

文訊

WORD POWER

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老兒戲

走過中環歌賦街，看到三數男士在踢毽子。毽子在空中繞轉，快要落地時，他們迅速把毽子踢起，一下、兩下、三下，然後使勁的踢往同伴那方。他們看來五十開外，動作靈活，毽子在腳尖上忽上忽下的舞動，好像轉到哪兒，都能給接住。他們每個人都笑容燦爛，非常投入，讓人想起昔日小孩在街上嬉戲玩樂的無憂歲月。

現今的小孩大多不愛踢毽子，只喜歡拿着手機或平板電腦玩電子遊戲。他們低着頭，手指在屏幕上不停游動，沉醉在虛擬的電玩世界。電子遊戲的設計層出不窮，內容五花八門，畫面色彩豐富，配上充滿動感的音樂和聲效，確實吸引，難怪成年人也愛不釋手。幾十年前，手機遊戲程式尚未問世，小孩玩的只是一些簡單遊戲，但同樣樂此不疲。

大家小時候有否玩過“十字界豆腐”？單憑名稱，很難想像是怎樣的玩意。這是上世紀六七十年代的街頭兒童遊戲，無需工具，只需一塊空地。那個年代，小孩都愛在公屋升降機前或球場的空地玩這個遊戲，玩法變化多端。參加人數多為五人，四人分站四角，第五人站中央，指令其他人做各種動作，例如“晾衫竹”是用力把別人伸直的手扳下來；“搬大石”是把身體抱作一團，看看別人能否把自己抱起。一聲“十字界豆腐”，站在四角的人馬上與對角的人交換位置，站中央的便趁機“霸位”，落空的便得受罰，有點像西方遊戲“音樂椅”。

還記得“一二三紅綠燈，過馬路要小心”這口號嗎？據說這口號源自內地“木頭人”遊戲。以前在廣東鄉間，小孩常在屋前大叫：“一二三，我們都是木頭人，不許說話不許笑，不張嘴不許動，不然罰你鑽狗洞！”說畢所有孩子都不准動，直到有人受不了。香港小孩沒見過木頭人，但交通燈的行人圖象倒曉得，於是靈機一觸，把這句話唸成“一二三，紅綠燈，過馬路，要小心。”遊戲玩法簡

單，一人當“紅綠燈”，面壁大喊“一二三紅綠燈”，後面的人馬上走近。“紅綠燈”回頭看到誰還在動，那人便要與“紅綠燈”拉手串成人鏈，其他人會設法營救，“斬斷”人鏈。人鏈斷開，“紅綠燈”可喝一聲“停”，正在逃跑的人須應聲停步。“紅綠燈”會跳三步，給抓到的便輸。當年的小孩在街頭巷尾又“斬”又跑，樂不可支。

舊日兒戲中，有一個名字充滿童話色彩，叫“狐狸先生幾多點”。當狐狸先生的人不用帶上狐狸面具，只須背着牆壁向面前的人報時。眾人先一起喊“狐狸先生幾多點？”，狐狸先生便隨便挑一個數報時。若是一至十一點，其他人便要向前走一至十一步；若是十二點，狐狸先生會出來抓人。誰在狐狸先生說出“十二點”前觸及牆壁，便可“免役”。這個遊戲並非純粹追追逐逐，除了要小心“十二點”外，還要注意步伐。步伐大容易給狐狸先生抓住，但也可能因為很快碰到牆壁而脫險；相反，步伐小可能在到達牆壁前已給狐狸先生抓着。當“狐狸先生”的，則要好好估算形勢，報出對自己有利的時間，才能抓到“獵物”。

四五十年前的兒童還會自己製作玩具，紙飛機人人都懂得摺。當時香港社會並不富裕，乘坐飛機是很多小孩的夢想。飛機偶爾在天上轟轟的飛過，總能把屋裏的孩子引出來圍觀。紙飛機有雙翼的、雙面的、迷你的、巨型型的。小孩從家裏的窗戶、公屋的高處讓紙飛機起飛，誰的飛機飛得最遠最高便勝出。他們瞪着眼看飛機在空中滑翔，彷彿自己也隨風飛到天上去。

