THE MARKED FLOOR

A threshold scenario

AESTAS INFINITY · THE SHOWCASE

Aestas Infinity: The Showcase

THE MARKED FLOOR

Prototype 1 · Locked

THE CIRCLE

DOOR to FOYER to KITCHEN to HALL to LANDING to MARK to BEDROOM to STUDY to ATTIC to CELLAR, returning to DOOR.

Ten cells. Eight rooms. Door and MARK cannot be bought. BEYOND is off the board and is reached only by a successful Cross.



SETUP

Two to four players. One six-sided die. Fifty to seventy minutes.

Each figure starts on Door with Memory 5 and Hold 3.

Memory is money: Tempo, purchase, rent, Cross. It circulates.

Hold is remaining. It pays rent when Memory fails, feeds the Cross roll, and drops on a failed Cross. Hold 0 removes the figure. Hold does not refill.

TURN

Roll. Tempo: once per turn, spend 1 Memory to change the result by plus or minus one - never two. Move clockwise. Push if you choose. Then resolve your cell.

PUSH

Move another figure that shares your cell one step forward or back. The pushed figure does not pay, buy, or Cross. Push never enters BEYOND. From MARK, Push may send a figure only to Landing or Bedroom.

ROOMS

Land on an unowned room: buy it or leave it empty. No auction. Land on an owned room: pay rent. If Memory cannot pay, spend Hold.

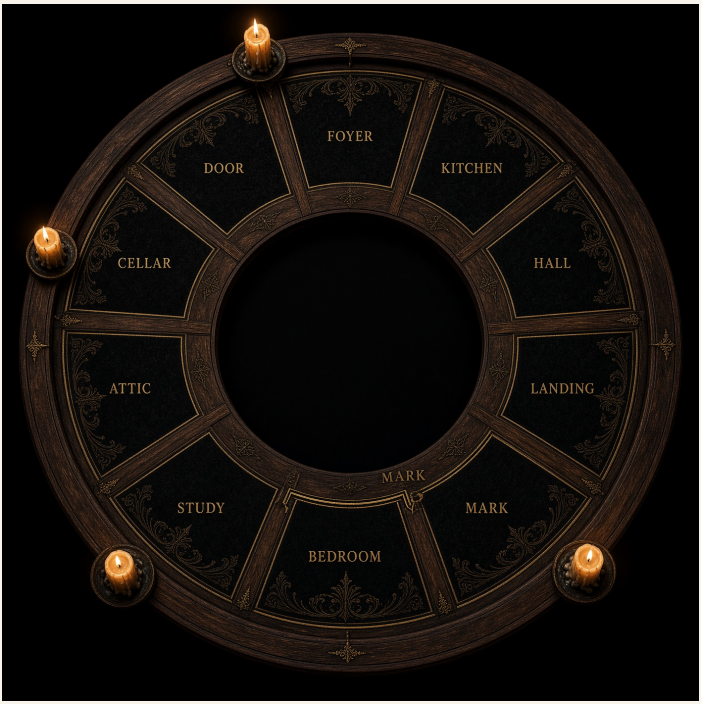
Foyer, Kitchen, Hall - price 3, rent 1 Memory.

Landing, Cellar - price 4, rent 2 Memory.

Bedroom, Study, Attic - price 6, rent 3 Memory or 1 Hold.

Own both rooms of a set and rent doubles. Sets never cross MARK: Foyer-Kitchen, Kitchen-Hall, Hall-Landing, Bedroom-Study, Study-Attic, Attic-Cellar.

Pass Door: gain 2 Memory. A second figure arriving on MARK pays 1 Memory to the house.



CROSS

On MARK you may spend the turn to Cross instead of moving. Pay 3 Memory to the house. Roll one die plus current Hold.

Eight or more: BEYOND. You win. The game ends.

Five to seven: lose 1 Hold. Remain on MARK.

One to four: lose 1 Hold. Return to Door with no Memory bonus.

At Hold 1 the highest roll is seven. Cross cannot succeed. That is intended.

LOCK

If you are the only figure left on the circle and you own at least three rooms, declare Lock at the start of your turn. You win immediately.

END

BEYOND. Lock. Or every other figure at Hold 0.

PLAYTEST

Do not change numbers at the table. After the game record only collision, Cross tension, and Lock. Layer 2 stays sealed.



The line is the door.