

THE FANTASY TRIP WIZARD

Game Design by
Steve Jackson

The Fantasy Trip

Wizard

Wizard

The Fantasy Trip

The Fantasy Trip Wizard

STEVE JACKSON GAMES

STEVE JACKSON GAMES
3453

STEVE JACKSON GAMES
3453

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

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

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



The Fantasy Trip

Keep up with the latest news at TheFantasyTrip.Game

The Fantasy Trip Wizard™

The magic companion to *Melee* – sorcerous combat, in the arena or in the dungeon.

Create your wizard, choose their spells, and go into combat. Zap your foe with fireballs or lightning. Summon giants, dragons, and wolves to destroy them all. Or be subtle and entangle them with Magic Rope and Slippery Floor spells. Successful wizards gain skill and power. Losers die.

Includes rulebook, 19" × 23" game map, 62 counters, and 3 dice.

Components not to scale

Cover by Brandon Moore

Counters by Liz Danforth • Interior Illustrations by Rick Hershey

Combine it with *Melee* 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



HEROES
CARDBOARD

WAREHOUSE23.COM/CARDBOARDHEROES



SPACE GAMER

WAREHOUSE23.COM

