

# 桌遊啟航

## Started Playing Board Games



「課金」是近年興起的遊戲詞彙，意思為「付費」。遊戲中，裝備分為不同等級，裝備越高級效果便越強勁，角色能力便相應提高。有年輕人在虛擬世界中大灑金錢，而年輕人阿坤和錦濤亦曾墮進遊戲的漩渦中，及後透過桌上遊戲和參加活動，慢慢走向現實生活。

### 為買裝備 各出奇招

阿坤的哥哥熱愛線上遊戲。或許因為遊戲角色的招式層出不窮，阿坤覺得打電玩「很型」，便愛上了打電玩。錦濤亦在阿坤的遊說下，沉迷於遊戲世界中。二人開始「課金」，付費購買裝備，中一至中五期間，錦濤花超過一千元，而阿坤更花近兩至三萬元。



“Paying Fees” is a newly trendy gaming vocabulary, meaning paying for items in online game. In the virtual world, weapons are categorized as levels. Power of the weapons increases with level, so as the capability of the player’s character. Similar to some teenagers who spend a lot in the virtual world, Kwan and Kam-to also fell into this spiral before. Luckily, they went back to the reality eventually via joining the Centre’s programmes and playing board games.

### Buying Weapons through Various Tactics

Kwan’s elder brother loves playing online games. For Kwan, the glamorous tricks and movements was the reason attracting him to play online games. With Kwan’s persuasion, Kam-to was also addicted to online games and started spending money on the weapons in online games. Over five years in secondary school, Kam-to spent over a thousand to buy online weapons, while Kwan even spent approximately \$20,000 to \$30,000.

說起如何存錢「課金」，方法可謂層出不窮。錦濤和阿坤都曾經從媽媽手中騙得額外的「課金」資源。錦濤笑說，方法要「醒」，只要媽媽簽回條的時候，乘機騙說繳交班會費，只要瞞騙頻率不高，媽媽就不會質疑。另外，阿坤說，他往往會省了吃飯錢和時間，「要玩遊戲嘛，上課肚餓也沒有辦法啊，唯有早點回家吃零食。」

### 沉溺遊戲 家庭成戰場

沉溺遊戲的同時，二人與家人的關係亦起了變化。中三時成績欠佳的阿坤與家長見完老師後，連忙回家開電腦玩遊戲。母親隨即發脾氣，拔掉網線，阿坤記得那一剎那，「招式就停在那裡」，他的感覺就如失去了全世界，生氣得失去了理智，連續摔了好幾次書包和書。阿坤說，吵鬧的情況並非罕見，這可算是不時上演的戲碼。

若說阿坤的家是激烈的殺戮戰場，那麼錦濤家中上演的便是冷戰。即使錦濤主動跟媽媽打招呼、對話，媽媽都不予理會。吃飯時間到了，母親不會再催促他吃飯，只是默默地吃飯、洗碗，任由飯菜放涼也不會叫錦濤吃飯。這麼的一場冷戰大約維持了一個星期。錦濤笑說：「其實這些事情也不常發生的，一個月兩次左右。」

### 桌上遊戲 走向現實

在阿坤和錦濤成為玩遊戲的最佳拍檔前，二人是參加中心活動的最佳拍檔。眼見二人沉溺遊戲，中心社工Ivan自行研究一款角色扮演的桌上遊戲，將線上遊戲的元素搬到現實當中，希望把年輕人拉回現實世界，從線上遊戲轉為面對面遊戲。二人當初對這款遊戲毫無認識，於是懷著滿腦子的好奇，與其他同樣愛打電玩的年輕人一起參與其中。二人形容遊戲的玩法新穎，透過擲骰決定行動和招式，並非如線上遊戲般死板，成員之間亦需要合作、查案、保護村民等，遊戲吸引。因桌上遊戲令他們多了與人合作和交流的機會，二人逐漸學懂由虛擬世界轉移回至現實生活當中，同時年輕人之間也成為了關係良好的隊友。

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When being asked how they saved the money to buy weapons online, the two students expressed that they used every means. Kam-to and Kwan both deceived their mothers for extra money to buy the weapons. Kam-to even joked that one should be “smart” enough to accumulate money, like asking for “class membership fees” from their parents when they were signing a school notice. He even said that his parent would not be sceptical if the frequency of using similar tricks was not frequent. For Kwan, saving the money for meals was the easiest way. “Enduring hunger in class was inevitable in order to play online games,” said Kwan, “I could only go back home earlier to have snacks.”

