

# A Game With No Rules

*A pavilion for the rule-breakers, the reinventors, and the quietly creative.*

Traditional games are not dying. They are waiting — waiting for a space, a surface, an opportunity.

Malaysians have always been natural reinventors. Ceper was born from bottle caps. Go chess migrated from expensive stone pieces onto the cheap grid of a mathematics exercise book of an average schoolkid. The creativity was never missing — only the opportunity.

The pavilion becomes the platform — for creativity, for play, for reinvention. It performs with you rather than for you, inviting whoever steps inside to touch it, rearrange it, complete it. Never finished, always different, shaped by whoever happens to be inside it at that moment.

The pavilion was never defined, and it will never remain the same. When KLAFF ends, it refuses to stay still — instead it would be repurposed, relocated, or disassembled and returned to the world as something new. Every component is detachable, separable, recoverable.

Ultimately, this pavilion is less about the games themselves, and more about what happens when people are no longer told how to play. When the rules are removed, what emerges is something more interesting — instinct, imagination, and a generation quietly learning that the best innovations begin with the question: who made these rules anyway?





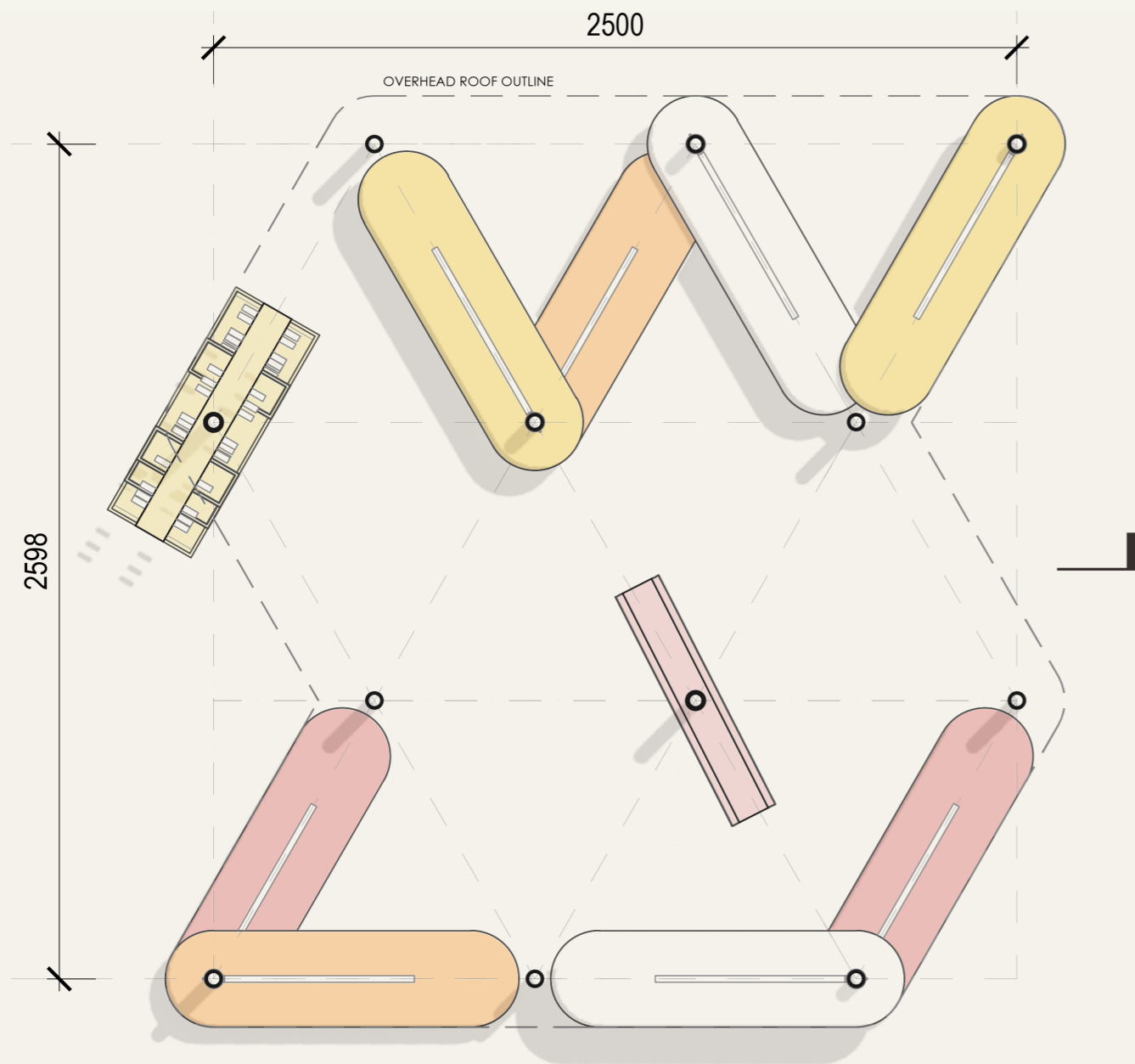
### Cost of Commitment

Near the site, a snake and ladder chess table sits unused while the swing is always occupied. The difference is the commitment each demands. One asks for time, a partner, a plan; the other asks for nothing.



### A Park for Everyone

The design of Taman Tasik Titiwangsa draws from Nusantaraian, Islamic and Chinese influences— the layered histories of the land it sits on.<sup>[1]</sup> Yet none of these references feel exclusionary. The park belongs to everyone.



