

## 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.



Team Ludo working on its *Our Tidy Spaces* prototype during OGCC Stage 1.



Team Ludo pitching to the judges during OGCC Stage 1.

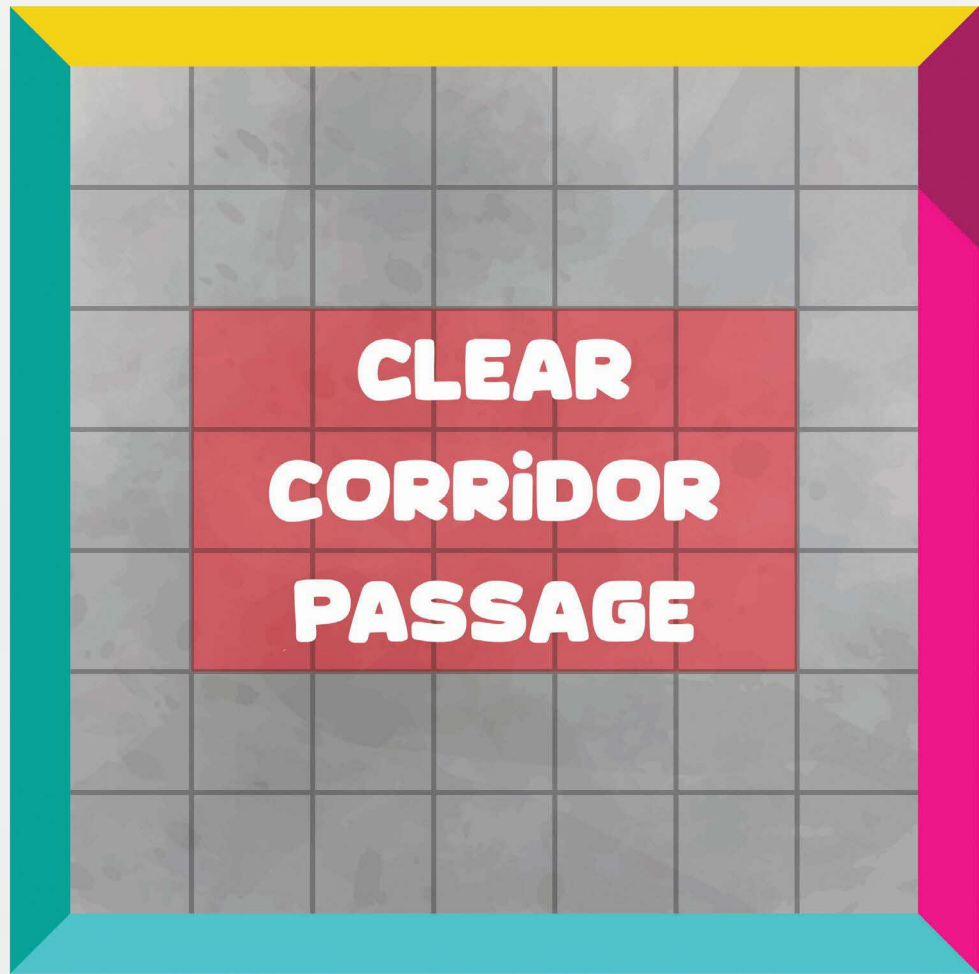


Recommended Age:  
**7 and above**



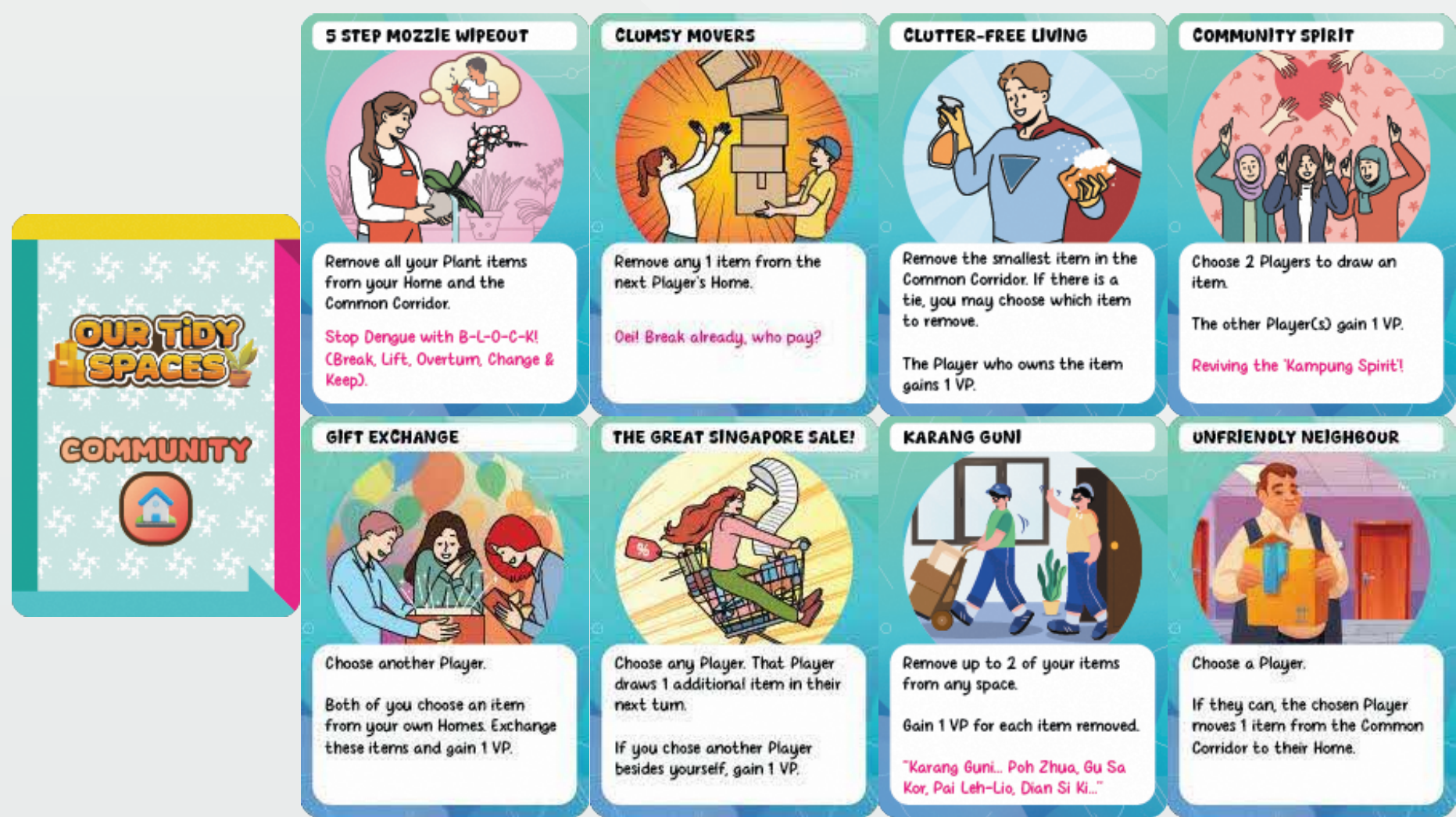
Number of Players:  
**4 to 8**

## Game Components of Our Tidy Spaces



Game boards that represent various locations in a HDB estate.

