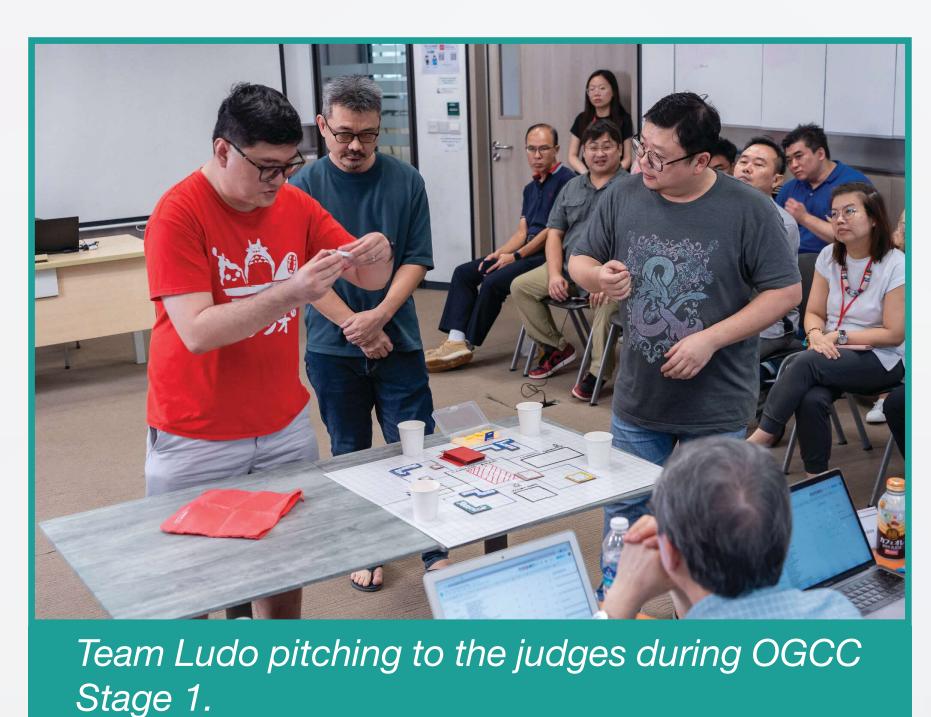


TEAM LUDO

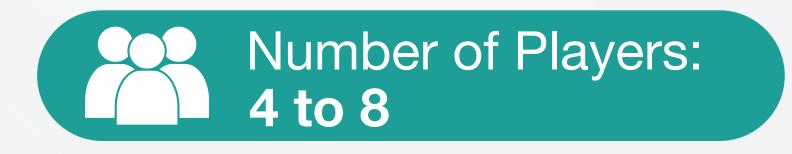
OUR TIDY SPACES - A GAME ON CLUTTERED CORRIDORS

Players take on the role of residents living on the same floor in a HDB block, where they attempt to complete as many *Community Cards* and *Good Neighbour Cards* to manage clutter inside their homes and shared spaces, as well as garner *Victory Points*. To win, the player must accumulate the most *Victory Points* at the end of the game.

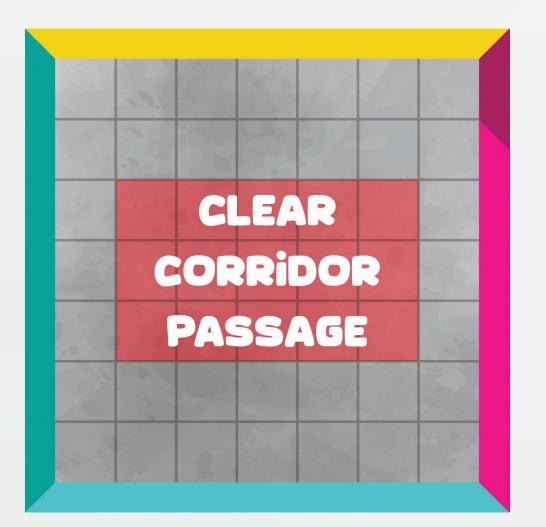








Game Components of Our Tidy Spaces





Game boards that represent various locations in a HDB estate.

for the involved players to get Victory Points.

Item tiles that represent items of varying sizes.



Community Cards that present challenges for one or more players to resolve

Good Neighbour Cards that award the individual player with additional Victory Points if he fulfils the stated conditions.