這些老兒戲雖不及現代高科技玩意千變萬化，但玩的時候卻多了一份情感和心思，不僅陪伴昔日的兒童成長，還是他們的快樂回憶。



A Quest for Games

Tim Hull, a computer game designer, was standing in the playground of Kwamoso Junior Secondary School, filming a group of girls clapping, singing and jumping. The girls, all in skirts, were playing *Ampe*, a traditional game in Ghana, and Tim was there to document indigenous games people play and the culture that surrounds them.

Tim interviewed Rose Animah, a 100-year-old *Ampe* veteran, who relived her glory days as a champion of the game. "Today, children play *Ampe* simply for fun. But when I was a teenager, girls from different villages gathered in Kwamoso to compete for a tournament which could last for days. And we made a lot of friends," said Rose.

Fairly simple, *Ampe* is played between two individuals or two teams. To begin with, the two players jump and clap in synchronicity. Each player must put one foot forward before landing. If both players have the same foot forward, a point is awarded to the one who has chosen to score when both the right feet or both the left feet meet. If different feet are thrust, the other player wins. For a competition between two teams, the girl who wins a point will take on the next girl of the opposing team. The game continues until all girls on one team have been beaten. "You've got to look at the feet of your opponents, and it requires quick reflexes," hinted Rose. Enlivening and rhythmic, *Ampe* has spread across the world.

Unlike *Ampe*, *Akhue* is only played in Edo, Nigeria. Tim was told an interesting story behind the game in Edo. In 1200 AD, Edo was plagued by incessant internal conflicts and fighting. Then a boy was chosen to become Oba, the king of Edo. He was, however, unable to speak. The people of Edo thought that a disabled king meant a disabled nation. Anxious and worried, they sought help from Orimiyan, the ruler of another kingdom and the father of the mute boy. Upon Orimiyan's advice, they asked the boy to play a game with *Akhue* seeds. Miraculously, after beating his opponent, the boy spoke his first word "*owomika*", meaning "I made it". The magic seeds freed the boy's voice. He became Oba and brought a better future to his people. To commemorate this, *Akhue* is still played by every Oba during coronation to the Edo throne.

Akhue requires excellent eye-hand co-ordination. The players first draw a playing field in a rectangle split into halves. In each half, nine *Akhue* seeds are evenly placed in a series of 3-3-3, and a 10th seed, the crown seed, is placed at the back closest to the player. Each player is given one more seed and takes turns to spin it

towards his opponent's seeds. The player who hits all his opponent's seeds first wins. If a player manages to hit the crown seed, he wins the game in that one strike. Spinning the seed right is the key to winning the game. A skilful player can make an *Akhue* seed spin in such a way that multiple seeds are hit in one throw — not an easy task at all.



Tim continued his journey. In Tetouan, Morocco, he spotted a group of highly energetic boys of the Berber people playing *Dinifri* in an open field. Split into two teams, the boys drew a square court on the ground and piled up five small stones in the centre of the court. One by one, they threw a baton at the tower of stones. "You missed it. You'll never hit it." They teased each other when someone failed to hit the target.

Suddenly, the tower of stones was knocked down. The game exploded into a frenzied mayhem. "Encircle! Encircle!" shouted the boys. Members of the team who hit the tower quickly picked up the stones, while their opponents immediately surrounded the court, ready to swing their batons at whoever dared to place the stones in the four corners of the court. A boy, agile and strong, slipped into the "lion's den" and placed a stone in a corner. He and his teammates jumped and hugged each other, chanting "*tchi tchi ah ah*", an expression of joy. The game would go on until the defending team eliminated all the attackers, or the attacking team placed five stones in the corners. Chaotic and war-like, *Dinifri* is considered a test of bravery, a quality honoured throughout a Berber's childhood. The players' display of courage against all odds reflects their ability to lead others into the fray.

