

**The Fantasy Trip**

Game Design by  
Steve Jackson

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# The Fantasy Trip Melee

**STEVE JACKSON GAMES**



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





# The Fantasy Trip Melee™

*"Clean, fast, and deadly."*

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

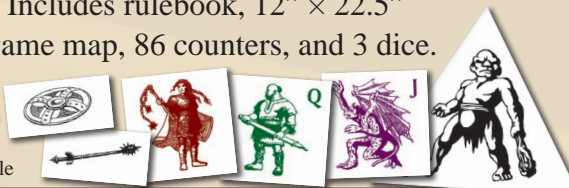
Create characters in just a few minutes – then send them into the arena. Winners become stronger and faster for the next battle. Losers die.

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  
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thefantasytrip.game



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