DO THIS... Help another player remove Move or remove an item from Remove 1 of your items from Target another player with a the Common Corridor. Community Card effect. grey item from any space. From now on, place 1 VP on this card From now on, place 1 VP on this for each time you target another card for each time you remove Gain 2 VPs at the end of the Gain 2 VP. player a Community Card effect You may remove 1 of your grey Gain the total VP on this card at Gain the total VP on this card items from any space. the end of the game. Help another player gain 1 VP 1st Player to place 1 Bicycle item item in the Community Garden & with a Community card Effect. in the Bicycle Bay. in the Community Garden Bicycle Bay. You also do not have any items in the Common Corridor. ...TO GET THIS! From now on, place 1 VP on this From now on, place 1 VP on this co for each Bicycle you play in the ...TO GET THIS! or each Plant you play in the other player(s) gain VPs. Community Garden. Gain the total VP on this card of

HELPFUL NEIGHBOUR

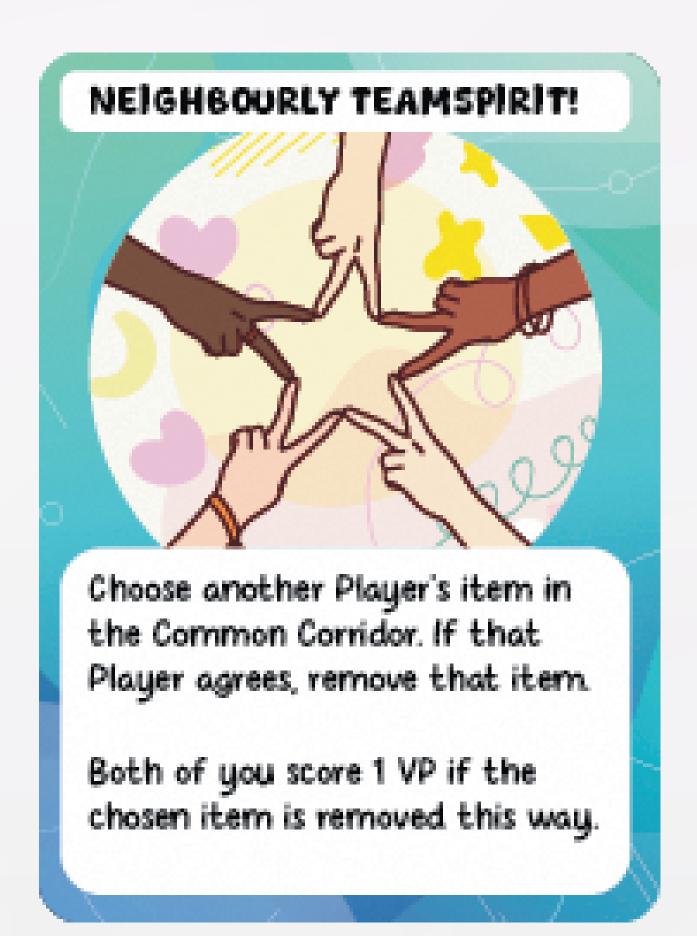
Player Indicator tokens that indicate which Item tiles belong to which player.

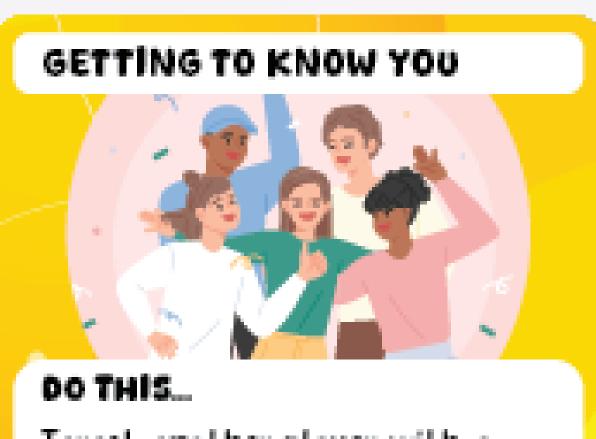
Victory Points tokens that represent the amount of Victory Points accumulated by the players.