### Game Addiction Turned a Family into a Battlefield

While two of them were addicted to playing online games, their relationships with family also changed. Kwan’s parents once met the teacher to discuss about his poor academic performance. However, Kwan still rushed back to play online games after the meeting. Unsurprisingly, Kwan’s mother got infuriated and disconnected all the online network. “The character’s movement just stopped at that postures,” Kwan could still remember the scene as he felt he had lost the whole world when his mother did so. He had thrown his school bags and books for several times as he was really angry and irrational. For Kwan, similar situations were not rare, but happened occasionally.

If the above confrontation was described as “battles”, what was happening in Kam-to’s family should be defined as “cold war”. Even when Kam-to actively greeted his mother or started a conversation with her, his mother never gave him any response. Kam-to’s mother no longer asked him to speed up when they were going to have dinner. She just cooked and let the meals get abandoned, and then washed all the dishes without making even a sound. This kind of cold war could last over a week, “Actually it did not happen frequently,” Kam-to said ironically, “just once or twice a month.”

### Board Games Brought the Boys to Reality

Before Kwan and Kam-to became the best companions in online games, they had been buddies in joining the Centre’s programmes. Witnessing how two of them got addicted to online games, the social worker, Ivan was motivated to invent a board game which included different characters and elements of online games. Ivan hoped that the board game could bring them back from virtual world to reality. At first, Kwan and Kam-to knew nothing about the board games. It triggered their curiosity and they played the game with other teenagers who were addicted to online games. They said the game was really fresh and creative, which used a disc to decide characters’ actions and movements. It was more flexible than online games and required players to work as a team to investigate and protect villagers. Kwan and Kam-to then gradually spent more time in reality, and built up good friendship with teammates.

一年多後，Ivan鼓勵他們以遊戲攤位的形式，將桌上遊戲的歡樂推廣至其他小朋友。於是他們每個星期六下午就在中心擺攤位，供上興趣班的小朋友玩樂，慢慢這些小朋友成為了攤位的支持者。錦濤笑說：「明明內容沒有改變，但小朋友仍然會玩到不願意離開，甚至要媽媽拉他才願意走。」如是者，二人星期六的大部分時間就貢獻給攤位，錦濤表示，以往生活中九成時間都是玩遊戲，但如此一做，變相就多了時間在外與其他人相處。

從沉溺線上遊戲，到慢慢轉移回到現實中，二人經Ivan鼓勵下，參加比賽開闊了眼界。二人與其他一起參與桌上遊戲的年輕人組成隊伍，參與創業活動。一切從零做起，由準備策劃書，到了解相關業務、實地考察，再到拍片、設計簡報，最後將想法濃縮至五分鐘，向評判介紹其創意。錦濤說，如非參加比賽，他以往沒有機會面對觀眾，將自己的想法推廣給其他人，亦不會啟發自己有關創業的想法，有心嘗試做生意。現時二人不再沉溺虛擬世界，反而更加著重人際關係，亦決定努力讀書，跳出現時的框框，尋找更多機會。



A year later, Ivan encouraged them to share the joy of playing this board game with other children in fun fair. As a result, Kwan and Kam-to then set up a booth at the Centre every Saturday afternoon, and gathered a group of fans for the booth. "Actually, the game was always the same," Kam-to said joyfully, "but the kids were unwilling to leave until the parents forced them to." Eventually, two of them spent most of their time on Saturday in organizing this booth. Kam-to recalled how they had spent 90 per cent of time on online games before starting this booth. This booth created much more opportunities for them to interact with others.

From addiction in online games to going back to reality gradually, Kwan and Kam-to even joined different competitions to broaden their horizon with Ivan's encouragement. They formed a team with other board game players and joined a start-up competition. Writing proposal, doing research on related business, going site-visits, taking videos, and designing posters, and finally presenting the whole idea and their creativity in a five-minute presentation, the team created everything on their own from nothing. "I would not have the opportunity to face audience and promote my ideas without this competition," said Kam-to, "Nor would I have the idea to build a start-up or run a business." The two buddies no longer immerse in the virtual world now. Contradictorily, they value more on interpersonal relations, and are motivated to study hard in order to fight for other new opportunities in life.