

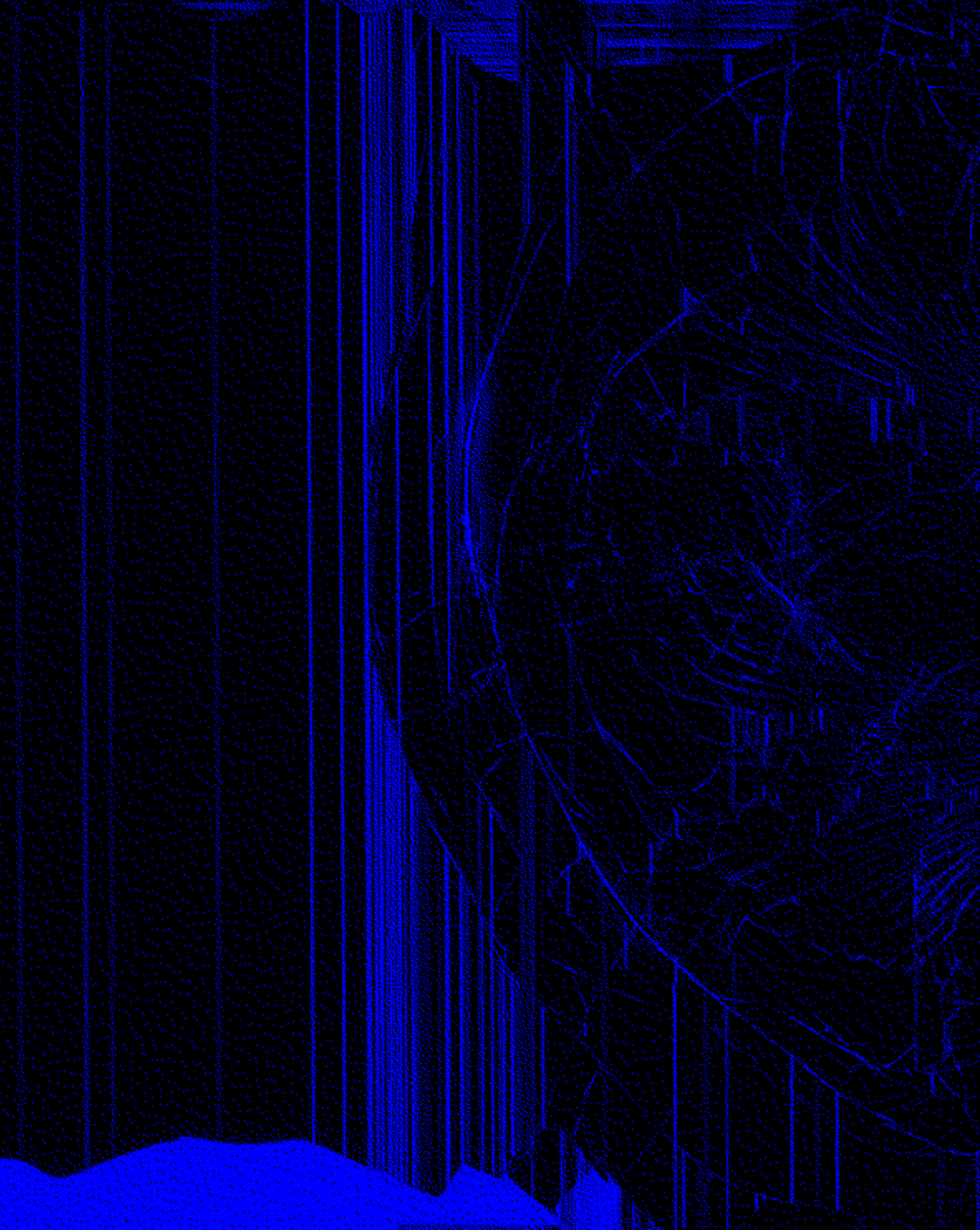
「玩嘢」

玩嘢？

SIU2 LA3 BA1

#3

Are You Game?



THE RULES

玩遊戲規則

第三期「小喇叭」有可能係最後一期，呢期係講打機。雖然我哋唔係gamer，但本著「小喇叭」的宗旨，我哋覺得應該紀錄一下2014年以來，video game同運動嘅關係，以供後世參考。如有錯漏，敬請原諒。

用打機嚟protest，其實唔係新嘢，有文章話2000年初尤其係newsgame出現後，video game慢慢跟抗爭、政治、倡議扯上關係。喺香港，2014年雨傘運動啟發咗《香港無雙》、《Yellow Umbrella》等遊戲。而2019年反送中運動期間，用game嚟protest嘅例子更多不勝數，玩家穿梭網絡虛擬與真實世界，其中以《香城Online》最為突出。打機對運動策略嘅影響，亦反映喺一啲打機嘅術語度，例如「endgame」、「打大佬」、「火魔法」等，同「發夢」一樣，即時變成運動嘅日常用語和暗號。2019年10月29日，有「不幸陣亡」嘅抗爭者嘅連登出咗一個賺人熱淚嘅post，劈頭第一句就係「各位手足，《香城online》我要quit game了」。

一如實地抗爭，打機都有分有策略性、資訊性，亦有一啲用嚟宣洩、賦權、強化同理心、打國際線咁用。2019相關嘅遊戲，部分developers全數捐予「星火同盟」。另外，主流game culture一直以嚟都係男性主導嘅aggressive culture；有好多in-game嘅protest如Minecraft、GTA，其實都係用嚟洩憤居多。遊戲裡面，黃絲可以扮演抗爭者、藍絲又可以扮演警察，打個你死我活。值得一提嘅係，game industry往往充滿性別歧視、剝削、同扮中立。Blizzard、Nintendo、Steam都已經紛紛向中共「跪低」，唔少game亦已經人間蒸發。

相比起嚟，indie game就比較有創意，但奈何資源有限，所以有啲其實唔係好work。好彩2020年《Sample 樣本》release咗一系列好有心思嘅concept game。同第一代《香城Online》一樣，《Sample 樣本》commission嘅game，從來都唔係諗住用嚟整一隻真正嘅video game；但佢哋同《香城Online》嘅性質截然不同，係偏向用嚟反思社會議題多於用嚟研究策略。

今期「小喇叭」有三個部分：第一部分「白金版」紀錄咗一啲我哋覺得係香港抗爭運動歷程中最有代表性嘅 game；第二部分「紀念版」有唔少較 low tech 嘅 indie game；最後，「有病版」裡面，我哋好持平咁紀錄咗三隻有問題嘅散裝生粉。

最後都係嗰句，請各位讀者保持理智，分清虛擬與現實，切勿沉迷打機。

利申：

1. 對 video game 嘅 critical analysis 有興趣嘅朋友，一定要睇《Sample 樣本》第21期之「遊戲超寫實」。
2. 由於呢期係講打機同運動，所以我哋唔會喺度講用香港城市景觀或電影作為背景嘅 game。有興趣嘅朋友可以參閱 M 加嘅「電玩中的城市：香港魅力何在？」。另外，中大一年生 Owen 仔喺2019年底開始，用咗幾個月嘅時間，喺《Minecraft》揸左成個中大出嚟，個 project 叫《CUHK Minecraft》；而2020年9月亦有報道話 CubicHK 團隊嘅《Minecraft 重建香港》已經開始將成個香港揸出嚟。
3. 電玩香港 Hong Kong in Video Games 嘅 Eddie Lau 寫咗一篇文章關於 Video Games and HK Politics，驚天地、泣鬼神，我哋都參考咗唔少佢提過嘅 game。文章另外提及大大小小起碼有十幾隻 game 係講香港未來嘅主權，有啲講香港已經成為中國一部分、有啲係講鬼佬嘅維持和平部隊進駐咗香港、而有啲係話香港已經獨立。劇情林林種種，簡直百花齊放。總言之，香港嘅未來仍然係未知之數，就係咁。◀

While video games have dominated popular culture for decades, some suggest that it was only in early 2000, with the emergence of newsgames, did they make a significant break into the world of politics, advocacy, and activism.

Since 2014, Hong Kong saw the emergence of numerous protest-inspired video games. Some of them have already disappeared because of political reasons. This issue of *Siu2La3Ba1* seeks to record these games, and to document how the protest movements in Hong Kong and video games interact, influence and shape each other, with a focus on the Anti-ELAB Movement.

To date, close to ten video games have been developed in response to the Movement. On top of this, protesters found ways to stage virtual demonstrations in existing games. We would say that the two versions of 香城 (heung1 sing4) Online are the most imaginative and influential protest 'games'. The first version is a protest strategy guide in an Excel file released in the very beginning of the Movement, and the second an information mobile app released when street protests were heavily suppressed. Both versions assumed the form of a video game. Players brought protests into the game world, while applying tactics from survival games in real-life protests, thus blurring the fluid boundaries between the real and the virtual realms. The destabilised boundary is also mirrored by the extensive use of 'game speak'. Gaming slangs and concepts have been integrated into daily discussions about the protest, almost as if

a coded language has been invented for the protection of the anonymity of individuals.

Through our research, we noticed that many Anti-ELAB protest games are strategic or informative. Others are used for the documentation of real events, emotional release, empowerment, and empathy building. For games that aimed to be released on commercial platforms, proceeds from subscriptions were often donated to Spark Alliance, an organization which finances bail payments for persons arrested in connection with Anti-ELAB protests.

However, mainstream game culture is one that is male-dominated and aggressive in nature. Perhaps this is the reason why certain in-game protests, such as those in *Minecraft* and *GTA* tend towards being superficial, but they nevertheless satisfy the need of mainstream gamers — pro-democracy and pro-establishment supporters pick their respective avatars (black-clad protesters or police) and re-enact vengeful fights to vent their anger. The game industry is also sexist, exploitative and profit-driven. Major game developers or distributors such as Blizzard, Nintendo, and Steam have already kowtowed to China without even issuing a boilerplate PR statement about their political stance.

On the other hand, small indie protest-inspired games allow for more creativity, but because of the lack of resources, playability is often compromised. Interestingly, in 2020 *SAMPLE* magazine in Hong Kong commissioned and 'released' a series of curiously thoughtful game concepts, including a newsgame that only exists on paper. Conceived after the Movement, these games offer a stark contrast to the strategic but aggressive 香城 Online.

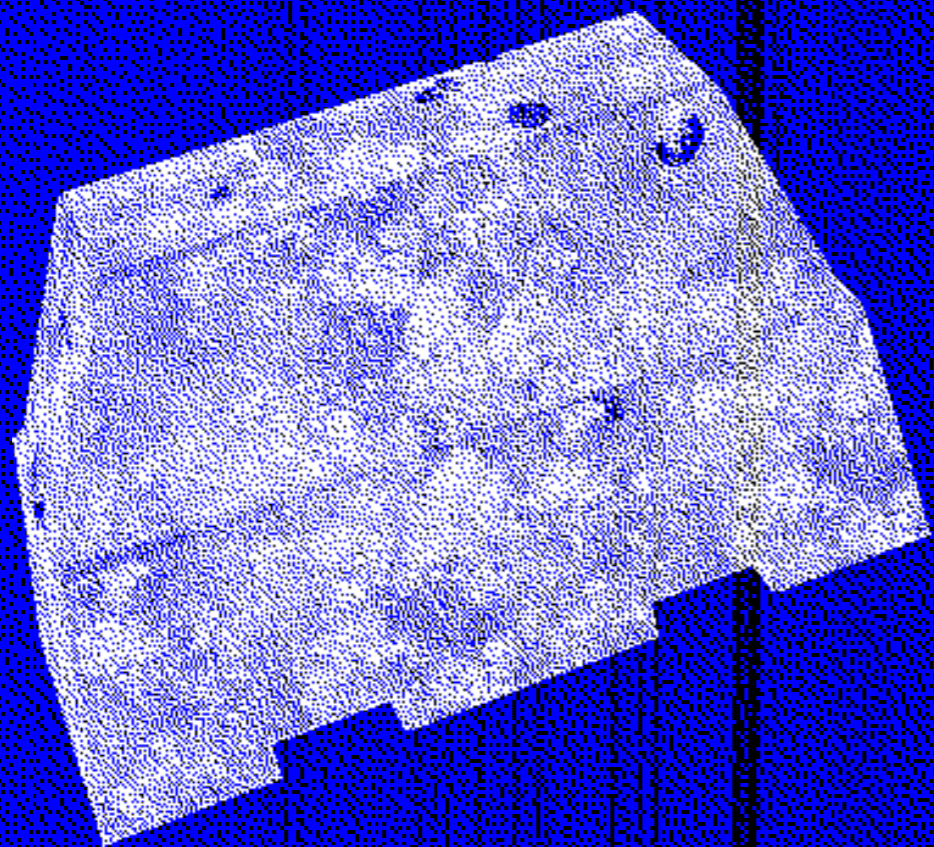
Siu2La3Ba1 issue#3 (possibly our last issue) is divided into 3 sections: Platinum Edition documents notable video games that we found influential in understanding Hong Kong's protest movement; Classic Edition lists small but creative indie protest-related games; and Red Edition includes games that were developed by pro-Beijing or pro-establishment individuals or companies.