How Our Tidy Spaces Promotes Clutter-free Norms



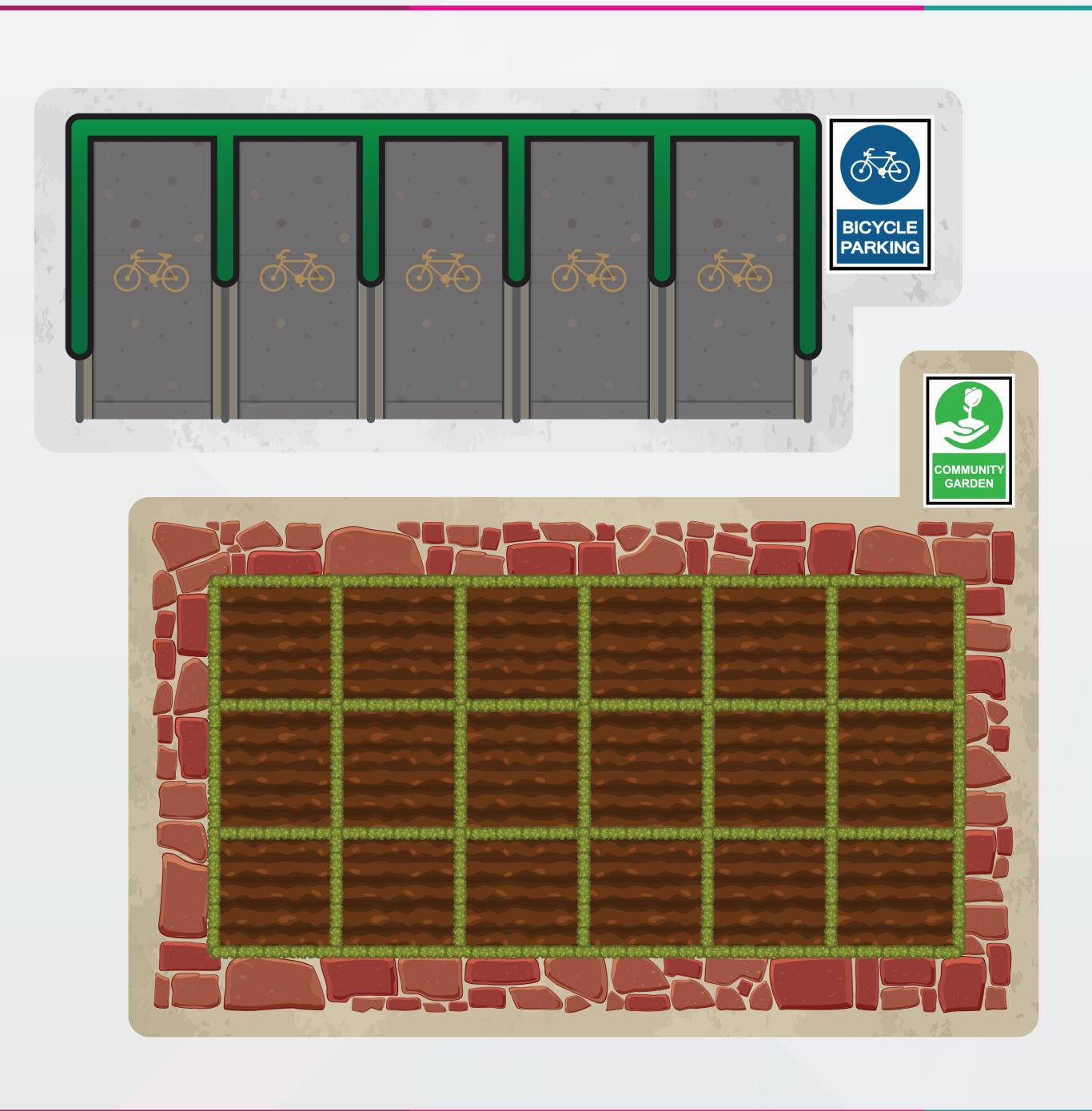


Target another player with a Community Card effect.

...TO GET THIS!

From now on, place 1 VP on this card for each time you target another player a Community Card effect. Gain the total VP on this card at the end of the game. The *Community Cards* and *Good Neighbour Cards* educate players on the considerate behaviours to effectively manage clutter (e.g. communicating with another player to get them to remove an item from the corridor).

As more than 1 player is usually required to complete the *Community Cards*, players are reminded that everyone has a role to play in maintaining their homes and shared spaces. The provision of more *Victory Points* for players who decide to partner with others, also reinforces that a collective effort leads to a cleaner, more enjoyable living environment for all.



The provision of *Bicycle Parking* and *Community Garden* tiles enables players to place their *Plant* and *Bicycle* tiles beyond the limited space in their *Homes* and *Corridor*. This informs residents that they can responsibly leverage shared spaces in their own neighbourhoods, to prevent their belongings from obstructing the corridors.

| Item Colour | Add Victory Points for Home Items. | Minus Victory Points for Common Corridor Items |
|-------------|---------------------------------------|---|
| Grey | 0 | -2 |
| Yellow | 1 | -1 |
| Green | 2 | -1 |
| Blue | 3 | -1 |

At the end of the game, *Victory Points* are deducted from the players, depending on how many of their *Item* tiles remain on the *Corridor Board*. This reinforces in players the importance of keeping the corridors clutter-free.

