

The Fantasy Trip  
Melee

Game Design by  
Steve Jackson

The Fantasy Trip

The Fantasy Trip

The Fantasy Trip

Melee



# The Fantasy Trip Melee

STEVE JACKSON GAMES

STEVE JACKSON GAMES  
3452

STEVE JACKSON GAMES  
3452

2+ Players 30-60 Min. 10 and Up 0-3 made by gpt CE

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](http://TheFantasyTrip.Game)



# The Fantasy Trip Melee

*"Clean, fast, and deadly."*

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

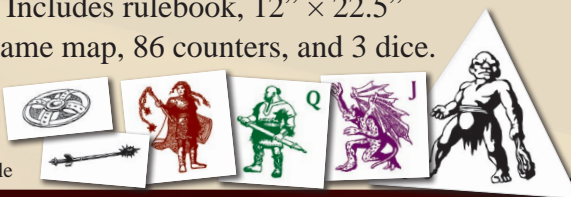
Create characters in just a few minutes – then send them into the arena. Winners become stronger and faster for the next battle. Losers die.

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  
Published March 2019



**STEVE  
JACKSON  
GAMES**

[thefantasytrip.game](http://thefantasytrip.game)

**CARDBOARD  
HEROES**

[WAREHOUSE23.COM/CARDBOARDHEROES](http://WAREHOUSE23.COM/CARDBOARDHEROES)