Note:

1. For critical analysis about newsgames and other alternative game uses, please refer to the highly recommended issue 21 (11-12 2020) of *SAMPLE* magazine.

2. Since this *Siu2La3Ba1* issue is about video games and the Anti-ELAB protest movement, games that simply use Hong Kong as a backdrop are not included. For those who are interested in that approach, please refer to "Why Is Hong Kong Such a Popular Video Game Location?" on *M+ Stories* website; *CUHK@Minecraft* by a CUHK undergraduate (2020), and *Minecraft Rebuild HK* (重建香港計劃) by CubicHK (2020).

3. Eddie Lau's essay about video games and Hong Kong politics has been an enlightening source of information. It also mentioned more than 10 games that use Hong Kong as a backdrop but which are set in the future. Hong Kong as part of China, as an independent state, or as a battlefield with foreign peacekeeping troops due to domestic unrest in China... multiple futures await. Please visit Eddie's blog "Hong Kong in video games" for more information. ◀



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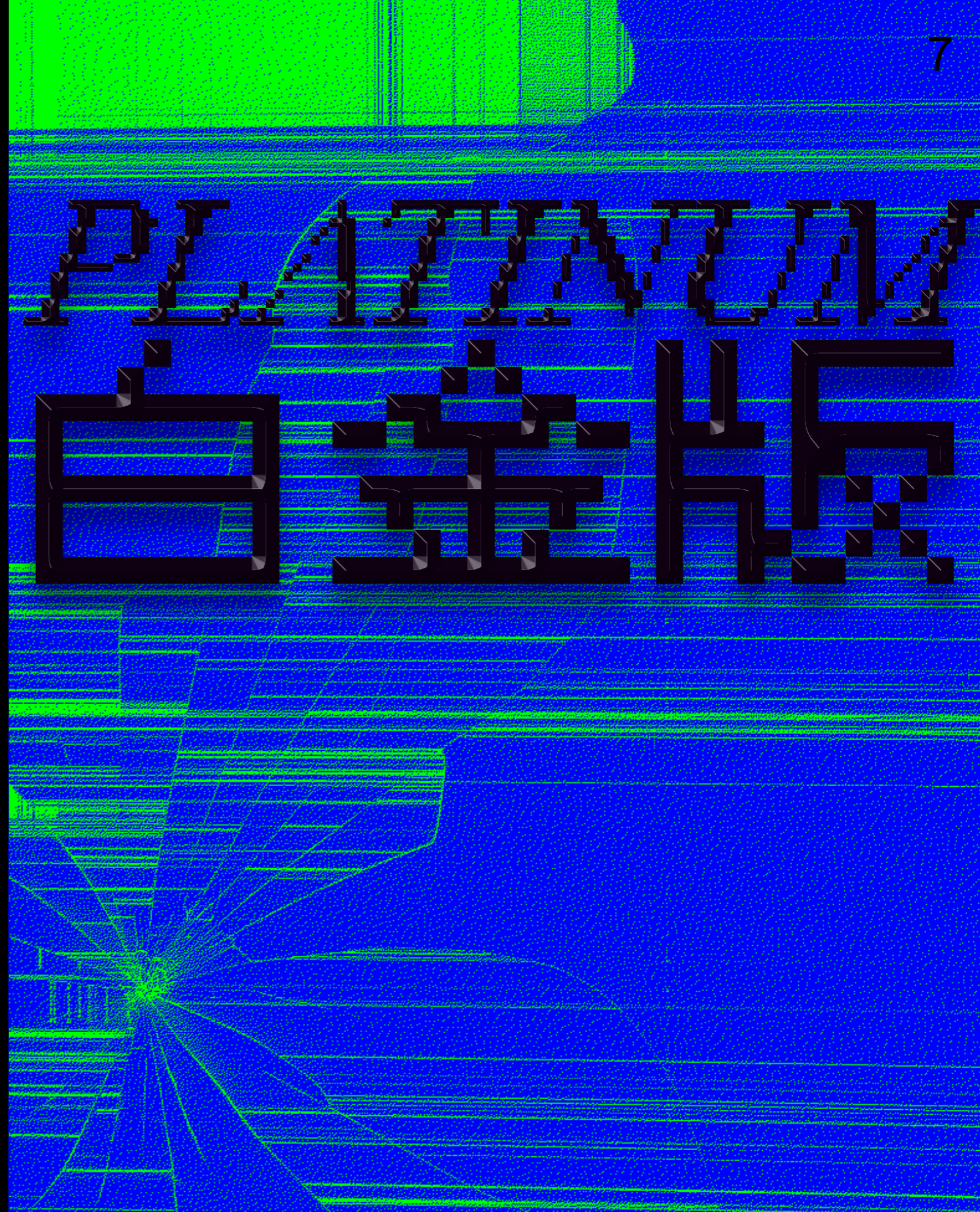
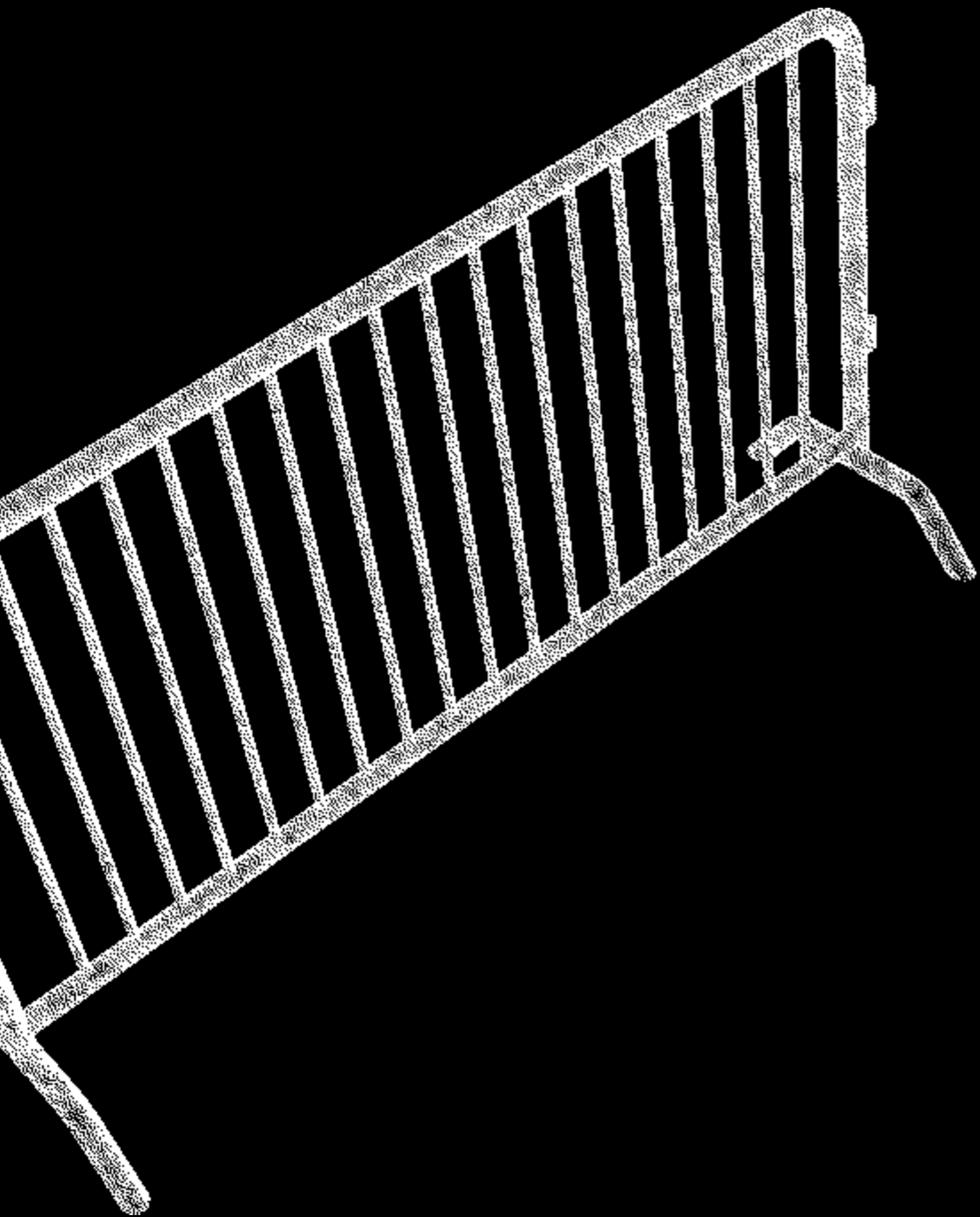
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開發者DEVELOPER: HAPPYSOFT
 操作平台PLATFORMS: SNES
 發佈日期RELEASE DATE: 1995

噶噶噶，第一隻game就講《Hong Kong 97》係咪有少少唔啱呢？

唔係啦，諗清楚啲佢可能係史上第一隻同香港政治前景有關係嘅game。而放佢喺第一位純粹因為我哋太欣賞佢。識得《Hong Kong 97》嘅朋友，可以skip呢部分。

呢隻game 1995年推出，由九龍黑澤同個friend用兩日嘅時間開發。被譽為世界上最CLS嘅爛game，簡直前無古人，後無來者。本來隻game都無乜人知，但2015年經Angry Video Game Nerd(AVGN)喺YouTube強烈推介後即刻爆紅。SCMP 2018年仲同九龍黑澤做埋訪問，依家都有唔少人識得。

個game大概係講，1997年香港主權移交之際，共產黨打到嚟，香港犯罪率節節高升。於是香港政府委託李小龍嘅白粉友親戚「陳」嚟殺鳩晒全國12億人。但共產黨都唔輸蝕，將鄧小平個頭改造成終極武器嚟隊冧「陳」。

今時今日，喺Itch係可以搵到唔同版本嘅《Hong Kong 97》，2019年更有人推出《Hong Kong 2020》，內容係關於反送中手足召喚咗舉世知名嘅「陳」義士返嚟捍衛人權，而共產黨就將毛主席個頭改造成終極武器，如此類推咁打落去。◀

Released in the 1990s, the game has nothing to do with the Anti-ELAB Movement. However, it is included here because first of all we love it, and it's probably safe to assume that *Hong Kong 97* is the first-ever video game that is set against the backdrop of Hong Kong's political future.

Hong Kong 97 is an unlicensed shoot'em up video game developed and published by HappySoft, a doujin game developer, for Super Famicom. Designed by the Japanese game journalist Kowloon Kurosawa, *Hong Kong 97* was made in two days with the help of his friend. This game has gained cult status and it shot to fame in 2015 after 'Angry Video Game Nerd' (AVGN) published a review on YouTube. Some have labelled it as one of the worst games ever made.

