



# Alea Optima

# Manual Booklet

## Version 0.1b

**You received a mysterious letter.  
Grab the Portal Stone and set off!**

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](http://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.

**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 Plan

- ◆ 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

- Tell-report to another Region, instead of choosing a new Zone to explore (Game Step 5), you can start a New Game with the same character on the board.
- Explore in this Zone, if the Zone's circle is outlined, the action can't be performed. Otherwise, outline it and proceed.
- 22 Players, Explore the same Region Booklet with a friend! Both players use one Map and move like a narrates its characters reactions and performs the game.
- The Crawler, Play the same Region Booklet multiple times. Roles switch every Game Flow cycle.
- The Traveler, Olds have 9 regions. During a familiar setting, each run creates a new adventure in a different place.
- The Explorer, 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... .