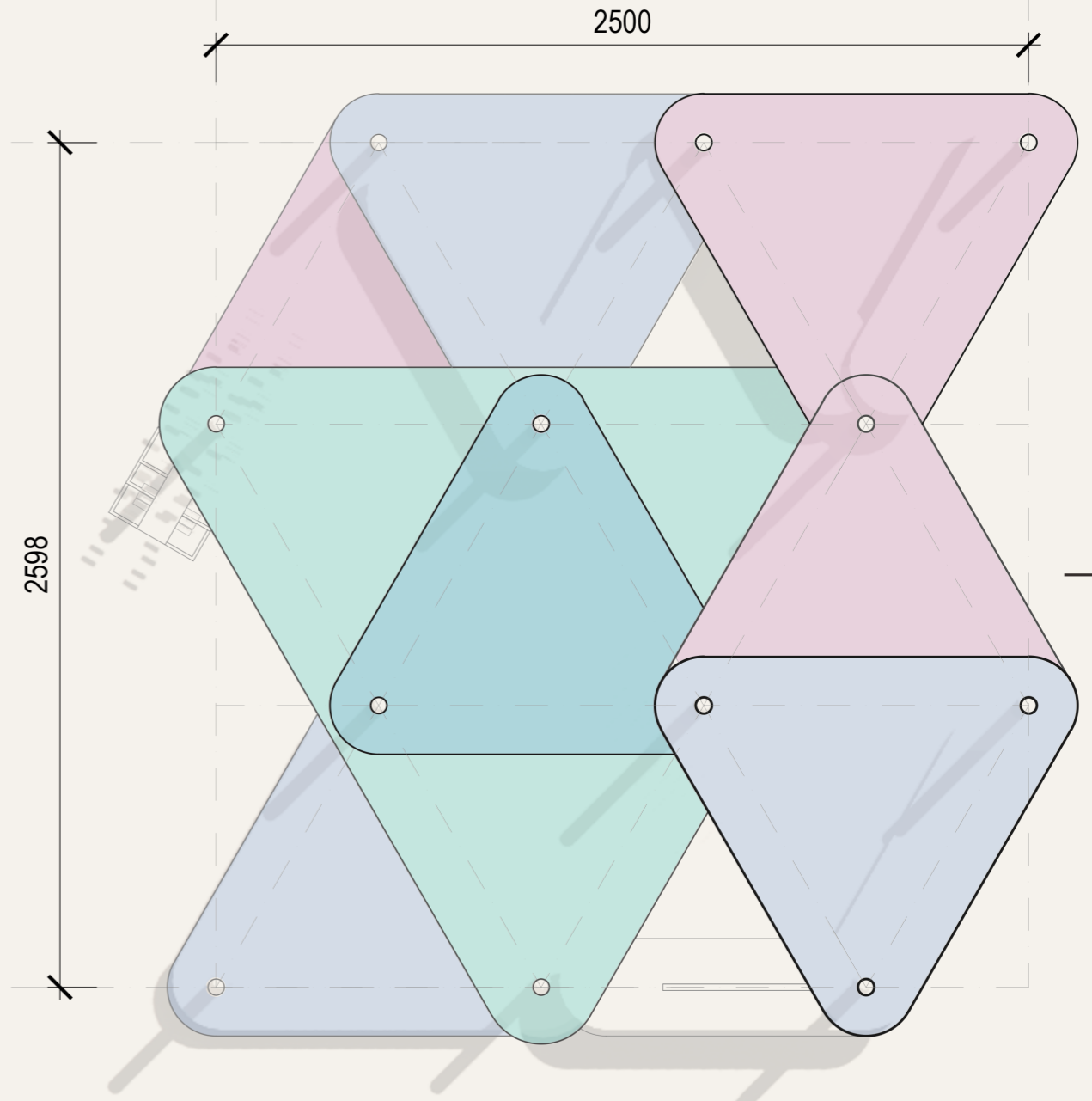
### FLOOR PLAN

SCALE 1:20

[1] Lee, W. H. (2020). The Design Philosophy and Planning of Titiwangsa Lake Park.

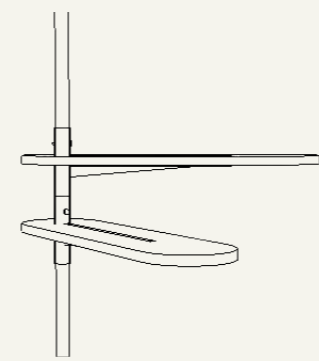


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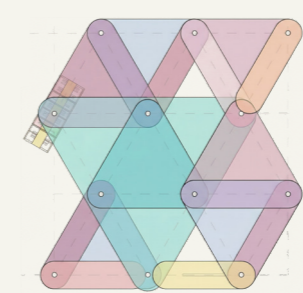
### ROOF PLAN

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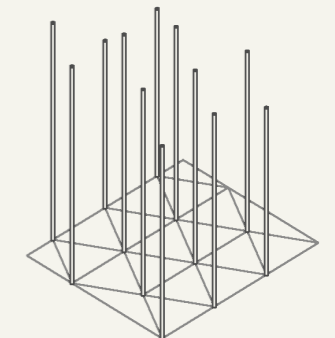
