

## TEAM VERTIGO

### NOISY LAH! - A GAME ON RESIDENTIAL NOISE

Players take turns simulating different types of residential noise stated on the *Noise Cards*, while the rest try to guess which *Solution Card* best resolves the simulated noise. If most players chose the correct *Solution Cards*, the player with the highest *Resolve Noise* point stated on his *Solution Card* gets to keep the *Noise Card*. However, some of the resolutions may lead to *Social Tension*, which affects the relationship with their neighbours. Failure to resolve the noise issue also results in the *Noise Level* rising by 1 point each turn. To win, one must be the first player to collect 5 *Noise Cards*, while working with the other players to maintain the *Noise Level* below 5 points and the *Social Tension* below 25 points.



Team VertiGO working on its Noisy Lah! prototype during OGCC Stage 1.



Team VertiGO pitching to the judges during OGCC Stage 1.

Recommended Age: 8 and above

Number of Players: 2 to 8

### Game Components of Noisy Lah!



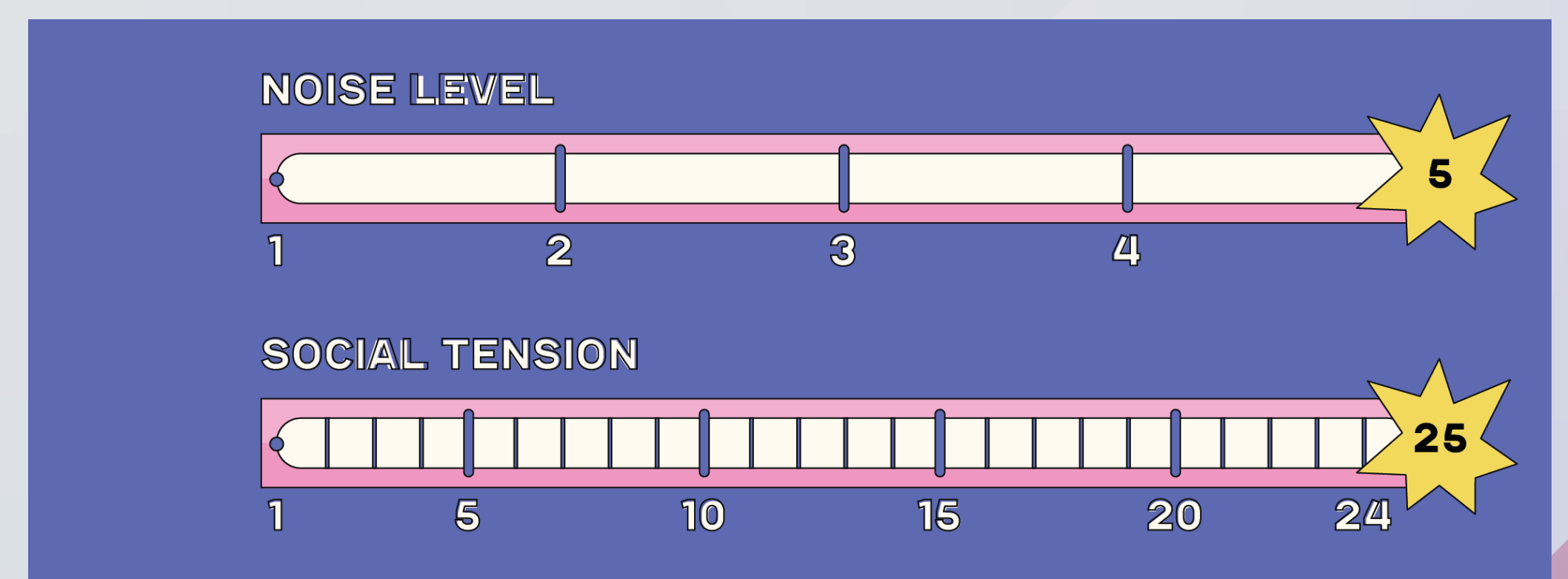
Noise Cards that represent different types of residential noise.

Solution Cards that represent resolutions for different types of noise.



