

character's end.
Teleport to another Region. Instead of choosing a new Zone to explore (Game Flow step 5), you can start a New Game with the same character on another Region Booklet.
Once in this Zone, If the Zone's circle is outlined, the action can't be performed. Otherwise, outline it and proceed.

friend! Both players use one Map and move like a group, one player rolls the Places, Encounters, and Events and narrates the world, and the other one narrates its character reactions and performs the tests. Roles switch every Game Flow cycle.

The Crawler. Play the same Region Booklet multiple times: each run creates a new adventure in a familiar setting.

The Traveler. Worlds have 9 regions. During exploration, you may find some codes: go to the game website, tell The Creator you're a Traveler, and input the booklet data and the code to download another Region Booklet to explore.

Reconnect with old characters, face new challenges, and uncover the World lore...

The Seeker. ??? / The Enlightened. ???

Manual Booklet

Version 0.1b

1. If the Zone's inner hexagon border is outlined, it has been already solved or can't be solved. The solving ends.

2. Outline the border now. Tick the next squared cell from the XP sections, from left to right and from top to bottom if any.

3. If solving the Zone due to an Encounter Test (i.e. Game Flow 3B step):

3A. If your character sheet tested Stat section name is blank and it doesn't appear in any other space, write the Encounter's Creature Type. You just met a key character of your story and you'll meet it again on every Encounter with the same Creature Type.

3B. Otherwise, if the Encounter's Creature Type matches your character sheet tested Stat section name, tick that section's next empty squared cell from top to bottom if any. If you just ticked the last squared cell, you may narrate the farewell.

4. If you just ticked any cell with a dot, tick as many round cells on your character sheet.

◆ **Extra Rules**

Symbols/keywords. 1 ➕ : gain 1 Health. 1 ❖ : lose 1 Health. End 0 Health, perform a ⚙ test: set Health to 6 and place your Character Token on the Portal Zone on success. Otherwise, narrate your

◆————— **Welcome to Alea Optima!**

Alea Optima is a minimalist solo narrative tabletop RPG. It uses tables to generate Places, Encounters, and Events, found in randomly generated **Region Booklets**. This way, you may explore different regions with unique locations, strange encounters, and hidden mysteries in your mind.

To play, you need this Game Manual Booklet (with a character sheet on the back), a Region Booklet of your choice, and a Map sheet - you should have printed them from www.kesiev.com/alea-optima. You will also need 3 dark and 3 light dice, a pencil, an eraser, and a small token (the Character Token). I also suggest you keep a journal of your adventures. Ready? Let's **Start a New Game**!

—Starting a New Game

1. Pick a Region Booklet and a character sheet with a matching birthplace, or **create a new one** (see below).
2. Pick an empty Map, fill in the Hero, World, and Region names, and tick the Region symbol. Fill the Letter using the Region Booklet: roll 1d3+1d6 on the Places table and 2d6 on the Encounter Type table.

17 add dice pairs, otherwise add single die.
18 alternating colors (you decide the first one).
19 Push: You may pay 1 Gold or lose 1 Health to
retreat! 1 die or +1/-1 any rolled die. 6s can only be
decreased and 1s only increased. If **advanced**, you
may repeat this step twice.
4. **Unleash**: You may adjust 1 die value if it matches
a ticked column in the character sheet tested Stat
is ticked by the tick count on that dice row. Dark dice
values can only be increased and light dice values
can only be decreased. If **advanced**, you may
repeat this step twice.
5. If the dice total value hits the target value, it is a
great success. If it falls within the target range it is a
success. Otherwise, it's a failure.
6. On Zone Encounter Tests (i.e. Game Flow 3B
failure, Gain a prize on great success, Pay a price on
failure, Gain a prize: the suggested prize for  and  tests is 1 Gold and for  and  tests is 1 Gold and for  and  tests is 1 Health and for  and  tests the suggested prize for  and  tests suggested prize as . Creatures have their  tests suggested price as . Solving a Zone

3. Place your Character Token on the Portal Zone.
It's a Zone with no Encounters and contains the portal only.

4. Choose a Zone and follow the **Game Flow** .

◆ Creating a New Character

1. Pick any Region Booklet: its World name is your character's birthplace.

2. Pick an empty character sheet. On the right side, from top to bottom, draw your character portrait, write your character name and birthplace, and set 6 Health and 6 Gold.

3. You may narrate your character's backstory and how it got a Portal Stone. To determine a profession, roll 1d3 and 1d6 on the Region Booklet Creature Type table.

◆———— **Game Flow**

1. If entering an empty Zone, roll on the Places table, and record the rolled value in the Zone's circle. Some Places span multiple adjacent Zones to form a group.

2. If the Zone has no recorded Encounter, roll on the Encounter Type and Creature Type tables, then Record results (or just the numbers) in the Zone hexagon's two empty spaces.

2A. If the Encounter Type and the Place match the Letter, narrate the encounter with the mysterious