### Horizontal Panels

Each elongated panel is fixed to a column, adjustable in height and orientation, with rounded corners for safety.



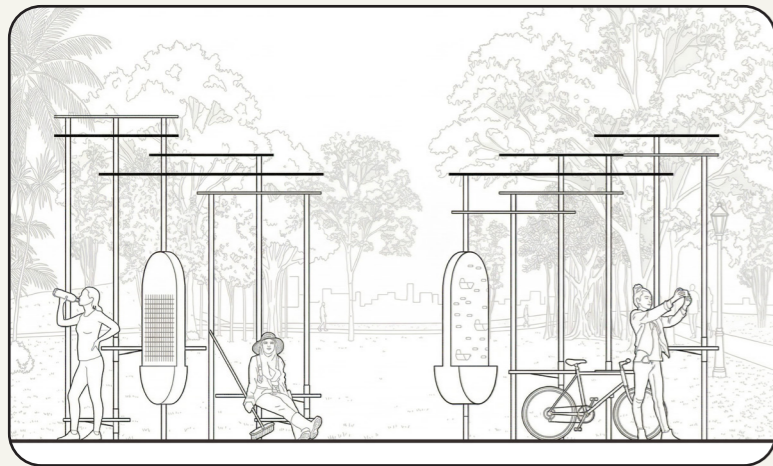
### Play of Light

Colourful translucent acrylic roof panels overlap to produce new hues at every intersection, as leaves above cast their shadows through.



