

The Fantasy Trip™ Legacy Edition

"The original plan (and the one I favored) was a boxed set with high-quality components."
— Steve Jackson in Lawrence Schick's *Heroic Worlds, A History and Guide to Role-Playing Games* (1991)

A Treasure Trove of Adventure!

- Heavy storage box with random labyrinth generator inside lid.
- *Melee*, 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*, 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.

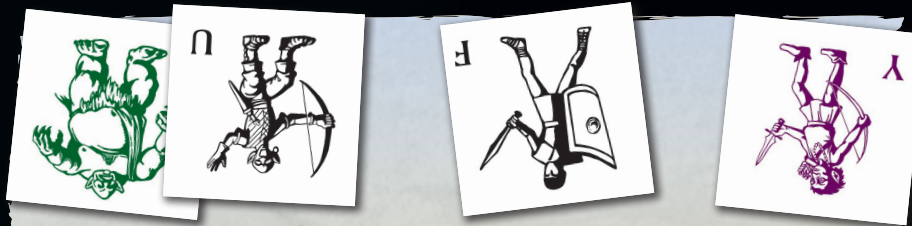
First Printing Exclusives!

- Character and treasure cards, dry-erasable.
- 16 pregenerated fighter characters.
- Eight blank character cards.
- One treasure generation card.
- One 14-hex dragon counter.
- Custom player folio.
- Custom megahex storage box.
- 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*.
- Double-sided, full-color, six-level 11" × 17" labyrinth map to let you create your own adventures!

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Legacy Edition



"I think my favorite feature of TFT was that it seemed so EASY to balance combats. I've never had another game where I was really comfortable about throwing stats in on-the-fly and knowing how soft or hard a fight would be."
— Bob Portnell, comment at *Geonarda* on "Retrospective: The Fantasy Trip," December 23, 2009



Includes two programmed adventures, *Death Test* and *Death Test 2*, playable solitaire or with a group of friends.

The Fantasy Trip™

Game Design by
Steve Jackson

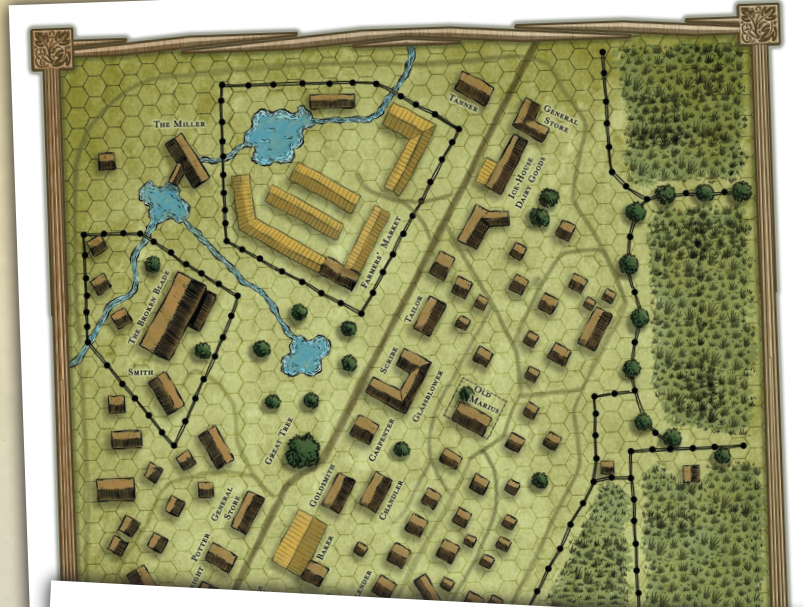
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The Fantasy Trip™ Legacy Edition



Join the adventure! Visit thefantasytrip.game and add your setting and adventure ideas to those generated by other players and GMs in the official forums.

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

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#TheFantasyTrip



thefantasytrip.game





Old-school roleplaying at its dungeon-crawling finest.



Easy to learn. Fast to play.

Welcome to a world where swords and sorcery meet fragments of super-science, where medieval knights battle monsters, and wizards labor in their towers to cast ever-more-powerful spells. With *The Fantasy Trip*, you're quickly in the action, immersed in fantastic adventures thanks to the game's easy-to-learn and fast-to-play mechanics.

The Fantasy Trip has been out of print for decades, and now Steve Jackson's classic roleplaying game returns, merging the fun of old-school roleplaying with modern components and accessories. With this oversized and loaded box, you have everything that you need to adventure in the world of Cidri for years to come.



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For more adventure, visit thefantasytrip.game today!

