

How to Play Noisy Lah!

Setting Up the Game

1. Open the game box and lay the cover flat to reveal the *Noise Level* and *Social Tension* scales.
2. Shuffle the *Noise Cards* and *Solution Cards* separately and place the two decks on the table.
3. Hand out 5 *Solution Cards* and a *Character Card* to each player.

Playing the Game

1. Each player starts his turn by drawing one *Noise Card* from the *Noise Deck* and simulating the stated noise.
2. The other players are to guess which *Noise Card* is being simulated and decide which *Solution Card* in their hand to place face down. Meanwhile, the player who simulated the noise is to place face down the correct *Solution Card* in his hand that he thinks has the highest *Resolve Noise* point compared to the other players.
3. Once all players have placed down their *Solution Card*, all placed *Solution Cards* are then revealed.
 - To resolve the noise issue, more than half of the players need to reveal *Solution Cards* that match the simulated noise (i.e. *Solution Cards* that are the same colour as the *Noise Card*).
 - Among the players who revealed the correct *Solution Cards*, the player with the highest *Resolve Noise* point stated on his *Solution Card* gets to keep the *Noise Card*.
 - Note that multi-coloured *Solution Cards* can be placed to resolve more than one type of noise issue.
 - On the other hand, the players collectively fail to resolve the noise issue if most of them do not reveal the correct *Solution Cards*.
 - As a result, the *Noise Level* rises by 1 point and the *Noise Card* is returned to the bottom of the *Noise Deck*.
4. Regardless of whether the noise issue is resolved or not, the *Social Tension* level is adjusted according to the cumulative *Social Tension* points stated on all *Solution Cards* played for that round.
5. In addition to placing down their chosen *Solution Cards*, the players can put their *Character Cards* into effect anytime they feel it necessary (e.g. deduct *Social Tension* points from the *Social Tension* scale).
6. Before proceeding to another player's turn, all players are to draw 1 *Solution Card* from the *Solution Deck*.
7. The player who collects 5 *Noise Cards* first, wins. However, players collectively lose the game once the *Noise Level* rises to 5 points, or the *Social Tension* rises to 25 points.