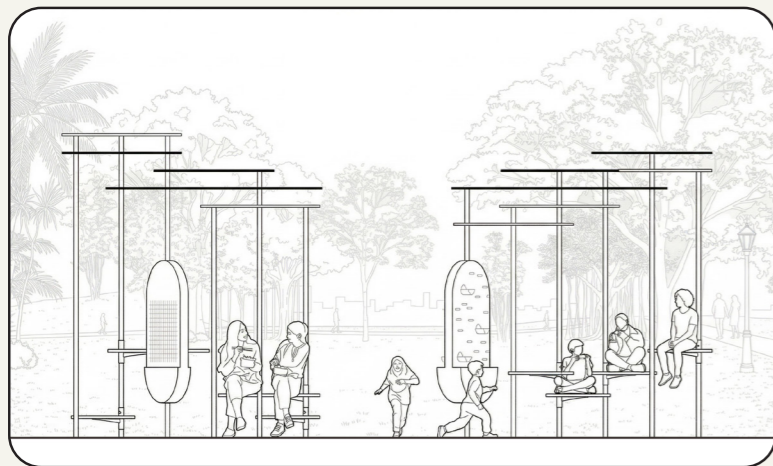
### Triangular Grid

Equilateral triangular grid with 1000mm long sides allows each panel to be rotated in three different directions.



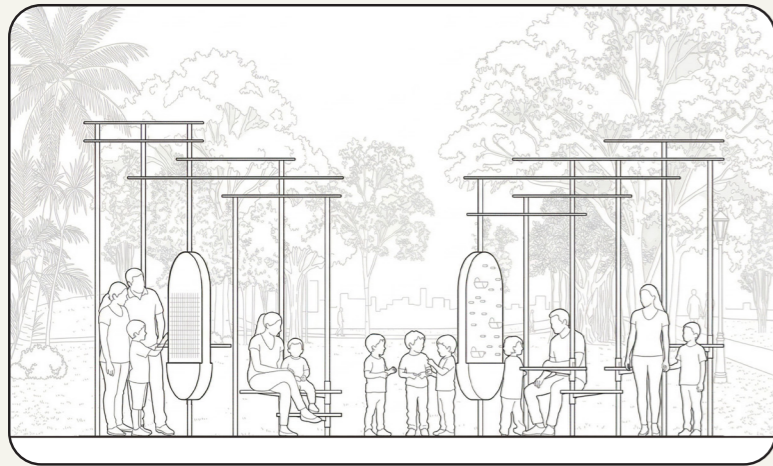
### 9:00 AM

The park belongs to the early risers. A jogger stops to catch her breath, a cyclist stretches, a gardener takes a quiet moment before the heat sets in. Nobody is here to play. The pavilion is simply a place to pause before carrying on.



