

The Fantasy Trip[®] Adventures 2

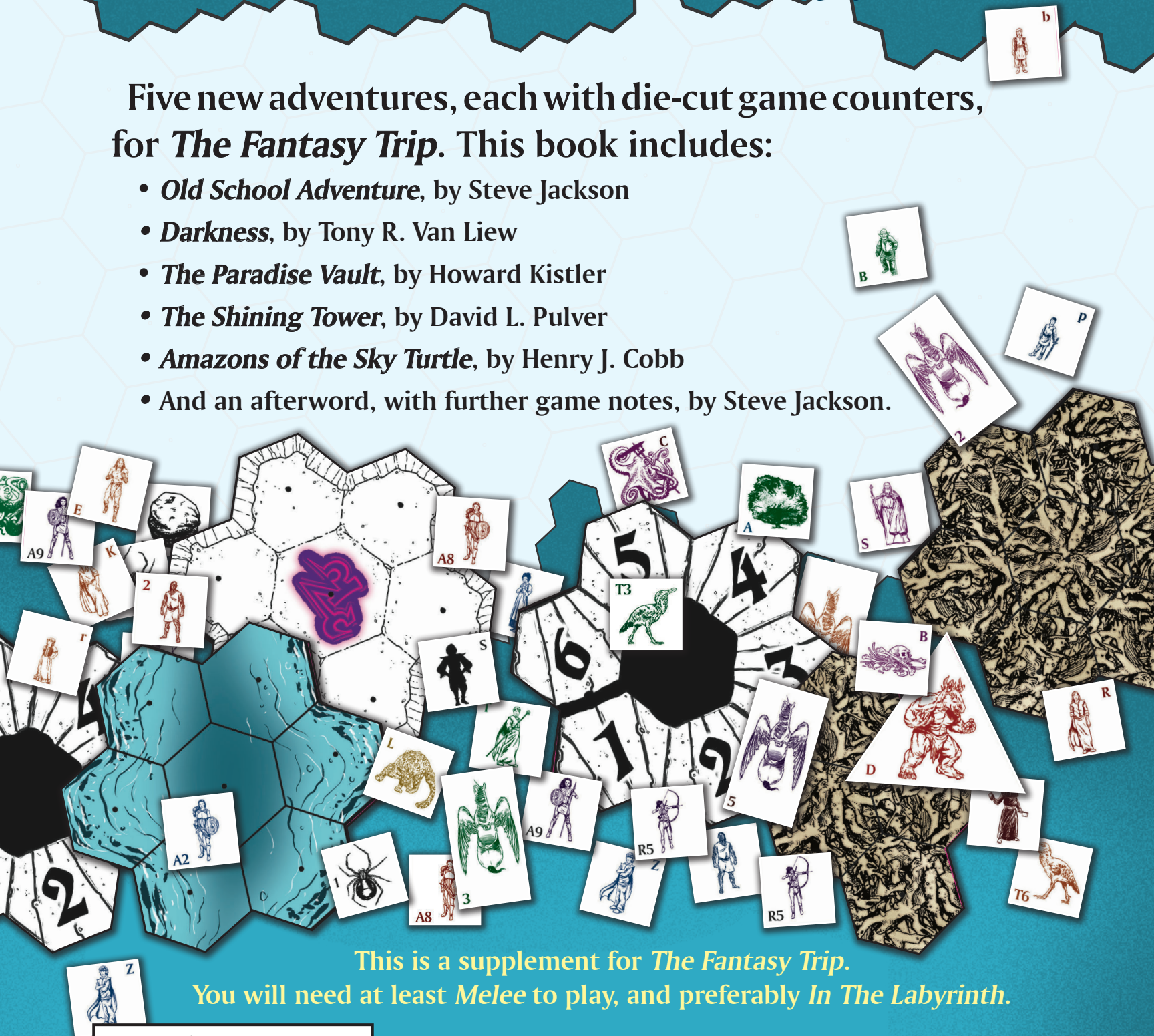


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Adventure Again!