Tim travels the world to observe and play games. From school playgrounds to dusty open fields, he has learnt firsthand how games are played in different cultures, why they are still with us, and, most importantly, what fun we have playing them.

Mistakes are part of the game. It's how well you recover from them, that's the mark of a great player.

Alice Cooper

謎語是文字遊戲，以拐彎抹角的語言暗示要猜的事物，內容千變萬化，上至天文星象，下至線腳針頭皆可成為謎材，既娛人又娛己。大家一起來猜猜罷！

據說南宋詞人李清照一天與丈夫趙明誠在家中研究詩詞，鄰居魯二嬸進來說要借東西。魯二嬸指着書桌上一件物品，笑着說：“一宅分兩院，兩院人馬多；多的比少的少，少的比多的多。”李清照聽後答道：“弟兄七個，一個模樣；老大老二，高高在上；五個小弟，隔着大牆；總是打打，進出忙忙。”話畢，便把那物品遞給魯二嬸。大家能猜到魯二嬸借的是什麼嗎？謎底是算盤。

民間流傳一個故事，古時有位老翁，家有三名聰明賢慧的媳婦。某年農閒季節，媳婦三人打算回娘家省親。臨行前，老翁囑咐她們回來時每人都要給他帶一樣東西。他對大媳婦說：“你要帶個‘紙包火’回來”；對二媳婦說：“你買個‘紙包風’給我”，又叫三媳婦給他帶個“紙包水”。幾天後，三個媳婦帶回老翁要的東西。這三樣東西是什麼？答案是燈籠、紙扇和油簍。

元代畫家王冕家貧，十歲時母親送他到村內一地主家放牛。王冕天資聰穎，喜愛畫畫，常常一邊放牛一邊用樹枝在沙地上畫荷花、青蛙、小鳥。一天，地主看到王冕在畫畫，甚為不悅，便大聲說：“你得給我畫一樣東西。畫不出來，休想吃飯！”接着搖頭晃腦唸起來：“小小一條龍，鬚長背又弓，生前沒有血，死後渾身紅。”王冕聽後，立即把那東西畫出來。究竟王冕畫的是什麼？原來是一隻蝦。

除了猜物謎語外，還有字謎。《世說新語·捷悟》記載，楊修當主簿時，曾為曹操修建相國府的大門。動工不久，曹操出來巡視，看見大門便面色一沉，然後在門上寫了一個“活”字，不發一言便離開。大家可知道曹操為什麼不滿？聰明絕頂的楊修明白魏王心意，立即叫人

把門拆去重修。“門”內加“活”字，就是“闊”，其實曹操嫌門太寬，要工匠把門改小。

曹操巧出字謎，讓楊修猜度其心意，以《聊齋誌異》聞名於世的蒲松齡則用字謎品評學生，令人忍俊不禁。這位清代才子自幼苦讀，但屢試不第，只好靠教書為生。有個財主望子成龍，請蒲氏課子。執教才三個月，蒲松齡便向財主請辭。財主問道：“吾兒文章如何？”蒲松齡答說：“高山響鼓，聞聲百里。”財主又問：“吾兒在《易》、《禮》、《詩》方面也都通熟嗎？”蒲松齡應道：“八竅已通七竅。”財主聽後，滿心歡喜。其實蒲氏是諷刺財主兒子，大家能猜出這兩句話的真正意思嗎？“高山響鼓”，發出“扑通、扑通”（與“不通”音近）的聲音，暗示財主兒子文章不通，而“八竅已通七竅”則取笑他“一竅不通”。

字謎也可構成小說重要的環節。唐代傳奇《謝小娥傳》中的字謎更是緝凶線索。謝小娥一家在江上行商，不幸父親、夫婿某天外出時遭人殺害。當晚，小娥夢見父親的冤魂跟她說：“殺我者，車中猴，門東草。”然後，其夫又來托夢，淒聲道：“殺我者，禾中走，一日夫。”大家能否為小娥找出兇手？