Character Cards that indicate the unique ability that the individual player can use during one of their turns.

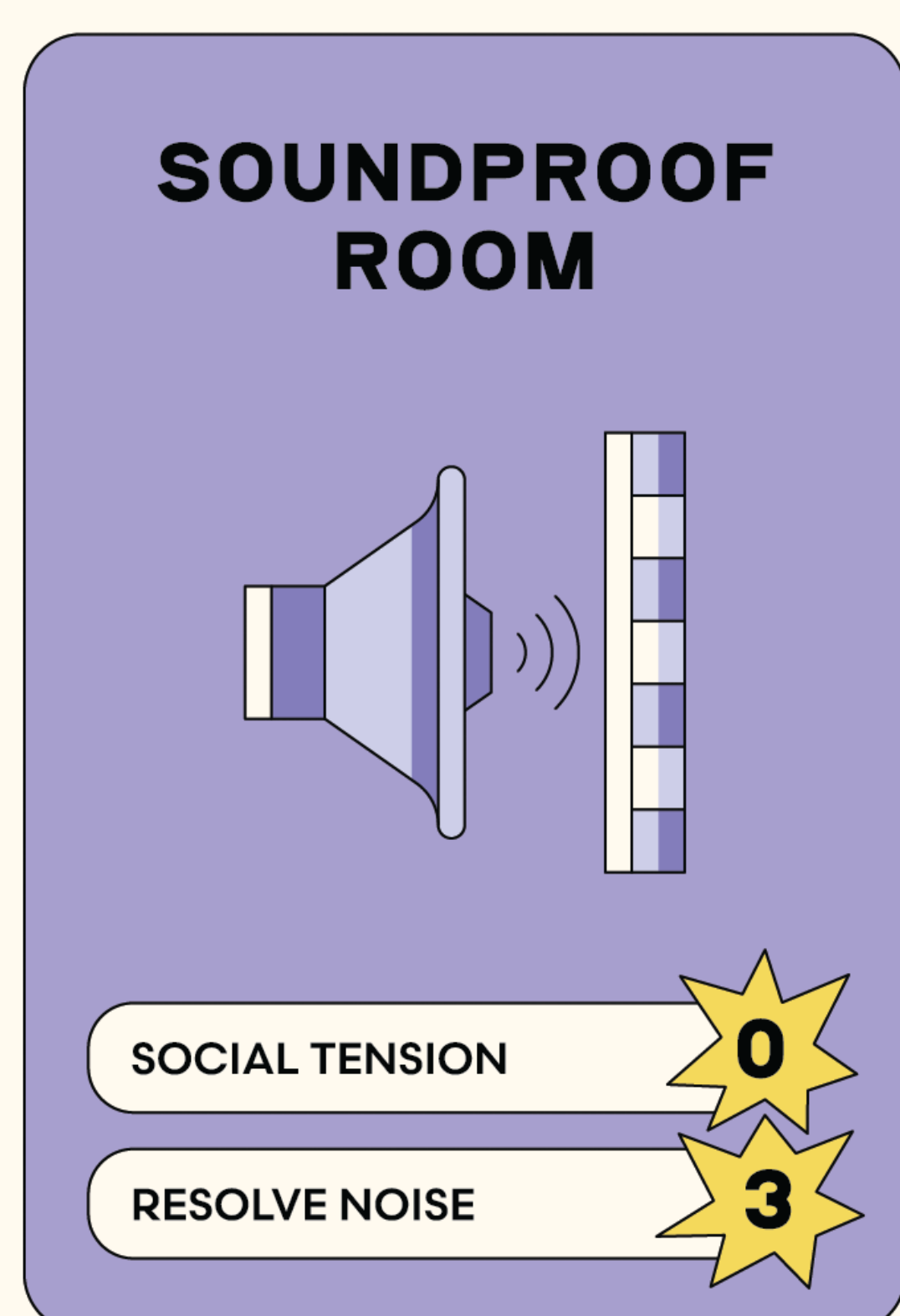
Game box with Noise Level and Social Tension scales.