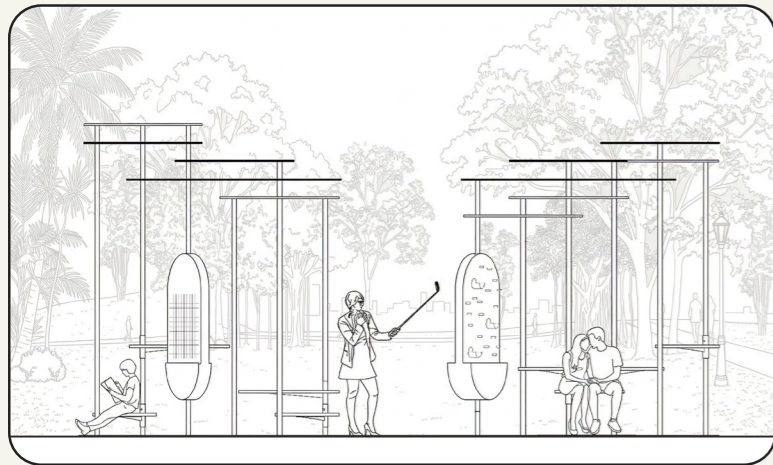
### 1:00 PM

Office workers claim whatever surface is at the right height, takeaway in hand. Schoolchildren arrive in a loose, noisy wave — running through, touching everything. A group of teenagers rearranges the panels into something that works for them.



### 6:00 PM

Families fill the space in the unhurried way that only evenings allow. Parents adjust the panels while children gather around the wuziqi board, negotiating rules nobody fully agrees on. The pavilion becomes a room without walls — contained enough to feel like a place, but open enough to feel like the park.



### 9:00 PM

The light does the work now. Couples drift in drawn by the glow of the acrylic panels, finding a panel to cuddle and talk. An influencer frames herself against the coloured panels with the city skyline behind her. The pavilion that spent the day being played with is now, quietly, being looked at.