The game takes place in China in 1997 during the handover of Hong Kong from the United Kingdom. Facing increased crime rate in Hong Kong due to an influx of immigrants from Mainland China, the Hong Kong government hires Chin, a super-powerful relative of Bruce Lee and a heroin addict, to kill the entire population of China; at the same time, the deceased Tong Shau Ping is resurrected in a secret project conducted by the Chinese government as an "ultimate weapon".

To date, different versions of *Hong Kong 97* are available on Itch, including *Hong Kong 2020* (Sadsoft. Microsoft Windows: 2019). This new iteration continues the story of Hong Kong 97, but set in the year 2020. Li Chin is called upon by Hong Kong Anti-ELAB protesters to help fight for basic human rights. The player needs to fight against Hong Kong police and tanks from the People's Liberation Army. Mao Say Dong has now replaced Tong Shau Ping as the "ultimate weapon". ▶



香港 HONG KONG

香港無雙 V1.1 — 雨傘革命 Hong Kong Warriors V1.1 — Umbrella Revolution

2015/01/12

2011年九龍尼亞製作團隊嘅本土派人士鄭立開發以中華民國大陸時期軍閥競逐、抗日戰爭、國共內戰為背景嘅《民國無雙》，然後係2015年有人MOD咗《民國無雙》，變成《香港無雙 V1.1 — 雨傘革命》，並紀錄由9月28日至12月15日雨傘革命期間發生嘅事：9.28出金鐘熱血、10.3警黑合作嘅憂傷、10.15對七俠五義嘅憤慨、11.26鳩鳴團嘅熱情、戴耀廷話要行動升級、梁振英收個五千萬、田北俊嘅外國勢力論、榴槤七七咁。玩家可以選擇用特區政府、和平佔中、雙學、群眾、反佔中大聯盟，甚至係中央政府嚟玩。隻 game 同一般戰略遊戲差唔多，不外乎起嘢、招兵、攻霸據點、結盟、改政策等等。創作團隊整咗百幾二百個劇情，大至攻佔龍和道、雙學升級、清場，小至周庭辭任發言人都有。

6年前，高登有個post話沈旭暉曾經係facebook po過《香港無雙》截圖，佢本人亦成為遊戲中的角色。

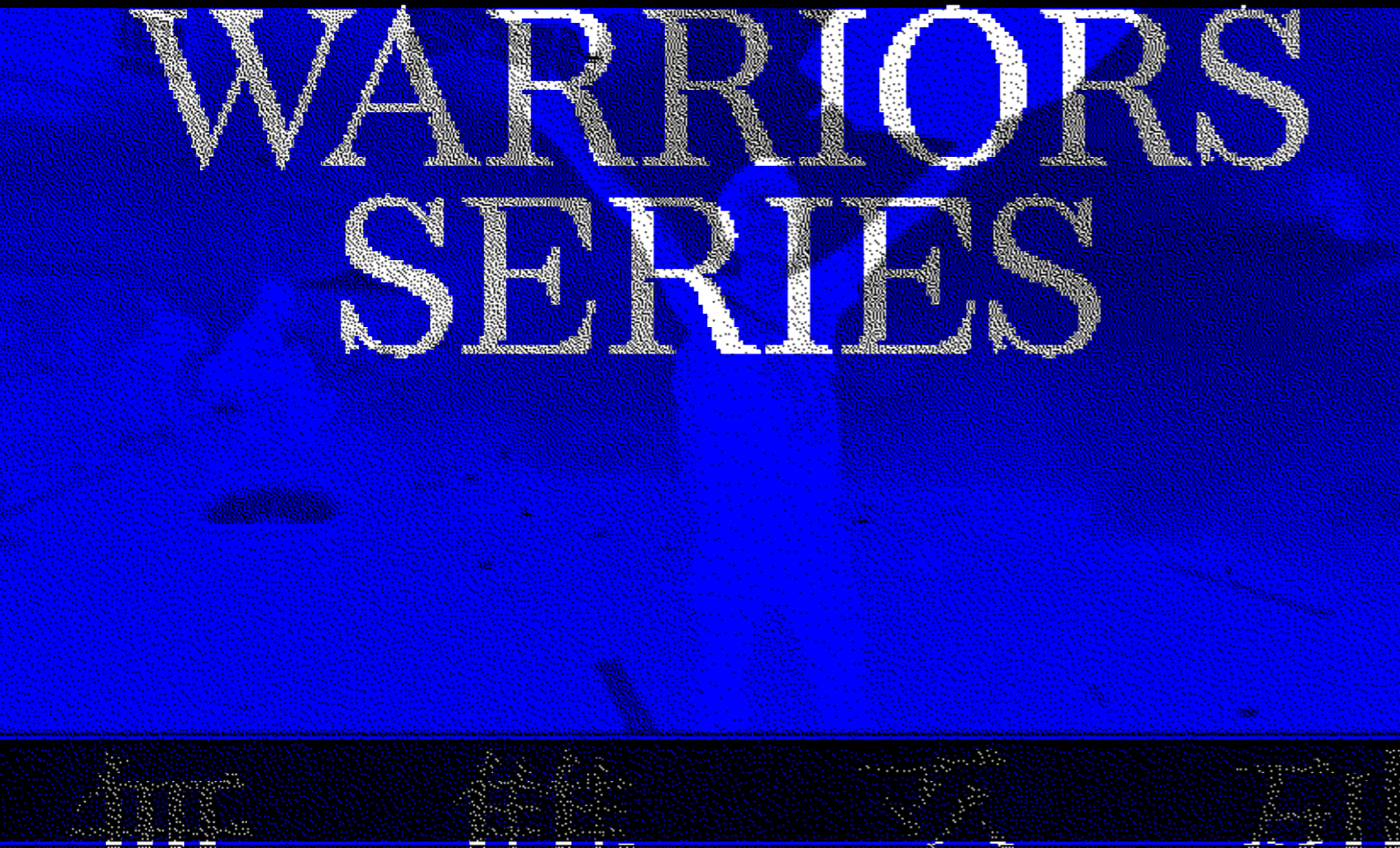
呢個戰略遊戲，令我哋想起2019年嘅《香城online》—當年高登推《香港無雙》，2019年連登就帶領《香城online》。

The *Hong Kong Warriors* series is an indie game modified from the turn-based strategy game *Res Publica Sinarum* (aka. *Age of 1911*, 民國無雙) (Microsoft Windows: 2009). While the plot of *Res Publica Sinarum* unfolds against the political history of Taiwan, *Hong Kong Warriors* is a strategic game that serves as a documentation of events that took place during the Umbrella Revolution that lasted from 28th Sep to 15th Dec 2014, from the firing of the first tear gas in Admiralty to police-triad collusion and 'Shopping Revolution' [鳩鳴團] in Mong Kok. Gamers can choose to play the role of the Government, Pro-Establishment Camp, Peaceful Camp, Regular Civilian, Student Group, or even the CCP.

Information of the game can be found on the website of *Res Publica Sinarum*. The game has a strong nativist undertone, featuring more than 100 different scenarios based on real debates and political concerns. This series could easily be the precursor of *Heung Sing Online*, as *Hong Kong Warriors* was publicised on *HKGolden in 2015 while *Heung Sing Online* was prevalent on *LIHKG in 2019.

*HKGolden is an online forum much like reddit and was important during the Umbrella Movement. It was also the precursor of LIHKG.

*LIHKG is also an online forum. With a more sophisticated system than HKGolden, LIHKG had been highly influential, generating protest images, slogans, discussions and strategies during the Anti-ELAB Movement.



雨傘革命
雨傘革命

香港回歸已十七年，MOD開發者 MOD DEVELOPER: 聲越來越高。然而，中央及特區政府卻操作平台PLATFORMS: MS WINDOWS 二零一四年，全國大的「8·31決議」支持「地二房大開」封殺公民提名和政專

MOD開發者 MOD DEVELOPER: 佚名 ANONYMOUS
操作平台PLATFORMS: MS WINDOWS
發佈日期RELEASE DATE: 2015



香港無雙 V3.0.5 — 水貨圍城 Hong Kong Warriors V3.0.5 — Reclaim Sheung Shui

2015/06/18

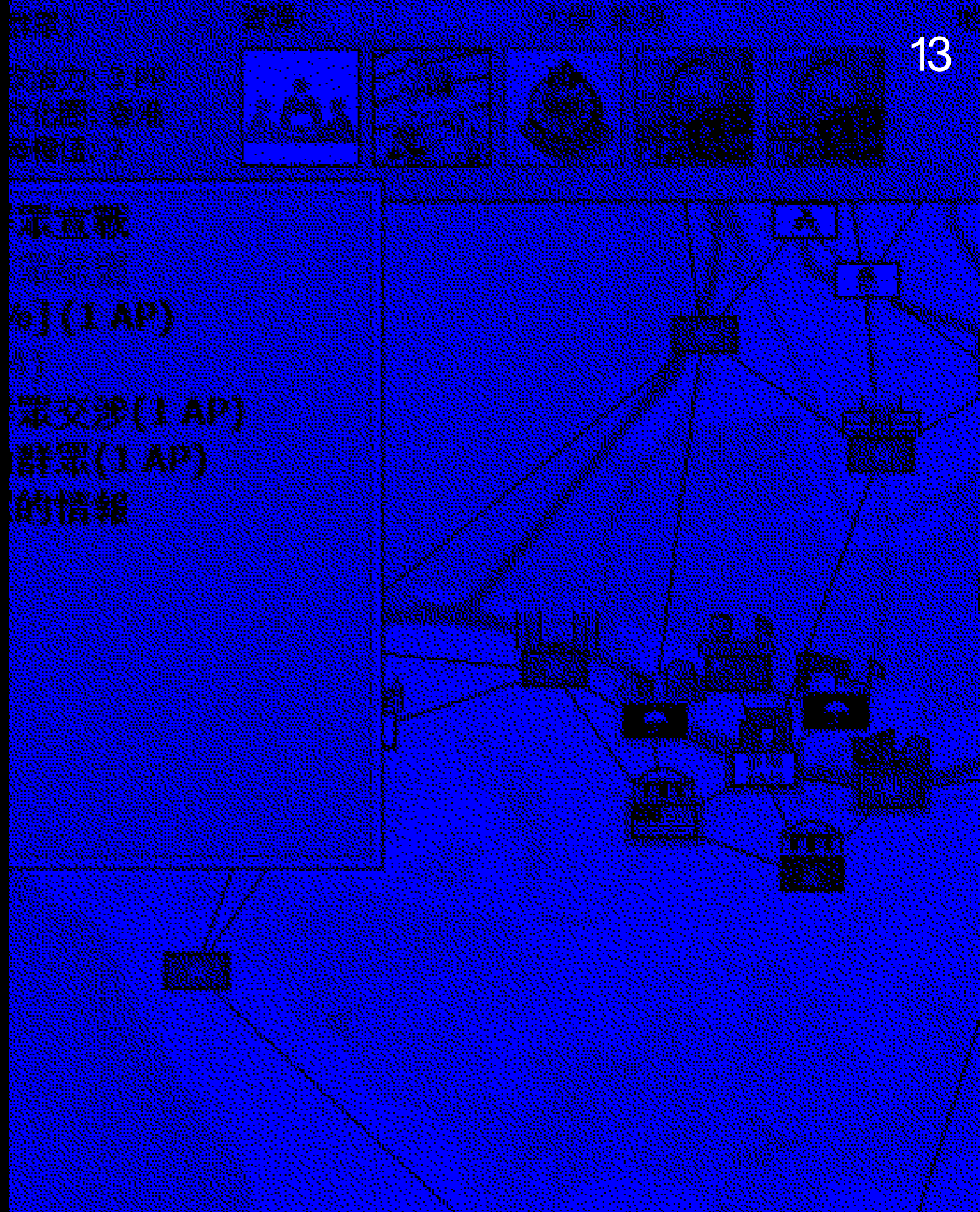
6個月後，自稱劉玄德嘅網民製作咗《香港無雙 V3.0.5 — 水貨圍城》，內容無《雨傘革命》咁多，但光復行動、各大學退聯、政改表決呢啲大概都齊，玩家可以選擇用本土派、學聯、學民、特區政府、反暴力大聯盟，甚至係中共嚟玩。◀