*Item* tiles that represent items of varying sizes.



*Community Cards* that present challenges for one or more players to resolve for the involved players to get *Victory Points*.

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



*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.



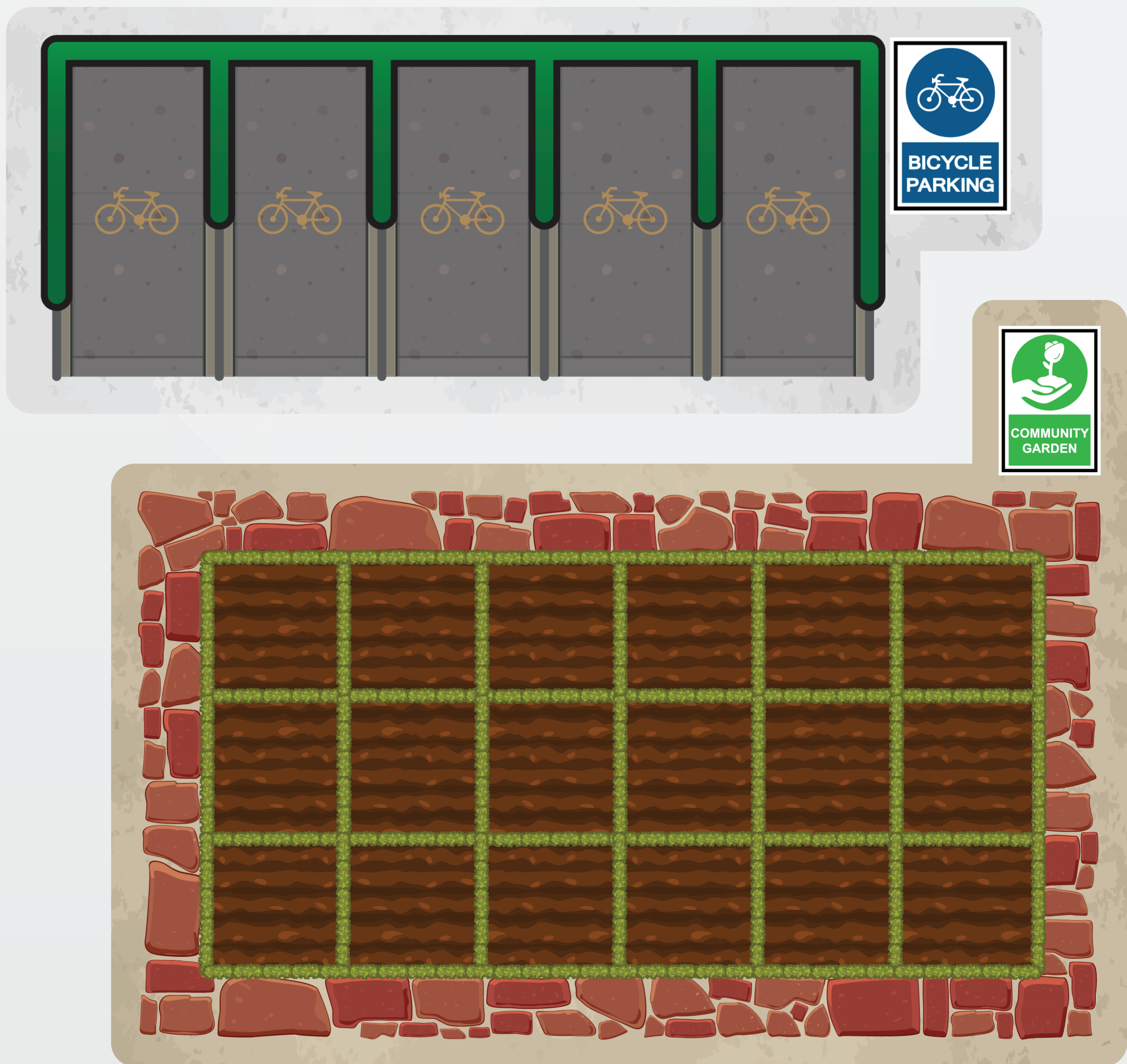


### How Our Tidy Spaces Promotes Clutter-free Norms



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.