Five new adventures, each with die-cut game counters, for *The Fantasy Trip*. This book includes:

- *Old School Adventure*, by Steve Jackson
- *Darkness*, by Tony R. Van Liew
- *The Paradise Vault*, by Howard Kistler
- *The Shining Tower*, by David L. Pulver
- *Amazons of the Sky Turtle*, by Henry J. Cobb
- And an afterword, with further game notes, by Steve Jackson.



This is a supplement for *The Fantasy Trip*.
You will need at least *Melee* to play, and preferably *In The Labyrinth*.

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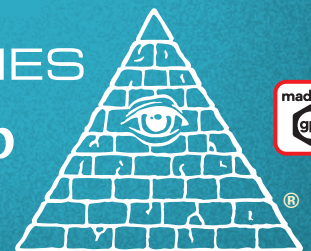
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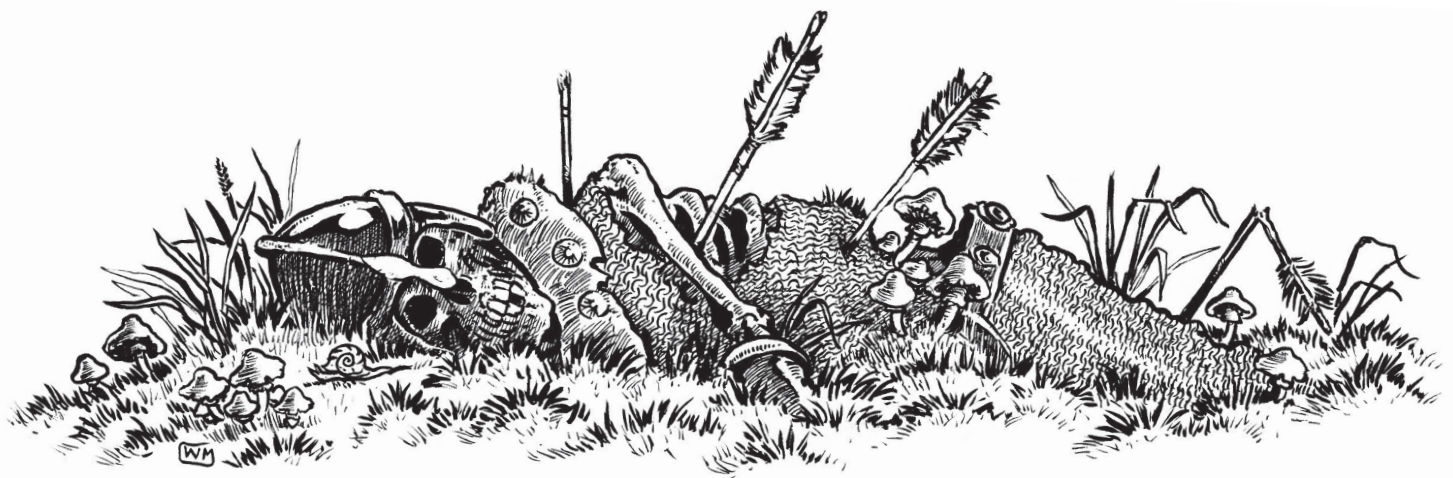
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   #TheFantasyTrip

thefantasytrip.game



The Fantasy Trip[®] Adventures 2



**Adventures by Steve Jackson, Tony R. Van Liew,
Howard Kistler, David L. Pulver, and Henry J. Cobb**

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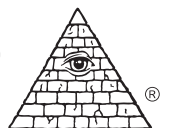
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INTRODUCTION

There is not a great deal to say here, other than “Woot! Five more adventures!” So consider that said. I am pleased to point out that two of the writers are making their first appearances in a *TFT* book. New blood is good!

A tip of the hat to Kickstarter, which has revolutionized game publishing, not just for beginners, but for seasoned companies as well. Including us.

PAGE NUMBERING

As we did last time, we’ve numbered the pages within each adventure, rather than serially through the whole book.

COUNTERS

If you need more counters for your game, you have our blessing to copy these, for personal use only.

MORE ADVENTURES

I don’t expect this to be the last book of adventures for *TFT*. I already have more submissions in hand. But, as I think I just mentioned, new blood is good! If you think you might like to write an adventure for *TFT*, or an article for *Hexagram*, read the guidelines at thefantasytrip.game and proceed!

– Steve Jackson



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