

[Banners: Titles and Descriptions for 5 Sections]

### **1. What are the Rules of the Game?**

The FAR Game is predicated on the demand for precious floor space in hyper-dense urban conditions, where architects are challenged to balance the desires of consumers, controllers, and suppliers of which they are a part.

### **2. How is the FAR Game played?**

The 36 buildings showcased illustrate how constraints can spark creativity, and turn a craving for quantity into a desire for quality.

### **3. What are the Forces at Play in the FAR Game?**

A description of the background forces that govern the FAR Game, including hyper-density, land price, capital concentration, and characteristics of the urban fabric.

### **4. Artist Perspectives on the FAR Game**

Images of everyday life from the urban landscape, signals of FAR Game battles won and lost, as captured and portrayed by artists.

### **5. Why does the FAR Game Matter?**

The importance of the FAR Game to Korea and to architecture in general, as told from various perspectives including those of curators, architects, planners, researchers, developers, land owners, and nameless local builders.