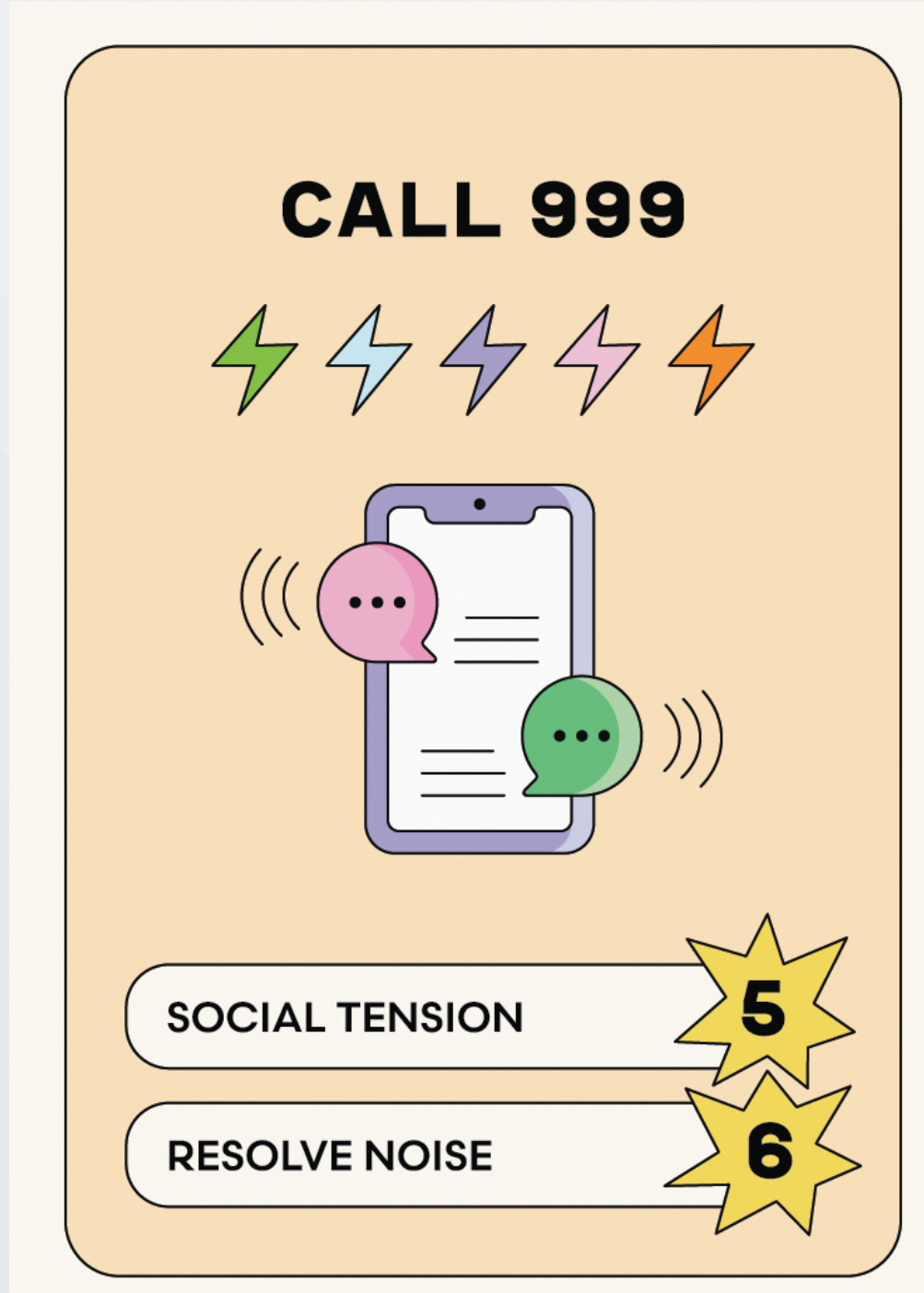
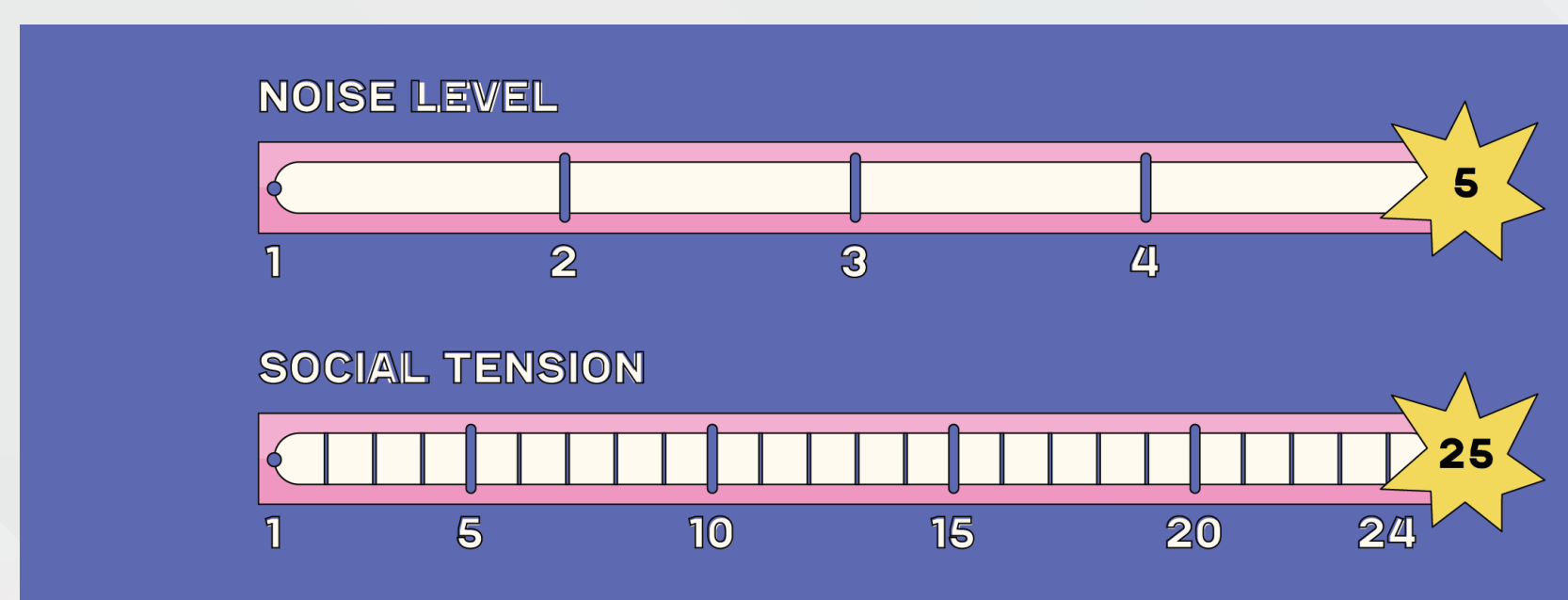
### How Noisy Lah! Promotes Pro-social Noise Norms



The *Noise Cards* inform players of the various types of residential noise present in a neighbourhood – noise from *Home Equipment, Pets, Furniture, Socialisation* and *Recreational Activities*. By having players take turns to simulate the noise stated on the *Noise Cards*, players are made to realise that they themselves could have contributed to noise in their neighbourhood.



The *Solution Cards* raise players' awareness of the various pre-emptive measures one can take to prevent or reduce residential noise. By allowing even the player who is simulating the *Noise Card* to play a *Solution Card* during his turn, players are taught that oftentimes, the noise-making resident can best improve the situation by being more mindful and taking the extra step to reduce noise.



The *Social Tension* points on the *Solution Cards*, and the *Social Tension* scales serve as reminders that even if some solutions can be effective, they risk harming the neighbourhood harmony if frequently adopted in the long run (e.g. calling the police). This highlights the importance of thinking carefully and trying out other peaceful resolutions, before resorting to more drastic ones.