## Different levels

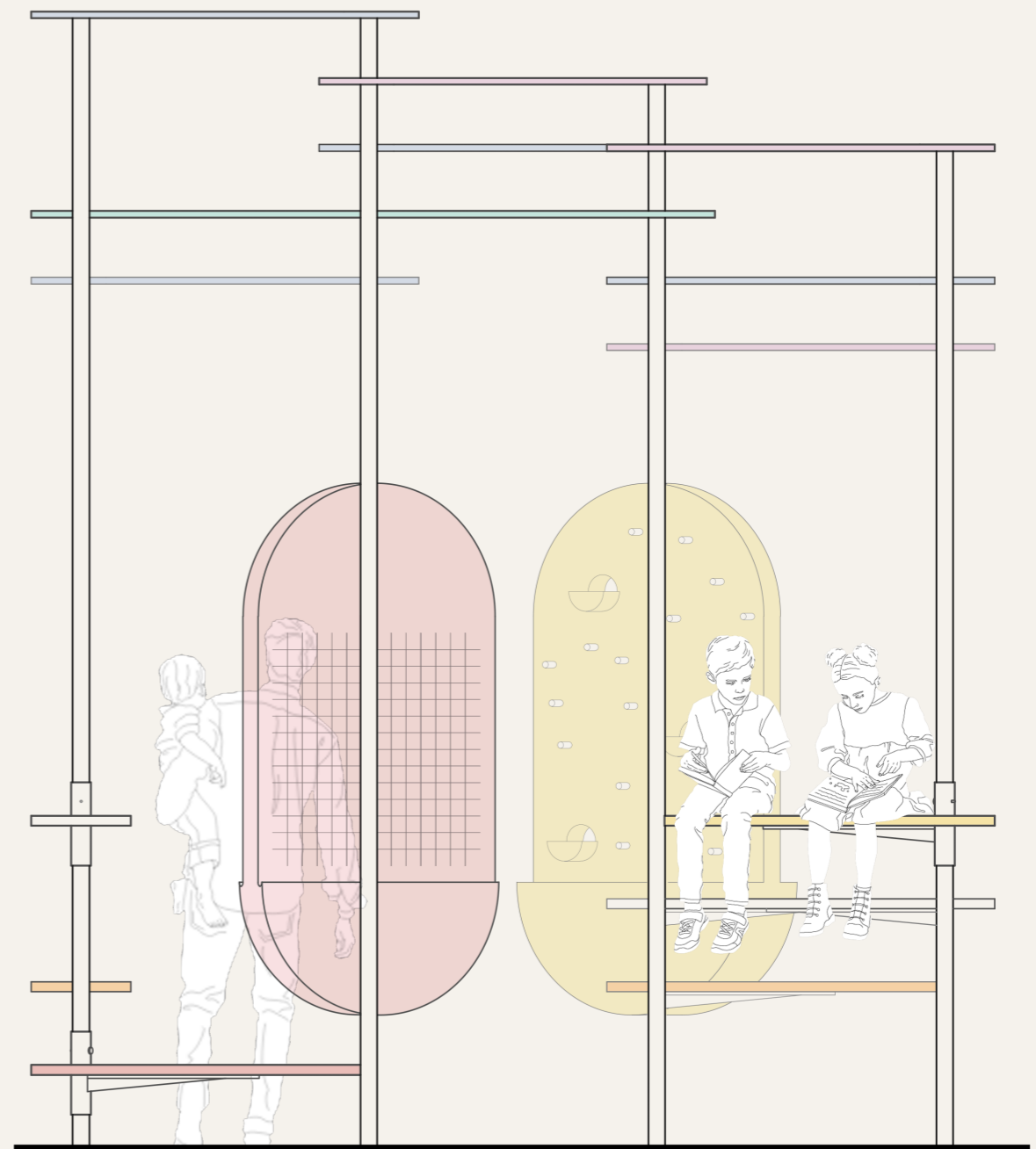


**Kid Seating Level**  
250mm

**Adult Seating Level**  
500mm

**Table Level/  
Bar Seating Level**  
750mm

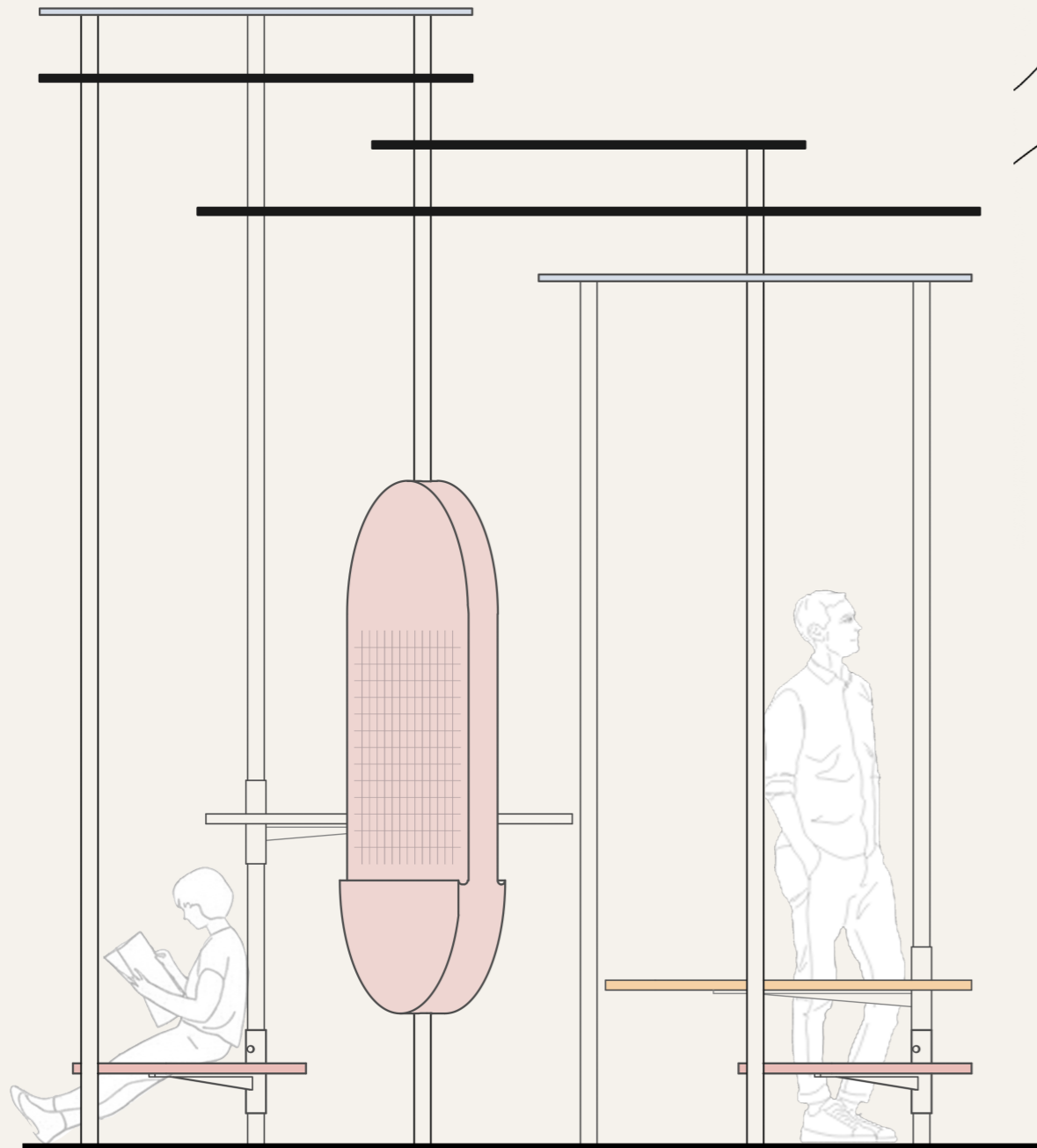
**Bar Table Level**  
1000mm