Hong Kong Warriors V3 is a reaction against the issue of parallel traders in Sheung Shui, Hong Kong. Published 5 months after *V1*, this version seems to have a stronger nativist presence, even though the plot is not as complex as *V1*. ◀



自旺角被清場後，示威者開始以喺嗰（購物）為名，在油尖旺區、銅鑼灣等地以「流動佔領」的方式示威，期間多度與警方及藍絲帶發生衝突，多名示威者被打傷或拘捕。

(CLICK)



東區

中區

西區

南區

新界

東區

中區

西區

南區

新界

東區

中區

西區

南區

新界

東區

中區

7月9日，連登出post「示威模擬遊戲《RIOT — Civil Unrest》教你認識示威者戰術」。《RIOT — Civil Unrest》同年2月推出，遊戲入面玩家可以體驗世界各地發生嘅真實示威運動，從中了解各種示威戰術。玩家可以穿越到四件真實嘅社會事件現場，當中包括阿拉伯之春、意大利反高鐵衝突、西班牙15-M運動以及希臘反對非法興建堆填區示威。玩家可以選擇扮示威者或者警方，而每個事件每個關卡都會有獨特嘅場景、道具等。行動者除咗應付衝突，仲要考慮行動所帶嚟嘅輿論同民意，確實可以令玩家思考嘅真實示威行動中嘅策略同抉擇。

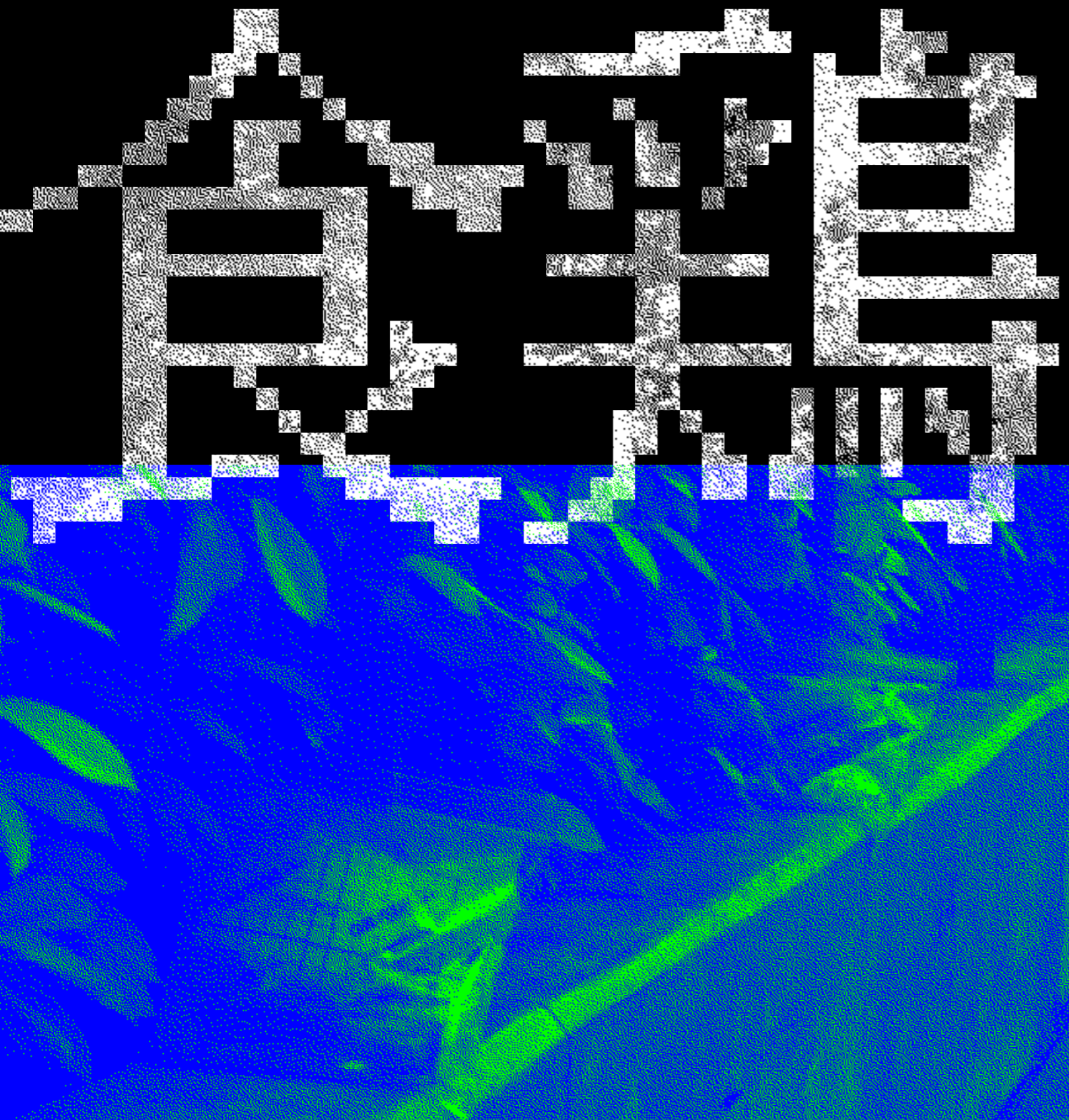
呢隻game嘅developer Leonard Menchiari 希望可以相對中立地呈現示威運動，奈何YouTube gameplay video 都係撐警居多。◀

Riot: Civil Unrest blends real-world protests from recent history with objective-based strategy gameplay. The game references four major civil unrests: Arab Spring in Egypt, No TAV in Italy, 15-M movement (Indignados) in Spain, and the Anti-Landfill protests (Keratea) in Greece. The director of the game Leonard Menchiari has experienced riots personally and *Riot* was created as a way to tell the stories of these events. The gamer can pick between playing as police or rioters. Playing as either side will even tell the gamer about the public's opinion on how they handled the demonstrations. The game aims to depict scenarios in a neutral manner, allowing gamers to explore both sides of the conflict. (Interestingly, most YouTube gamers turn out to be on the side of the police.)

Riot was released in February 2019. It was highly recommended by LIHKG as early as June 2019 when Anti-ELAB protests broke out. Protesters, whether they belong to the peaceful camp or the radical camp, were encouraged to learn different tactics from the game. ▶



開發者DEVELOPER: LEONARD MENCHIARI
操作平台PLATFORMS: MS WINDOWS
發佈日期RELEASE DATE: 2019



開發者DEVELOPER: PUBG CORPORATION
 操作平台PLATFORMS: MICROSOFT WINDOWS, ANDROID, IOS,
 XBOX ONE, PLAYSTATION 4, STADIA
 發佈日期RELEASE DATE: 20 DECEMBER 2017

運動初期，喺各抗爭場域都會設置物資站。隨著行動升級，黑警多次沒收物資，抗爭者一嚟難以得到補給，捐贈者亦無法施贈。8、9月抗爭者開始套用食雞PUBG絕地求生的策略，將物資放喺路邊畀人pick up。佢哋撤出時，亦可以將頭盔、長遮放喺路邊畀其他人重用。不過早喺6月21號，有報導指出當日已經有急救站義工喺立法會示威區花槽，每隔數米嘅位置擺放樽裝水同急救包。有人認為呢種「食雞式補給」方法比「人鏈式補給」更為便利。

對於反送中運動同遊戲嘅關係，唔少人認為，好多抗爭者都係屬於打機嘅一代。打打下就發展咗一種teamwork、默契、思維同共同語言。亦曾經有位叫安田峰俊嘅日本記者察覺到「謎之香港示威最精銳部隊」嘅真正身份，其實係「御宅族」，當中有勁多War Game粉。佢追訪咗多位勇武衝鋒子，得知其實有唔少軍事、生存遊戲嘅粉絲參與呢次運動，以及喺社交網分享軍事、War Game知識，甚至親身到最前線示威，對安田嚟講，香港呢次示威活動，就正正係一場「御宅族戰爭」(Otaku War)。◀

Hong Kong protesters borrowed tactics from the popular online multi-player battle royale game *PlayerUnknown's Battlegrounds*(PUBG). In the early days of the movement, supplies stations were systematically organised at protest sites. Protesters communicated with each other using hand signs to indicate which item were to be passed down a human chain to those in need. When police began to crack down on these supplies stations, protesters resorted to leaving supplies such as helmets, masks, umbrellas, water and first aid kits along the roadside, especially near plant troughs for other protesters to pick up. In fact, this tactic had been adopted as early as June, when protesters felt that passing down supplies via a human chain was too time-consuming. It was also an effective way to recycle supplies, as protesters could just leave their helmets and umbrellas on the roadside as they retreated, so that others who were short of these gears could pick them up.

Some extrapolate that as many protesters are from a generation that grew up with video games, team coordination, tacit knowledge, and tactical awareness have already taken root in these protesters' consciousness. Adopting tactics such as the one in PUBG therefore comes as no surprise.

In October 2019, Japanese writer/journalist Minetoshi Yasuda came to Hong Kong to research about the protest for *Bungeishunjū*. After conducting a series of interviews with frontliners, he concluded that protesters were familiar with military tactics because many of them were already players of survival games and fans of Japanese manga and anime. He called the protest movement 'Otaku War'. ▶

21-06-2019
PUBG 食雞式補給？義工路邊放急救包助學界反送中示威者
 今早有急救站義工於立法會示威區花槽，每隔數米的位置擺放了樽裝水及急救包，而急救包內就有繃帶及生理鹽水等實用物資，目的是讓示威者在衝突時能及時處理傷口，以便應付長時間抗爭，情況就如玩俗稱「食雞」的PUBG絕地求生電子遊戲一樣。



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有啲唔係好知點樣介紹《香城 Online》。親共媒體同網民稱之為「最大真人RPG」，係一個「貨真價值的暴徒培訓手冊」。

嚴格嚟講，《香城 Online》並唔係一隻 game，而只係一個抗爭懶人包Excel file，用打機術語同概念嚟包裝嘅抗爭策略手冊。

2019年7月19日，連登網民叔叔C出post：「近日睇新聞睇得多見，FF咗個叫香城嘅Online Game。類似Sim City，只係模擬版嘅城市建造群戰Online Game，與現實無關。有分裝備手冊，玩家職業，同玩家等級。玩家跟隨大台係不反對時間內行街，然後自由活動去爬山。沿途都有黑狗怪打。整合咗大量巴絲意見後，終於出咗終極版裝備手冊，手機Web App，玩家分級同安全須知懶人包。研發咗好耐，記得睇到尾啊！」

《香城Online》鞏固咗連登網民用打機嘅概念去研究及討論抗爭策略嘅practice，《香城 Online》從此斷定咗抗爭嘅路向。◀

Technically speaking, *Heung Shing Online* is not a game. It is a highly informative strategy guide in an Excel sheet with detailed descriptions of gears and tactics needed for different levels of participation in the protest. However, the terminology and logic follow that of a video game.

The excel sheet begins with the following:

'Disclaimer: We urge all netizens to be clearheaded. Please distinguish reality from fantasy. Don't indulge in gaming to excess. This webpage is only for the purpose of gaming. We don't instigate nor encourage violent acts nor criminal behaviour in real life. We take no legal responsibility in the usage of the content of this webpage'

On 19 July 2019, one month into the Anti-ELAB movement, an LIHKG member posted about their idea of creating an online game like *Sim City* that mimics street protests in Hong Kong. In the same LIHKG post, they also uploaded the above-mentioned Excel file.

Heung Shing Online was never meant to be a real game and only the strategy guide exists. However, it was labelled by pro-Beijing media as the 'Biggest real life RPG (role-playing game)' that instigates violence against police. They regarded the strategy guide as a training manual for frontliners, especially secondary school kids who 'do not' have the ability to distinguish reality from fantasy.

