

THE FANTASY TRIP
WIZARD

Game Design by
Steve Jackson

The Fantasy Trip

Wizard

Wizard

The Fantasy Trip

The Fantasy Trip Wizard

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.

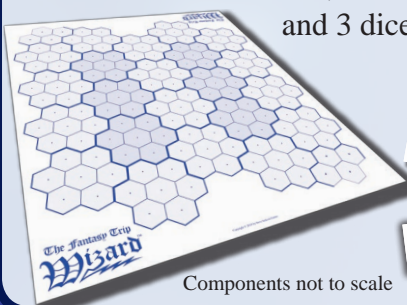


The Fantasy Trip Wizard™

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
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thefantasytrip.game



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