原來殺小娥父親、丈夫的人分別叫“申蘭”和“申春”。為何“車中猴”、“禾中走”的謎底是“申”字？“車”字去掉下一畫就是“申”，地支中的“申”排序第九，對照生肖是猴，所以是“車中猴”；“禾中走”意思是穿田而過，也是“申”字。“門東草”，草下有門，門中有東，是“蘭”字，而“一日夫”，是在“夫”字上面加一畫，下面再加個“日”，就成了“春”字。小娥破解字謎後，女扮男裝，明查暗訪，潛入申家，最終報了血海深仇。

再出一題考考大家。“古月照水水長流，水伴古月度春秋。留得水光映古月，碧波蕩漾見泛舟。”猜一字。（謎底見頁底）



紅亭瞰碧流，魚戲日沉浮。玩此心同樂，方知得自由。

徐庸《五畝園十八題為姚舉人作》

圖：嘉景



Ready Player One



The world in 2044 is in a shambles — energy resources are depleted, the economy plunges, and the poor live in vertical trailer parks where derelict mobile homes are piled on top of each other. To shun the hardships of everyday life, billions plug into the cyber-utopia OASIS. It is against this dystopian backdrop that Ernest Cline's *Ready Player One*, a thrilling story about a virtual treasure hunt, unfolds.

In OASIS, people play games, go to school, and make friends through their avatars, which are on-line characters created to represent the real persons. For Wade Watts, a lonely teenage misfit living in a trailer park, this virtual paradise is the only place where he can find solace from his depressing life. OASIS was created by the late James Halliday, a genius game designer and the richest man on the planet, who stipulated in his will that the first person to find the Easter egg he hid behind three gates in OASIS will inherit all his fortune, including the control of OASIS. To locate the gate keys, one must solve a host of puzzles about the gaming and pop culture of the 1980s, Halliday's favourite era.

For years, millions of gunters, short for "egg hunters", have struggled in vain to decipher Halliday's clue to the first key. But being an adroit gamer, Wade stumbles on the solution one day and opens the first gate. Unfortunately, his success

catches the attention of Nolan Sorrento, leader of an army of professional gunters hired by Innovative Online Industries, an evil corporation bent on taking control of OASIS. When Wade refuses to tell Sorrento the location of the first key, Sorrento bombs his trailer stack. Wade escapes but his neighbours and aunt are killed. Assuming a fake identity, Wade goes into hiding.



As *Ready Player One* continues, Wade and Sorrento do battle to solve Halliday's puzzles. For a time, it seems as if the brutal Sorrento will win, but Wade will not give up easily. He infiltrates Innovative Online Industries, hacks its network, and sets in motion a clever plan to retrieve the coveted Easter egg.

An action-packed, nostalgic trip back to the 1980s, this imaginative story unravels with constant acceleration, delivering clever puzzles and an exciting plot with a satisfying ending. Definitely an enjoyable read for gamers and non-gamers alike.



FUN with Words

Let's play a game. The number of participants is not fixed. Four to six will suffice. Everyone should get a sheet of paper and a pencil. First, ask one member in the group to pick a letter randomly, for example "T", and everyone should write down names of cities, animals or things starting with this letter, keeping in mind that you will only get points if no one else in the group has the same word written.

Ready? Go. Name animals starting with "B". *Bird, bear, bat, beaver, beetle, bull, butterfly, buffalo, bulldog, bison, beagle, black widow spider, Bengal tiger, Basset hound...* If you finish first, shout "That's it!", stop writing, and count to ten. After the count is over, the other members must stop writing. Then, check who is able to score points. One point for every unique word. To win this game, you don't have to write as many words as you know, but words you think most people don't know. The above list of words may be too common to help you score points. What about *bearded dragon* (a kind of lizard), *binturong* (also known as *bearcat*, a medium-sized carnivore inhabiting the dense forests of South-East Asia), or *bongo* (a large species of antelope)? The game is over when every member has taken



a turn to choose a letter. The one with the highest score is the champion of this inspiring competition.