In the following months, netizens continued their discussions of strategies on LIHKG with gaming slangs as if the protest was a real RPG. This was perhaps to minimise the risk that one day the posts would be used against these individuals in court.

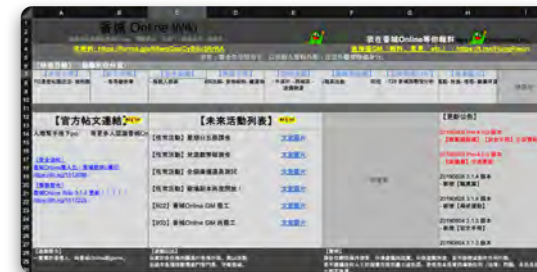
To date, the Excel file can still be found on LIHKG. ▶

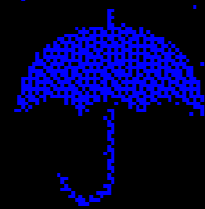


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HEUNG SHING ONLINE 香城 ONLINE

開發者DEVELOPER: ANONYMOUS
操作平台PLATFORMS: MS EXCEL
發佈日期RELEASE DATE: JULY 2019





THE REVOLUTION OF OUR TIME 1

OF OUR TIME 1

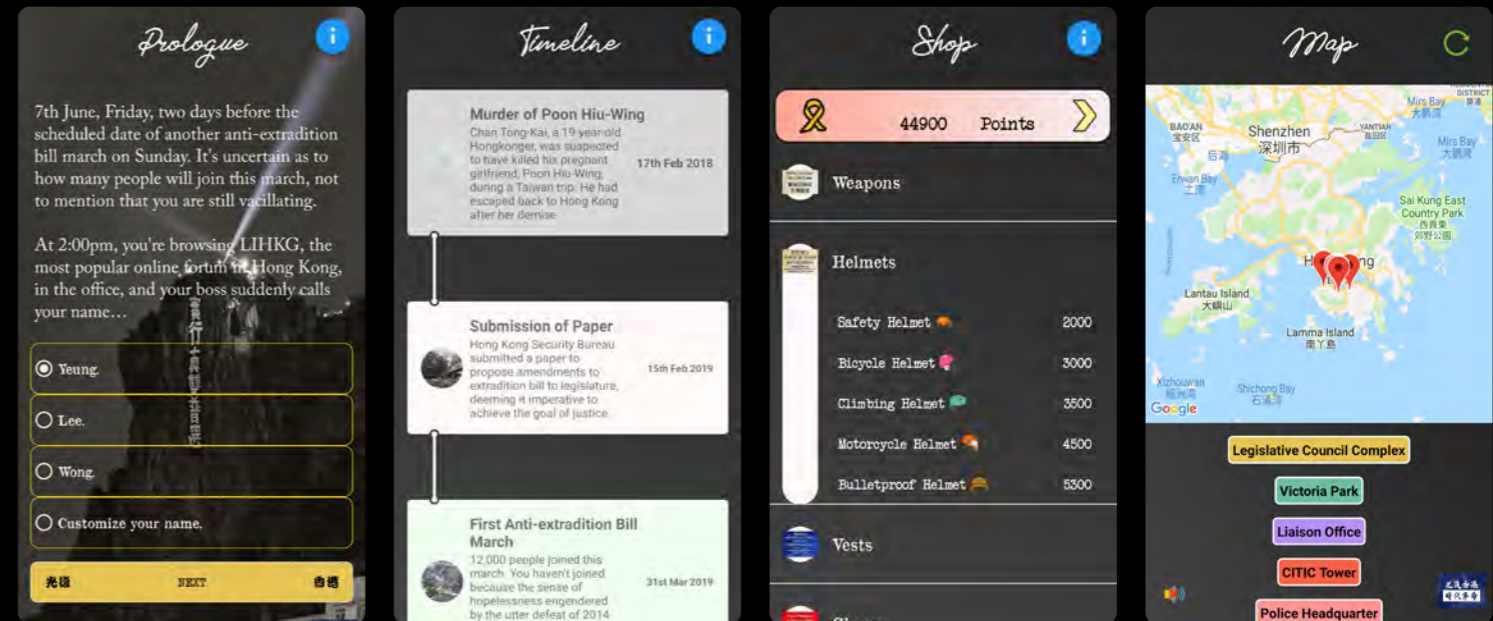
時代革命1

A.K.A 「時代革命」手機遊戲

開發者DEVELOPER: SPINNER OF YARNS

操作平台PLATFORMS: ANDROID

發佈日期RELEASE DATE: 7 OCTOBER 2019



《時代革命1》係一款文字RPG手機遊戲，故事內容主要環繞6月9日以來嘅反送中運動。喺劇情推進期間，玩家要作出各類嘅選擇，例如係咪參與示威遊行，以及到香港邊一區支援抗爭行動等，玩家嘅選擇將會影響遊戲結局。

《時代革命1》係第一隻全英文同抗爭有關嘅game，負責開發遊戲嘅Spinner of Yarns透露希望遊戲可以成為「國際文宣」。可惜隻game面世後三日就被Google下架；又一外國企業向中國政府「跪低」。

(此外，實時追蹤香港警員位置、標示示威活動嘅地圖程式(HKmap.live即時地圖)，亦在10月9日被Apple以「用以針對及伏擊警方，威脅公共安全」為由下架。) ◀

Developed specifically in English, LIHKG voted this role-playing mobile app game as “the biggest international promotional campaign in the world” for the ongoing protest movement. Released in early October 2019, the game was suspended from Google Play three days after its launch.

The Revolution of Our Time 1 is a choice-based story game where the player takes on the role of a Hong Kong protester. The protagonist in the game is tired and frustrated from the failure of the 2014 Umbrella Movement in seeking universal suffrage, but is considering participation in the scheduled protest on 9 June 2019 amid the increasingly fractious extradition bill debate. Each decision has consequences for the city’s public opinion, for the player’s skills and attributes, and even for his romantic relationships. As with real Hong Kong protesters, the player can buy protective gear and weapons. But likewise, there is the ever-present danger of arrest, death, a total loss of public support, and even — if the bill is passed — extradition to China.

(HKmap.live, a web mapping service which crowdsources and tracks the location of protesters and police in Hong Kong was also removed by Apple on 9 October 2019) ◀

HEARTHSTONE — BLITZCHUNG CONTROVERSY

爐石戰記 — 「聰哥」之役

事件日期 EVENT DATE: 6 OCTOBER 2019

呢個entry 唔係關於《爐石戰記》，而係關於game industry。

遊戲《爐石戰記》2019年10月6號舉行比賽，人稱「聰哥」嘅香港選手Blitzchung 喺賽後訪問中高呼「光復香港」，被遊戲商「暴雪娛樂」Blizzard取消資格及獎金，事件引發網民杯葛「暴雪」旗下遊戲。

不久，「聰哥」之役亦驅使Unnamed Protester團隊開發《光復香港Liberate Hong Kong》VR game. ◀

This entry is not about the *game of Hearthstone* itself, but rather the role the game industry plays in times of gaping political division.

On 6 October 2019, during the *Hearthstone Grandmasters* streaming event in Taiwan, a professional *Hearthstone* player and resident of Hong Kong known as “Blitzchung”, was being interviewed following his match, during which he donned a mask similar to those worn by Hong Kong protesters and said “Liberate Hong Kong, Revolution Of Our Times”. The stream was cut off shortly after. The following day, on 7 October, Blizzard announced that Blitzchung had been banned from the current tournament, and he would be banned from other Grandmaster tournaments for one year. Prize money earned (approximately US\$4,000 by that point) would also be forfeited. ◀



LIBERATE HONG KONG

光復香港

開發者DEVELOPER: UNNAMED PROTESTER
操作平台PLATFORMS: MS WINDOWS, MAC OS
發佈日期RELEASE DATE: NOVEMBER 2019

根據開發團隊所講，呢隻 game 其實只係披著「遊戲」嘅外殼，佢哋呼籲玩家唔好抱著「遊戲」嘅期待。隻 game 嘅目的唔係在於娛樂性，亦唔係 cosplay，佢嘅形式雖然係遊戲，但其實係 immersive experience，用嚟啟發同理心。

《光復香港》操作簡單，玩家代入前線抗爭者嘅角度。面對警方追捕，角色可以逃走，用路牌製成嘅盾牌擋下子彈咁，最多係拎起催淚彈掙向遠方，處境相對被動。

創作團隊代表坦言同《立場》記者講，由於受制於 Steam 嘅發行條款，遊戲內容不得涉及罪行（包括襲警）；而且唔希望營造虛假空間供人發洩「打飛機」，所以奉行「不被捕不流血」嘅原則，避免一切攻擊行為，防守為主。團隊形容隻 game 重現一種「無指令又無助嘅危機感」，而呢種狀態正係前線抗爭者面對嘅現實。

團隊本來鎖定最大遊戲平台 Steam，誓要將《光復香港》推上架。可惜 Steam 一直未有回應。《光復香港》一度可以喺 Itch 下載體驗版，但今時今日已經無跡可尋。◀

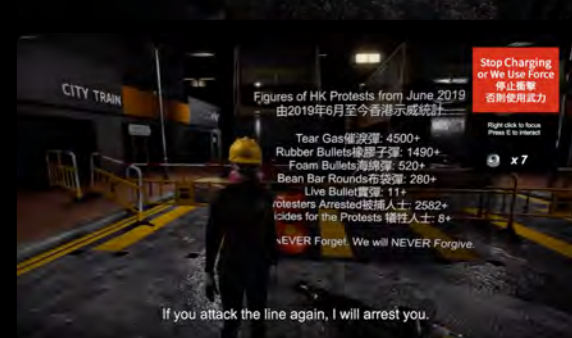
Liberate Hong Kong is a 3D single-player third-person simulation video game developed during the Anti-ELAB protests. The game simulates the protests environment of Hong Kong, and the protagonist is an unarmed and unnamed protester.

In 2019, a group of Hong Kong activists have developed a homemade computer game that uses virtual reality to recreate what it is like to take part in the Anti-ELAB protests. Put together in less than a week, *Liberate Hong Kong* allows gamers to don a VR headset and dodge tear gas and rubber bullets during a night-time clash in the district of Mong Kok, a regular scene of battles between police and protesters in the real world. Unlike Hong Kong's frontline protesters in the real world – who often hurl bricks and petrol bombs at police and trash pro-China businesses – players are not allowed to engage in violence themselves. Instead, they have to throw away incoming tear gas rounds, avoid rubber bullets using a road-sign shield or a well-timed dodge, and run away when police charge.

The developers said that they decided to create the game after local *Hearthstone* player Blitzchung was punished by Blizzard Entertainment (please see above).

Jane Lam, one of the developers of the game said in an interview, “We want to emphasise this is not a game. We don't want anyone to feel they have achieved something in this virtual world. We hope they can return to streets after playing this.” Lam admits that since the game doesn't indicate a clear objective, gamers' actions can only be reactive as it is against Steam's policy to attack police in a game. However, this somehow aptly reflects the helpless sentiment of frontliners in a leaderless movement — the endless dodging of tear gas and escaping from police without knowing where to go or when it is the right time to quit.