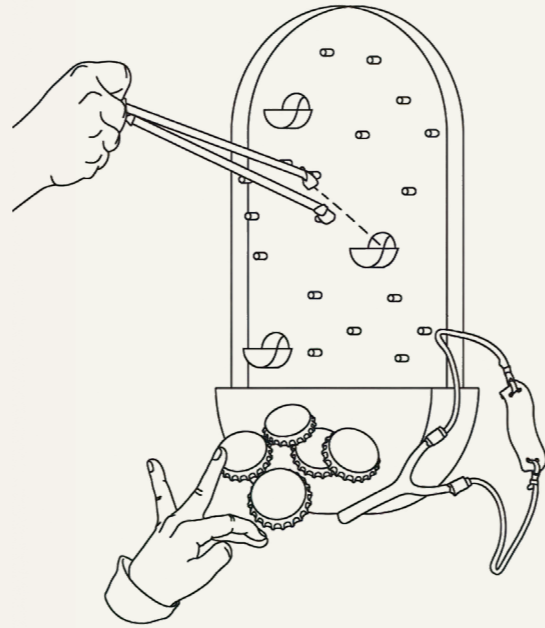
## RIGHT ELEVATION

SCALE 1:20

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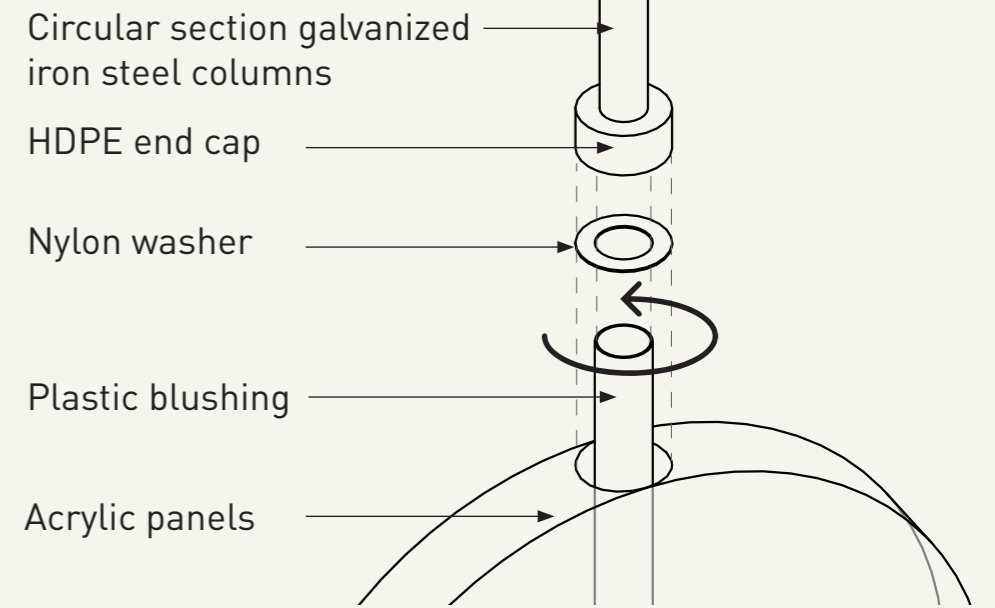
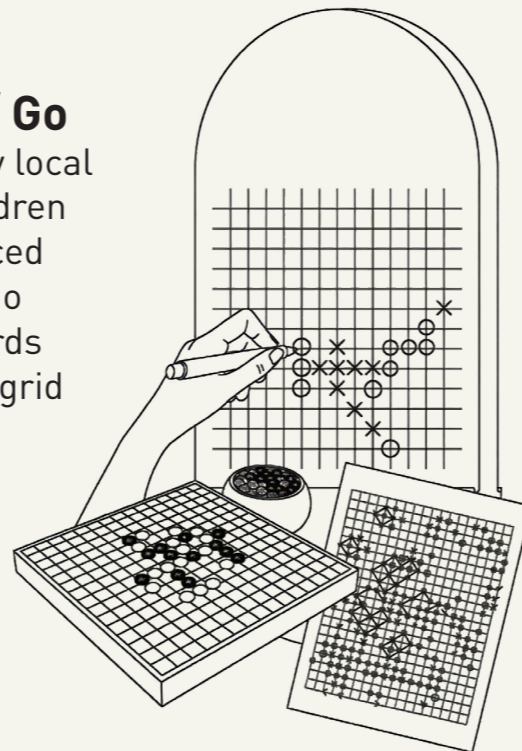
**SECTION X-X**  
SCALE 1:20



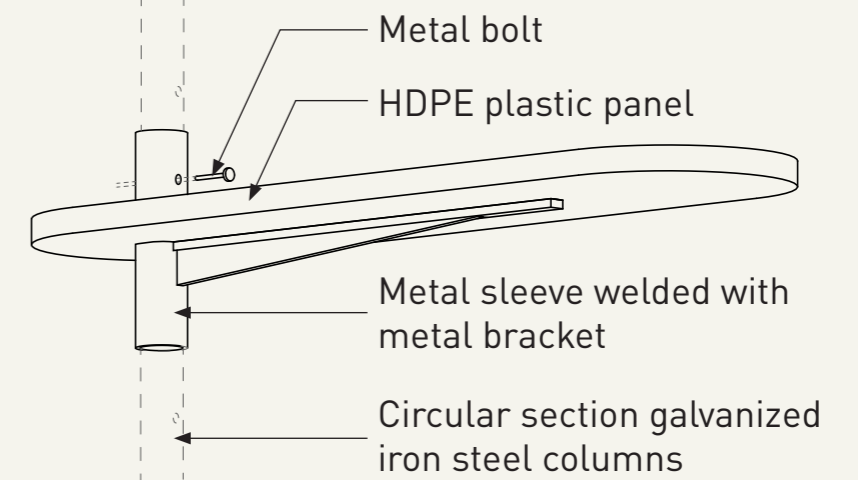
**Ceper**  
A combination of ceper and the traditional hunting slingshot of Orang Asli.

**Wuziqi / Go**

Inspired by local schoolchildren who replaced wuziqi or go chess boards with math grid paper.



**VERTICAL PANEL DETAIL**  
NTS



**HORIZONTAL PANEL DETAIL**  
NTS

