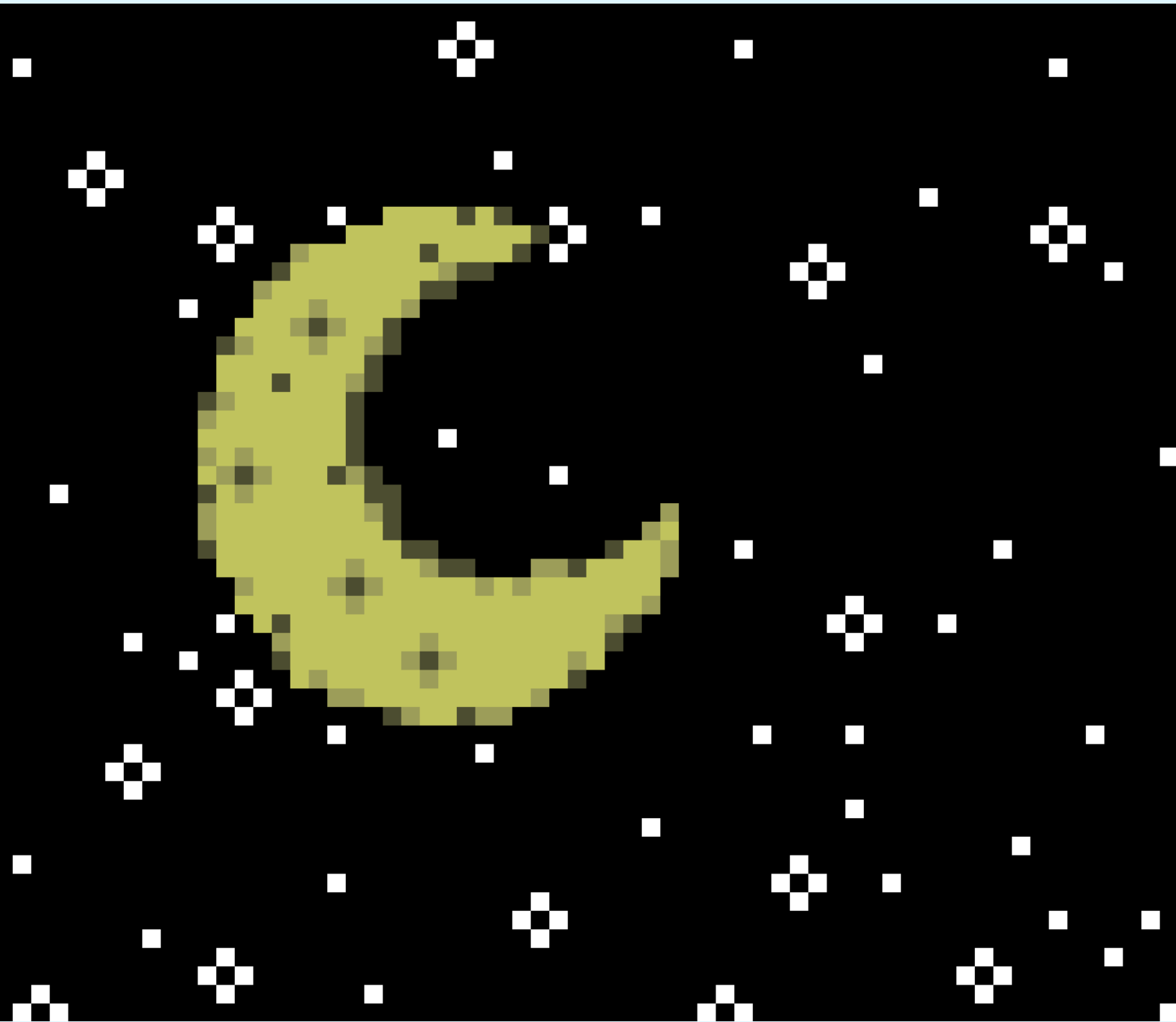


◆Alone Among the Stars◆

By Takuma Okada | noroadhome.itch.io



A solo roleplaying game about exploring fantastic planets

You are a solitary adventurer, hopping from planet to planet exploring. Each world has unique features for you to discover and record. They are represented by cards from a standard deck, placed face down.

To find a new planet, roll a six-sided die and place cards face down equal to the number rolled.

To flip over a card to discover something, roll a six-sided die:

On a **1-2** it is arduous to get to.

On a **3-4** you come upon it suddenly.

On a **5-6** you spot it as you are resting.

The suit and rank determine the discovery. In your ship's log (a small journal if you have one), record a short description and your reaction in a few sentences, and roll for the next card. Each time you complete a planet, give it a number or a name, and find a new planet.

Play until you are tired, and want to return home. If you want to remember your travels, save the journal. If the memories bring you pain, burn it.

◆ **Diamonds**

Diamonds are living beings: People like or unlike you, fish, dinosaurs, wolves, birds, giant insects, etc.

♣ **Clubs**

Clubs are plants and other immobile forms of life: Towering trees, carnivorous pitchers, giant ferns, glowing weeds, floating flowers, oozing mushrooms, etc.

♥ **Hearts**

Hearts are ruins: Mysterious obelisks, vine-covered temples, abandoned dwellings for people bigger than you, a wrecked spaceship, etc.

♠ **Spades**

Spades are natural phenomena: Huge crystal formations, mirages, vividly colored lightning, strange clouds, rocks eroded in strange shapes, veins of precious metals, etc.

A: In a field taller than you.

2: Under the light of the moon(s).

3: By a gentle river.

4: In a steep canyon.

5: In a treetop.

6: On the snowy peak of a mountain.

7: Near a volcano.

8: On a glacier.

9: Deep underground.

10: On a cliff face.

J: In the desert.

Q: In deep water.

K: Floating in the air.