Liberate Hong Kong was submitted to Itch after hearing nothing from Steam, but the game is nowhere to be found today. ▶



HEUNG SHING ONLINE APP

香城 ONLINE APP

《香城Online》手機App版係一本和理非嘅家課冊，內有日程表、黃店資料、抗爭Timeline，唔同種類嘅Task，完成咗會有EXP (Experience Points)，鼓勵大家將抗爭變成習慣。

再講白啲《香城Online》係一款為各種和理非度身訂造嘅App，內有五大功能：
 日程表啱晒大忙人嘅你；
 任務啱晒返工冇時間嘅你；
 黃店啱晒含淚食藍店嘅你；
 回血劍啱晒金魚記憶嘅你；
 百寶袋啱晒懶嘅你。

2020年1月14日香城揸Fit人城仔嘅香城Facebook page出post，解釋點解要整呢個App，佢話：「眼見好多整連儂牆嘅手足成日畀狗咬，而對家又清得好快，搞到連儂牆嘅成本效益冇以前咁高。有時活動有地點同時間變更，而TG連登Facebook嘅資訊太多太散，未必可以通知晒所有手足，我哋希望將有關行動、黃店嘅資訊搬上App，配合電話裡面嘅通知即時通知手足，等大家收到最快最新最準嘅資訊。另外，見到啲聯署成日都告急，喺電話冇通知嘅情況下，其實有好多手足都未必知要填，所以希望透過任務同通知令到大家可以完成更多任務。」

呢隻game嘅12月推出，當時已經推行蒙面法，示威受到嚴重打壓，多位勇武「陣亡」，為免繼續送痛，抗爭者自發多個「和你返」、「和你shop」行動，黃色經濟圈亦開始成形。呢個App因應時勢出現，可以話係第一代《香城Online》嘅和理非版本。話雖如此，12月後爆發世紀疫症武漢肺炎，街頭抗爭寥寥可數，呢個App用嚟重整軍心之外，喺疫情下亦擔當咗維繫抗爭者士氣嘅重要角色，等唔同level嘅黃絲知道，無論有幾大嘅包袱都可以出一份力，將抗爭變為日常。

2020年7月1日國安法生效，翌日《香城Online》App亦從此消失。◀

In the app, protesters can find a timeline of major events, memes, protest schedules, a list of frontliners' tasks and a map of yellow shops (businesses that support the movement). Once the gamer enters the app, they can create their own character like in any other game. There are both tasks online and in real life that the gamer can complete to gain experience points. For online tasks, they can tweet info or 'like' a post on other protest apps such as LIHKG. As for real life tasks, they can participate in street protests or visit yellow shops. Points are earned once a task is completed.

The app featuring online tasks was especially timely and crucial, as COVID-19 broke out at around the same time. However, the app has been taken down right after the implementation of the National Security Law on 1 July 2020. ▶



開發者DEVELOPER: ANONYMOUS
 操作平台PLATFORMS: ANDROID, IOS
 發佈日期RELEASE DATE: 31 DECEMBER 2019

GRAND THEFT AUTO ONLINE

開發者DEVELOPER: ROCKSTAR GAMES
操作平台PLATFORMS: PLAYSTATION 3, XBOX 360,
PLAYSTATION 4, XBOX ONE, MS WINDOWS
發佈日期RELEASE DATE: 2013

《GTA》係開放世界動作冒險嘅電子遊戲系列，特色係喺開放世界自由做任務，任務多數同偷車、犯罪有關。12月份《GTA》更新內容後，玩家發現可以將自己嘅角色打扮成示威者，著上黑衣、配戴防毒面具同黃色頭盔，然後扔掙汽油彈、裝修地鐵站，喺虛擬世界中重現香港示威。此舉引嚟大批大陸玩家不滿，於是佢哋將角色打扮成警察，對戰香港玩家。◀

Grand Theft Auto is an open-world game that allows dozens of players to explore and fight each other through the streets of a sprawling, fictional American city. After the release of an expansion pack in December 2019, gamers in Hong Kong noticed they could replicate the iconic garb of Hong Kong's pro-democracy protesters, including black clothes, gas masks, and yellow helmets. Hong Kong gamers then took to the fictional streets of San Andreas to replicate their Hong Kong tactics, including trashing train stations and petrol-bombing cop cars. At the same time, mainland Chinese gamers responded by turning up en masse dressed as riot cops, resulting in a massive in-game brawl. ◀



《Minecraft》係一款沙盒遊戲，玩家可以喺個三維世界裡面用唔同嘅方塊起嘢。同《動物森友會》一樣，玩家可以將角色打扮成示威者，又可以build同展示「光時」黑旗。喺multi-player survival mode入面，黃絲玩家可以燒五星旗、但撐警撐共藍絲亦可以掙催淚彈。

我哋撞下撞下，又搵到一個《Minecraft》project。除左上述《CUHK@Minecraft》及《Minecraft重建香港》之外，仲有一個已經停止運作嘅website叫《Minecraft+HK》，開發者希望透過《Minecraft》，重現香港2019年抗爭嘅地標和痕跡，亦希望可以將示威遊行帶到遊戲平台。可惜，我哋懷疑個project喺2020年7月份已經腰斬。◀

Minecraft is a sandbox video game developed by Mojang. Like *Animal Crossing: New Horizons*, players in *Minecraft*'s creative mode would stage in-game political demonstrations, such as building slogan banners and the black bauhinia flags, or have their avatars dressed up as black-clad protesters. In the game's multiplayer survival mode, players could re-enact street clashes — pro-democracy protesters would burn the national flag of China, while pro-Beijing players would attack protesters with tear gas.

However, *Minecraft* can also be used constructively as in the project *Minecraft+HK*. The developer plans to rebuild Hong Kong in *Minecraft* as a living interactive museum in order to preserve the history of the pro-democracy movement by augmenting landmarks on the server with additional context and information. Virtual rallies will also be made possible. The now stagnant website ends with the slogan 'Liberate Hong Kong' and we suspect that the project was axed because of the National Security Law. ▶



MINECRAFT

開發者DEVELOPER: MOJANG

操作平台PLATFORMS: MS WINDOWS, OSX, LINUX

發佈日期RELEASE DATE: 18 NOVEMBER 2011

ANIMAL CROSSING: NEW HORIZONS

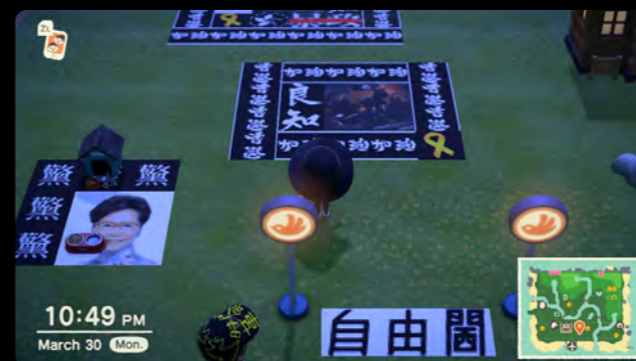
自從《動物森友會: New Horizons》2020年3月份推出以來，經常有香港玩家喺網上分享佢哋嘅無人島截圖。當中有好多抗爭訊息，除咗有「光復香港，時代革命」、「五大訴求，缺一不可」之外，亦有人展示連豬、PEPE嘅畫像表態，另外也有人打小人、或掛上習總、林鄭，世衛總幹事譚德塞嘅畫像，又展示「武漢肺炎」、「奠」等字畀玩家「祭奠」。就連黃之鋒都開始將自己嘅抗議行動轉戰到呢款遊戲。

4月初，任天堂呼籲玩家避免將政治帶入遊戲，好快，《動物森友會: New Horizons》就喺淘寶落咗架。大陸玩家賴黃之鋒令遊戲落架，黃之鋒立刻改圖申鳩佢哋，企圖介紹14款熱門遊戲令佢哋「全部都要落架」。

Animal Crossing: New Horizons is a 2020 life simulation game developed and published by Nintendo for the Nintendo Switch.

Since its release, Hong Kong protesters began to shift their protest actions to the virtual world of *Animal Crossing* because of the restriction of public gatherings in the name of health precaution against COVID-19. The game was used by Hong Kong activists to spread pro-democracy messages, such as designing flags with protest slogans, funeral photographs of Chinese leader Xi Jinping, and launching "villain-hitting" sessions aimed at Hong Kong's leader Carrie Lam.

Nintendo has told players to stop adding political content and in early April, the game was removed from China's grey market e-commerce platforms such as Tao Bao. Chinese gamers began to blame Joshua Wong for the ban, as he also posted screenshots of protests in *Animal Crossing*. Wong then shared photos of himself playing the game and 14 other games, urging China to ban all these other popular games.



動物森友會: NEW HORIZONS

開發者DEVELOPER: NINTENDO

操作平台PLATFORMS: SWITCH

發佈日期RELEASE DATE: 20 MARCH 2020



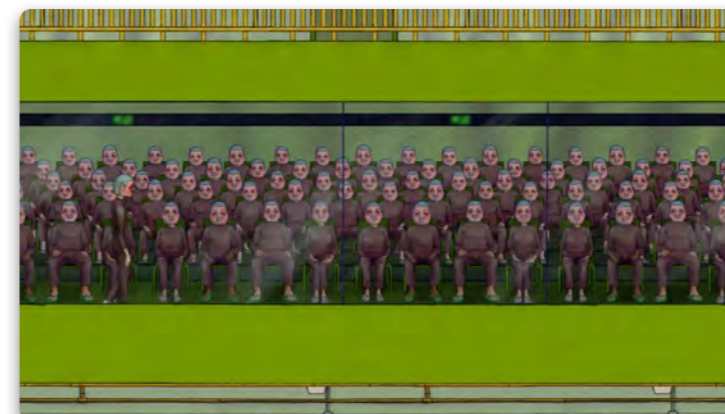
《集體後遺症》係一款劇情類2D橫向動作遊戲。團隊於2019年開始構思遊戲，2021年1月進入眾籌階段。遊戲嘅故事發生喺2029年，一個疑似香港的城市，大家嘅生活似乎無憂無慮、無欲無求，但所有人都好似監躉咁著同一樣嘅衫褲鞋襪，無時無刻被人吸住。遊戲中一共有三個結局，玩家會碰上好多兩難選擇題，甚至有啲根本只有一個選擇。而每一個決定，都會影響宿友或自己嘅命運。玩家有決定一切嘅權利。要離開定係留低？要為真相犧牲，定不聞不問？呢啲問題都係一啲好當下嘅問題。運動過後，政權秋後算賬，監控滲入日常生活，香港人應該何去何從？ ◀

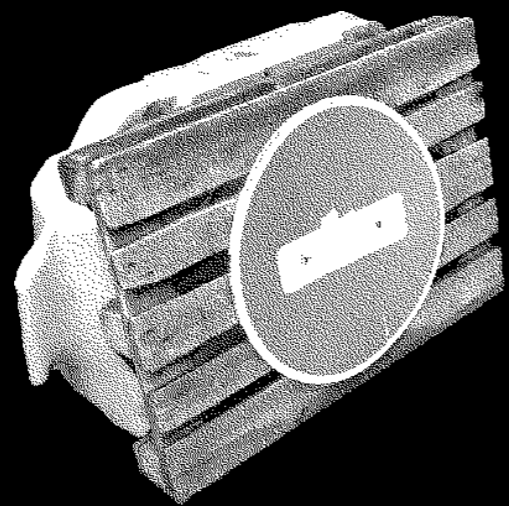
Conceptualised in November 2019, *Name of the Will* is a 2D dark atmospheric story-driven side-scroller video game. Set in 2029, the player wakes up one day in a full head smiley mask in an unknown city that resembles Hong Kong. Everyone in the city wears the same outfit, lives the same repetitive routine, and is happy. The player has to dodge governors, avoid suspicious people, establish connections with their neighbours, and solve puzzles to collect intelligence. *Name of the Will* poses questions that are pertinent to Hong Kong's pro-democracy supporters who are now under the shadow of the National Security Law—Should they leave or stay? Should they sacrifice for the truth or choose a life of oblivion?

