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The Fantasy Trip
Death Test

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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



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™ Death AND Death 2 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



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thefantasytrip.game



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