starting characters. Yes, that's all you need to go into battle or raid a dungeon. And there are eight blank cards, and six pads of paper blanks, for you to start making up your own.



- Find at least one other player if you can, though the minigames work just fine if you want to play both sides.
- Play *Melee* with the pregenerated characters, and then some of your own, to learn the combat system (which leads naturally into the success roll system);

- Then add *Wizard*, summon some wolves, zap some monsters, and see how wizards can cooperate with fighters;

- Then, if you like, play through one or both of the solo *Death Test* adventures.


- Now, really, find a group to play with, and start reading

In the Labyrinth.

- You're ready for an actual campaign. The two color maps, and the smaller of the hexagon map sheets, are for the *Tollenkar's Lair* adventure. Decide who's going to be GM; only that person should read the booklet. The rest should prepare their characters for high adventure and/or terrible deaths . . .



Thank you!

Steve Jackson 

What's In the Box?

To start with, the box itself – a heavy storage box with a random labyrinth generator inside the lid.

- **Melee**, a complete boxed game with 24-page rulebook, a 12" × 22.5" arena map, over 80 die-cut counters, and three acrylic six-sided dice.

- **Wizard**, a complete boxed game with 24-page rulebook, 8-page reference book, a 19" × 23" arena map, over 60 die-cut counters, and three acrylic six-sided dice.

- **Death Test**, complete boxed adventure pack with the *Death Test* 24-page adventure book, *Death Test 2* 48-page adventure book, and over 60 die-cut counters. Both adventures may be played solitaire!

- **In the Labyrinth**, 176-page softcover rulebook with advanced character, combat, and magic rules, plus GM rules for labyrinths, monsters, and more!

- **Tollenkar's Lair**, a 24-page adventure including an 11" × 17" full-color map.

- 12-page GM aid and reference booklet, including character sheets and adventure and labyrinth planning forms.

- Four-panel, landscape-oriented, durable GM screen.

- Dozens of erasable double-sided die-cut megahex tiles, to create rooms, tunnels, or arenas, including:

- Six single-hex tiles
- Seven double-hex tiles
- Seven triple-hex tiles
- Eight 7-hex tiles
- One 14-hex tile
- Three 21-hex tiles
- One 28-hex tile

- 17" × 22" full-color regional map.

- 17" × 22" full-color village map.

And you also get these first printing exclusives!

- Character and treasure cards, dry-erasable:

- 16 pregenerated fighters.
- Eight blank character cards.
- One treasure generation card.

- One 14-hex dragon counter.
- Custom player folio.
- Custom megahex storage box.
- Double-sided, full-color, six-level 11" × 17" labyrinth map to let you create your own adventures!
- Three 2.5" × 3.5" *Melee* 50-sheet character pads.
- Three 5" × 3.5" *Wizard* 50-sheet character pads.
- Two extra acrylic six-sided dice matching those in *Melee* and *Wizard*.

Other Things To Know

The megahexes and character cards are erasable if used with standard wet- or dry-erase markers, or with grease pencils. Try to erase them immediately after use, though, and test new markers on an edge. Do not use Sharpies – those are permanent!

The random generation table inside the box lid can be used to make up a quick cavern for adventure.

Let us know what you want more of. Character cards? Solo adventures? Different counters?

Online Support

Check out our website at thefantasytrip.game. There's a lot of free support material there, as well as our forums.

To find the Facebook pages for *TFT*, go here:

facebook.com/TheFantasyTrip

Want to make your own labyrinth maps? Shamat is a free tool that is perfect for the job.

shadekeep.com/shamat/shamat.html

STEVE JACKSON GAMES