The Kickstarter campaign was launched in January 2021. ▶

集體後遺症 NAME OF THE WILL

開發者DEVELOPER: ZEITGEIST STUDIO
操作平台PLATFORMS: MS WINDOWS, MAC OS, LINUX
發佈日期RELEASE DATE: TBA





CLASSICS

THE NEW

2019

2021

香港監獄賭場 HONG KONG PRISON CASINO

開發者DEVELOPER: 關子維, 楊靜 / 一粒字文化有限公司
ALAN KWAN, YANG JING / LETTERCULT LIMITED
發佈日期RELEASE DATE: 2021

2020年《Sample 樣本》同遊戲設計師/藝術家關子維及作家/策展人楊靜合作, 共同開展一個虛構, 並唔會製作成品嘅「新聞遊戲」。遊戲展露兩位創作者對於新聞報導與遊戲嘅互涉, 思考社會議題點樣可以應用喺互動同玩樂體驗當中, 其中一個game character更參照陳健民教授而設計。雜誌裡面另外有三隻conceptual game, 分別叫《肯落區》、《第一先生的憂鬱》、同《美編打格師》。◀

Issue 21 of SAMPLE magazine worked with artist/game designer Alan Kwan and writer/curator Yang Jing to develop a newsgame. The game explores the intertextuality between journalism and video games, life in prison and other social issues, with one of the characters being inspired by Prof. Chan Kin-Man who was sentenced to sixteen months in prison for his role in the Umbrella Movement. The other concept games featured in the magazine were designed by three writers from Hong Kong. ▶



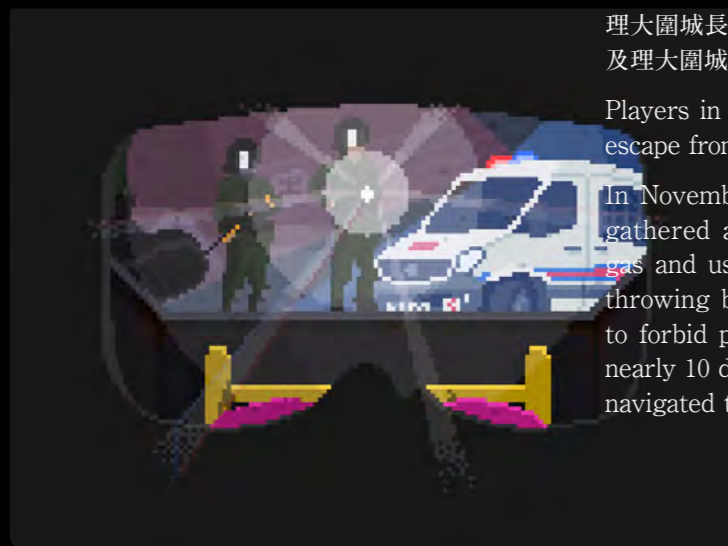
曼陀羅的傳承 LEGACY OF DATURA

開發者DEVELOPER: MIGHCTY
操作平台PLATFORMS: MS WINDOWS/OSX
發佈日期RELEASE DATE: TBA

《曼陀羅的傳承》係一個2D像素風科幻角色扮演遊戲。2020年由一位大學生開發, 2021年1月進入眾籌階段。呢場冒險發生喺一個細小而和平, 卻充滿活力嘅都市。主角Cyrus經歷一次爆炸後, 進入咗魔界, 並獲得操控自然元素的能力。遊戲加入咗唔同嘅反送中事件, 包括721元朗襲擊同「情操高尚」嘅連儂隧道襲擊。◀

Developed in 2020 by a university student from Hong Kong, *Legacy of Datura* is an indie 2D pixel-art fantasy RPG inspired by the 2019 protest movement. The game started to crowdfund on Kickstarter in January 2021. The plot follows Cyrus, a secondary student who fell into a medieval magical world. He stumbled upon the '721 Yuen Long attack as he returned to the real world. ▶





ESCAPE FROM POLYU

開發者DEVELOPER: AAMICI
操作平台PLATFORMS: WEB BROWSER
發佈日期RELEASE DATE: 2020

理大圍城長達16日，有人以游繩、走地下水道等方式離開理大。對於我哋講中大及理大圍城仍歷歷在目。呢個game需要玩家引導手足從地下水道逃出生天。◀

Players in this game need to guide protesters to navigate inside sewers to escape from the Polytechnic University of Hong Kong.

In November 2019, severe clashes with police broke out when protesters gathered at the university to defend a roadblock. The police shot tear gas and used water cannons to assault the protesters who responded by throwing bricks and petrol bombs. Campus exits were quickly sealed off to forbid protesters from leaving. After being trapped in the campus for nearly 10 days, some protesters fled by abseiling from a bridge, while others navigated through underground sewers. ◀



ADD OIL GAME HONG KONG

開發者DEVELOPER: ANONYMOUS
操作平台PLATFORMS: WEB BROWSER
發佈日期RELEASE DATE: 2019

呢隻game模擬《憤怒鳥》嘅玩法嚟逃避警察，背景疑似又一城，有聖誕樹、「光時」黑旗、「香港人反抗」直幡，背景聲音亦可以不時聽到「光復香港」同「五大訴求」等口號。◀

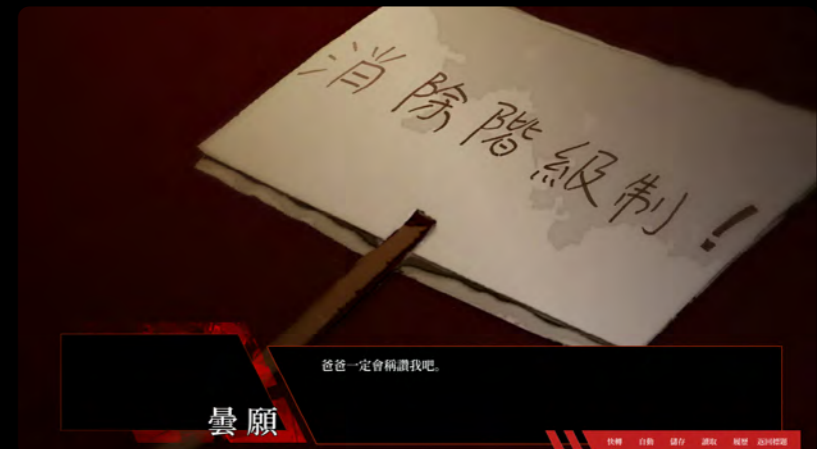
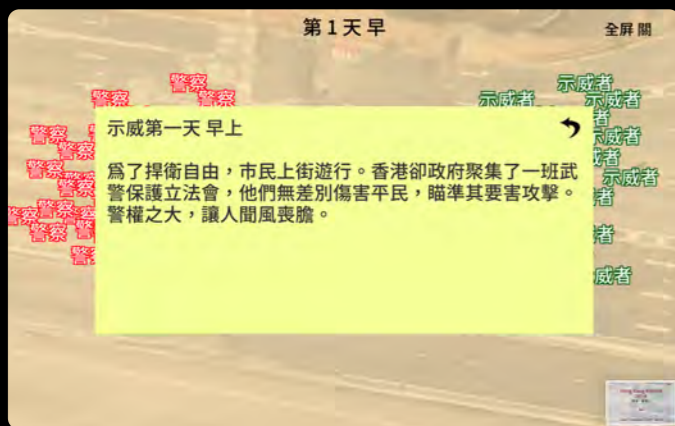
Players act as protesters and use the *Angry Bird* approach to help other protesters escape from the police. The game is set in a multi-story shopping arcade resembling Festival Walk. Pro-democracy banners and mascots can be found in the scene, while the slogans 'Five Demands, Not One Less' and 'Liberate Hong Kong' can be heard occasionally. ◀



香港示威故事2019 HONG KONG PROTEST STORY 2019

開發者DEVELOPER: SIMON BUT
操作平台PLATFORMS: WEB BROWSER
發佈日期RELEASE DATE: 2019

喺呢隻係關於遊行示威嘅 game，講出所有人其實都可以鼓勵其他人一齊上街。◀
This choice-based strategy game tells the story of how one could encourage others to join the protest. ◀



KARMA — A VISUAL NOVEL ABOUT A DYSTOPIA

開發者DEVELOPER: HERSTORY INDIE GAME DEVELOPMENT
操作平台PLATFORMS: MS WINDOWS, ANDROID
發佈日期RELEASE DATE: 2019

《Karma》用《榮光》開場，講述喺一個極權統治嘅國家入面，人民反抗然後被猛烈打壓。◀

The visual novel is inspired by the protests in Hong Kong through June and July. The title screen of the game features the song *Glory to Hong Kong*. ◀



Yellow Umbrella

2014 ————— 2018

YELLOW UMBRELLA

開發者DEVELOPER: AWESAPP LIMITED
操作平台PLATFORMS: IOS, ANDROID
發佈日期RELEASE DATE: 2014

《Yellow Umbrella》呢隻手機遊戲應該係雨傘期間最受觸目嘅遊戲，連LA Times都有報導。開發遊戲嘅Awesapp (Keung Fung) 表示製作《Yellow Umbrella》並唔係過癮，而係想支持學生，等其他人知道學生同市民和平追求真普選嘅願望。隻game係類似《Plants vs Zombies》嘅塔防式遊戲，戴上黃絲帶嘅市民企喺鐵欄後抵禦來自生果乜乜乜、李私煙、四點鐘許 Sir、胡椒警、防暴警，甚至689的衝擊。防守嘅市民可以設置路障，防止被襲。當中更可以使用香爐召喚關公幫忙。

2014年10月21日，學聯同政府喺黃竹坑醫學專科學院大樓就香港政治改革進程進行第一輪會談。Awesapp用咗5日完成，趕喺21號將個game上架，表示支持運動。遊戲最後一句「這不是一場革命，我們尋求民主與和平！」反映咗當年和理非嘅訴求。依家睇番，的確有啲唏噓，世界已經好唔同。

2019年，大陸推出一隻翻版《Yellow Umbrella》叫《全民打汙奸》，唔少微博網民大讚隻game「好玩」兼「解壓」。

The satirical tower-defense game is similar to *Plants vs Zombies* and was launched during the Umbrella Movement in 2014. It features pro-democracy protesters headed by Joshua Wong standing behind steel barricades and fending off violent attacks from riot police, triads, pro-establishment groups, and Chief Executive CY Leung himself dressed as a wolf. Players use yellow ribbons to “buy” defensive tools — umbrellas, money, and gold blocks — to protect themselves from these attacks.

Developed in just five days, the game aimed to launch on 21 October 2014, the same day when student leaders met with government officials for the first time in a televised open debate. The game ends with the tagline, ‘This is not a revolution, we ask for democracy and peace.’, reflecting the general attitude of pro-democracy supporters at the time, which differs significantly from present views.

This game was plagiarised and launched as *Everyone hits the traitors* by pro-Beijing supporters in 2019.



看門狗2 WATCH DOGS 2

開發者DEVELOPER: UBISOFT

操作平台PLATFORMS: PLAYSTATION 4, XBOX ONE,
MS WINDOWS

發佈日期RELEASE DATE: 2016

經常直播打機片段嘅本地著名 Twitcher 達哥，喺2016年直播以黑客為主題嘅《Watch Dog 2》，發現遊戲入面嘅中式餐廳「虎熊貓」，竟搵到「我要真普選」、「毋忘六四」、「冚家富貴」字眼嘅揮春。可惜軟件更生後就再搵唔到呢啲揮春啦。

Developed by Ubisoft Montreal and published by Ubisoft, the game is set within a fictionalised version of the San Francisco Bay Area. In 2016, posters that call for 'True Universal Suffrage' (我要真普選), and 'Remembering Tiananmen' (毋忘六四) can be found in one scene where the protagonist enters an American Chinese restaurant called Tiger Panda. These posters were later removed by a software update. ◀



UMBRELLA REVOLUTION: THE VIDEO GAME

開發者DEVELOPER: QUINN LACHLER

操作平台PLATFORMS: FLASH

發佈日期RELEASE DATE: 2014

要提一提，呢隻 game 係由一位美國嘅藝術家開發，完全係外國勢力。可惜依家喺佢個網站已經無咗隻 game，只有文字說明。隻 game 用黃雨傘做 experience points，每避過一粒催淚彈就有一分，儲夠黃雨傘就革命成功。◀

'The player takes on the role of a protester who must defend against the police who are throwing tear gas left and right in order to silence the movement. As a way to protect himself, the player uses yellow umbrellas as a shield. The player collects umbrellas as the movement builds up steam while trying to dodge tear gas, sacrificing an umbrella if the player gets hit. Eventually after some time, the amount of umbrellas suddenly surpasses that of the tear gas. This is representative of the movement overcoming the establishment and gaining momentum. If the player collects enough umbrellas, the revolution will end in the victory of the protesters and new reforms will be passed.'

The game is no longer on Lachler's website and only the above text description is available. ◀

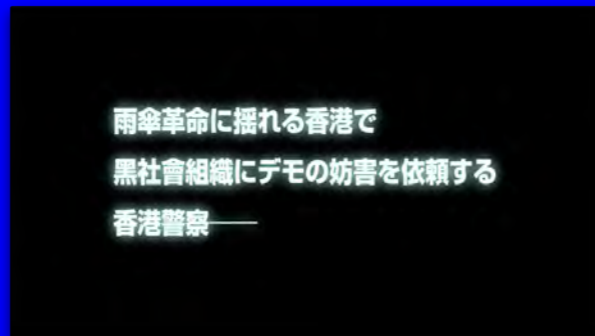


紅蜘蛛3 RED SPIDER 3: A HEROINE NEVER DIES

開發者DEVELOPER: STUDIO WASP
操作平台PLATFORMS: MS WINDOWS, OSX
發佈日期RELEASE DATE: 2017

Studio wasp 係一間日本 indie game developer, 都係外國勢力。《紅蜘蛛》係香港黑社會系嘅同人視覺小說。《紅蜘蛛3》入面可以見到一啲雨傘運動嘅金鐘同旺角嘅場景。◀

Studio wasp is an indie game developer from Japan. *Red Spider* is a series of noir style visual novels inspired by Hong Kong movies. It tells the story of Yvet, an assassin in mainland China, who escaped and married the leader of an underworld mob that operates in Kowloon, Hong Kong. Scenes from the protest sites of Admiralty and Mong Kok during the Umbrella Movement can be spotted in the game. ▶



進撃的路姆西 ANGRY LUFSIG

開發者DEVELOPER: AWESAPP LIMITED
操作平台PLATFORMS: ANDROID, IOS
發佈日期RELEASE DATE: 2014

2014年高登 K-Fung (有可能係《Yellow Umbrella》嘅Keung Fung) 出post: 捉雞蛋喧洩不滿, 又要強烈譴責又要依法追究?

不能帶菠蘿入場?
溫馨提示就黎掙汽油彈又俾人話恐嚇?
唔緊要! 進撃的路姆西俾你盡情發洩!

操作:
從露台將物件丟路姆西。
不同的物件有不同的攻擊力及距離限制。

除了丟雞蛋、丟番茄、丟香蕉、丟鞋、丟飯碗、丟菠蘿、丟西瓜、丟煎 Pan、丟汽油彈, 仲可以丟埋火箭炮。

請小心最終一關共有689隻狼, 要小心應付啊!
心得: 請先向朋友索取火箭炮。

刻不容緩, 快將幫忙丟路姆西吧! ▶

Lufsig is a stuffed toy wolf sold at IKEA. However, it became a symbol of opposition to the Hong Kong government in 2013 after an incident during a town hall event where a Lufsig was thrown by a protester at CY Leung. The former Chief Executive had been nicknamed "the wolf" by his critics.

The game references the story of Little Red Riding Hood, and pokes fun at CY Leung by having him play the Big Bad Wolf, Lufsig. The last level of the game unleashes 689 wolves, 689 being another nickname of Leung. ▶



HONG KONG INFECTED

開發者/DEVELOPER: YYY INDUSTRY

發佈日期/RELEASE DATE: 2016

YYY Industry 喺2016香港動漫電玩節年推出VR game《Hong Kong Infected》。開發公司聲稱隻 game 係受雨傘運動啟發，示威者、警察同親中政客因為索咗神秘催淚煙而變成喪屍。我唔知道 YYY 係黃定藍，總然之就覺得有啲唔妥，佢哋絕對有可能係想借傘運個 theme 過橋，吸引黃藍兩邊嘅玩家。最後到底隻 game 有無 launch 到就唔知啦。◀

The VR game *Hong Kong Infected* was featured in the Ani-Com show (Animation-Comic-Game Hong Kong) in 2016. The game claimed to be inspired by Umbrella Movement, but it is in fact merely a zombie apocalypse in which a canister of mysterious gas is thrown into the crowd and begins turning everyone (protesters, police and pro-Beijing lawmakers alike) into mindless, bloodthirsty zombies. The political stance of the game is unclear and its intention seems dubious. We are not sure if the game has been officially launched, despite its popularity in the trade show. ▶



全民打漢奸 EVERYONE HITS THE TRAITORS

開發者 DEVELOPER: ANONYMOUS
操作平台 PLATFORMS: WEB BROWSER
發佈日期 RELEASE DATE: 2019

2019年12月神抄《Yellow Umbrella》嘅《全民打漢奸》喺大陸上架，不知幾勁。《全民打漢奸》遊戲開始頁面寫著「香港是中国的香港，不容外部势力染指！」，背景圖係一班戴著黃頭盔嘅黑衣人，喺飄揚著中國國旗同香港區旗，烽火連天嘅香港街頭。玩家要喺人群裡面搵到八名貌似黃之鋒、岑子杰、黎智英、李柱銘、何俊仁、羅冠聰、陳方安生嘅漢奸通緝犯，並且用棍、拖鞋等攻擊黑衣人。◀

In December 2019, a Chinese online game called *Everyone hits the traitors* was launched. The aesthetics and plot are unashamedly similar to *Yellow Umbrella*. This time, players are asked to attack protesters and catch the masterminds of the freedom and democracy demonstrations on Hong Kong streets. This is one of the many examples of countermovement in which social movement strategies of the pro-democracy camp are adapted, if not outright plagiarised by the reactionary camp to attack the opposition. ▶



TEES BATTLE

開發者 DEVELOPER: DECAFFEE
操作平台 PLATFORMS: ANDROID
發佈日期 RELEASE DATE: 2018

《Tees Battle》仲L勁，開發者名為 decaffee，報稱嚟自星加坡。遊戲以港鐵站為背景，用好似《打地鼠》嘅方法咁等玩家打鳩黑衣人。但如果玩家一個唔小心打到所謂嘅「白衣天使」就會扣分。有網民用隻 game 散播仇恨為理由，發起檢舉《Tees Battle》嘅行動，無幾耐隻 game 就畀 Google Play 落架。◀

Rumour has it that the developer of the game, decaffee, is from Singapore. The title hints at the battle between black bloc protesters and white-clad thugs. Set against the *7.21 Yuen Long attack, the game requires the player to hit protesters who dress in black, but points will be deducted if the player hits a white-clad 'Angel'.

Google Play received complaints as the game glorified triads and cultivated hatred against individuals who dress in black. As a result, *Tees Battle* was discontinued. ▶

*7.21 Yuen Long attack is a mob attack that took place in a subway station in Yuen Long, a town in the New Territories. On 21 July 2019, an armed mob of triad members dressed in white tees indiscriminately attacked passengers with steel rods and rattan canes in Yuen Long station. Among victims of the attack were elderly people, children, black-clad protesters, journalists, and lawmakers.



超級街霸 II: TURBO STREET FIGHTER II: TURBO

開發者DEVELOPER: CAPCOM

操作平台PLATFORMS: NINTENDO SWITCH

發佈日期RELEASE DATE: 2021

元祖街機版嘅「街霸II」，「飛龍」（原型參考李小龍嘅香港選手）所用嘅係英屬香港「龍獅旗」；其後 2018 年日本開發公司Capcom「跟上時代」，改用香港特區區旗。2021年2月Capcom喺 Nintendo Switch推出新作，收錄多款經典遊戲，包括《超級街霸 II》，但有日本玩家發現遊戲中角色介紹被配五星旗，惹嚟網民熱議，批評遊戲公司過份政治正確，甚至「超前進化」。

Fei Long, a game character that is based on Bruce Lee, has appeared under different flags since the game's release. In the original 1994 arcade game, he was under the British Hong Kong flag, and in 2018 the HKSAR flag. In February 2021, Japanese gamers noticed that Capcom has changed the flag yet again, and this time to the flag of China. Some criticised the 'political correctness' of Capcom and wanted to boycott the game.



1994



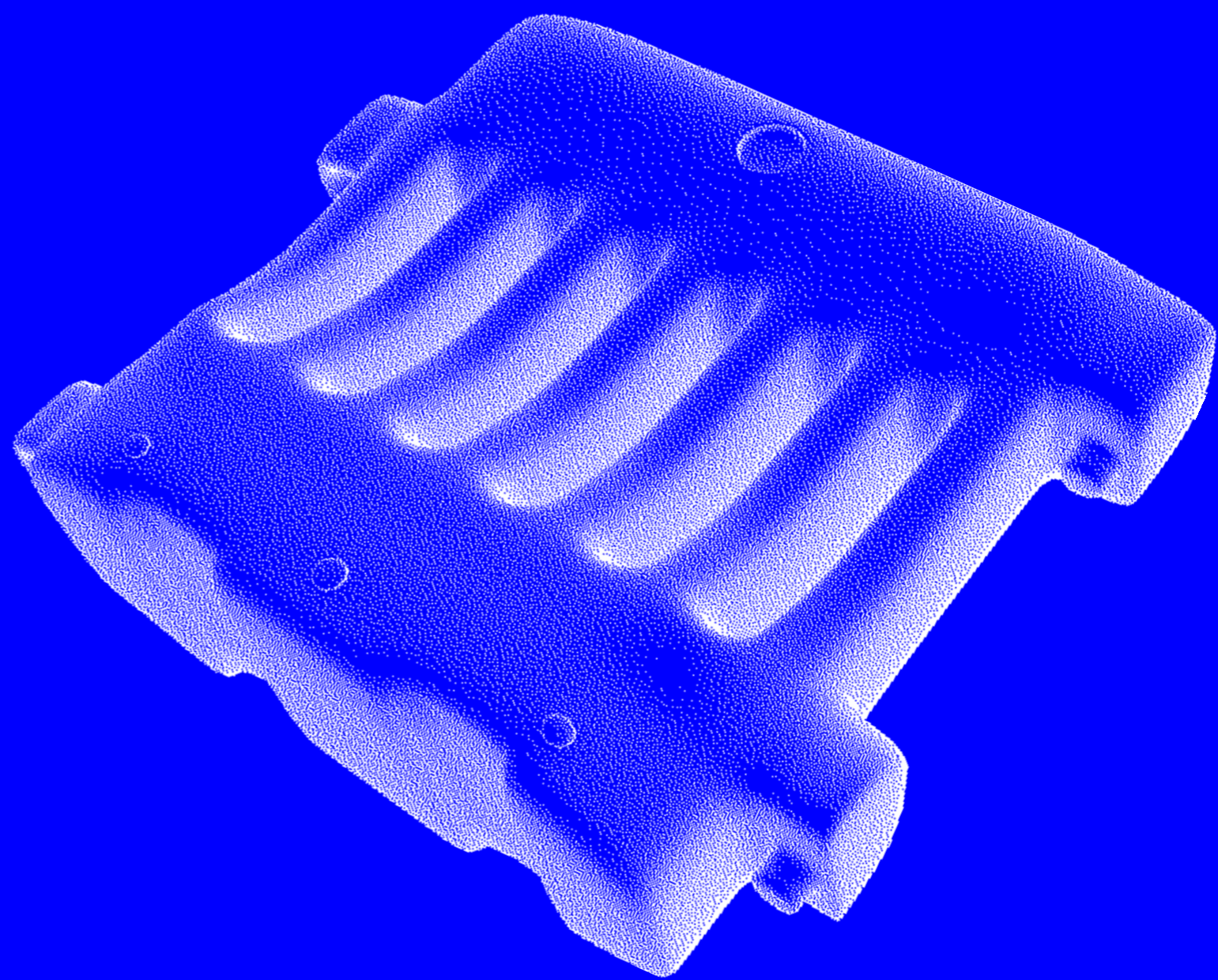
2018

2021





GAME OVER



CONTINUE?

• YES

NO