Let's try another one. To ensure fairness, choose one member to host the game. He or she will think of five letters. All you have to do is to create as many as possible five-word sentences where each word begins with the letters in order. For example, for "B", "A", "M", "S", "A", you can make sentences like *Brian ate my shiny apple*, or *Babies are mothers' sweet angels*. Each grammatically correct sentence with a sensible meaning will be given one point, and it can be as serious or as hilarious as you wish. You are given five minutes in each round.

Paper and pencil ready? The first group of letters: "T", "A", "A", "S", "M". *I am a stupid man; Ivan acquired another street map*. Easy enough. Now the second group: "S", "C", "A", "M", "S". *School classes appear moderately satisfying; Spoiled children angered mother steadily*. Not interesting enough? What about *Sleepy cats always move slowly*? One more. "T", "S", "C", "W", "F". What have you got? *The small car was fast; Timothy scolded Catherine with fury*. Let's add up the points. Who's the winner?

The objective of these interesting word games is to rack your brains and unleash your creativity. Difficult as they may appear, the more you play, the more fun you will get. Another round, anyone?

GAME OF THE CENTURY



Chess is considered a war game. What happens on the chessboard is a struggle against an adversary who, by whatever means of deception and disguise, is relentlessly dedicated to your destruction. And there is one man whose name is synonymous with this daunting contest of infinite possibilities. He is Bobby Fischer.

Fischer started playing chess at six. Already a well-known chess prodigy at the age of 13, he was invited to the prestigious Rosenwald Memorial Tournament in 1956 to compete against established masters such as Donald Byrne.

A college professor and a U.S. Open Champion, Byrne was sophisticated and aristocratic in his bearing. Holding a cigarette between his fingers, he took the measure of Fischer like a king on his throne. To him, this scrawny child in crinkled pants and T-shirt looked less formidable than the fame that preceded him.

He was not wrong. Fischer had scored three draws, and no win so far. Besides, Byrne was playing white, so he had the first move. Advantage Byrne.

Fischer slowly built up his defence. At one point, he sent his knight to the rim of the board, a blunder that not only crippled the knight but also made it an easy target. It was a ploy, and Byrne refused to take the bait. Fischer became restless and shifted around in his chair. His hazel eyes stared at the chessboard with burning intensity. It was hard to tell whether he was battling nerves or hatching a crazier game plan. The crowd did not have to wait long for an answer.

On the 17th move, Fischer let Byrne capture his queen. In chess, losing the queen is tantamount to losing the game. But instead of cowering in defeat, he pounced on Byrne and chased him all over the board. One by one, Byrne's pieces fell in a salvo of attacks. A bishop here, a rook there. Twenty moves later, the white king was trapped. "Mate!" Fischer said. His deep combination that began with the queen sacrifice was so unorthodox that it caught Byrne completely off-guard. The urbane professor got up and shook Fischer's hand in stunned admiration, calling an end to the famous "Game of the Century".

In 1972, Fischer was 29. The only obstacle standing between him and the World Champion crown was Russian chess wizard Boris Spassky. Billed as "The Russian Bear vs. the Brooklyn Wolf" by *Time* magazine, the Fischer-Spassky duel was more than exhilarating to chess players around the globe. Despite the fanfare, Fischer repeatedly

cancelled his flights to Iceland, the host of the world championship. While the purported reason was that the prize money was unattractive, perhaps what really bothered Fischer was the feeling that he would meet his match in Spassky. Even after setting foot in Iceland, he remained temperamental, riling everyone around him as he kept on fighting his inner demon.

Fischer was late to the first game of the 24-round competition. Spassky played his move, punched his chess clock, and started pacing the hall, trying hard not to betray his frustration over Fischer's impertinence. One can only imagine the conflicting thoughts of relief and disgust that flooded Spassky's mind when he saw Fischer entering the hall with a faintly apologetic smile on his face. After a half-hearted handshake, the clash of the titans finally began. The lacklustre first game was an anticlimax to the high drama beforehand. Fischer, his face tight and drawn, played impetuously and lost.

The off-screen drama continued. Losing the first game fuelled Fischer's insecurity. He laid the blame on the distracting cameras and forfeited the next game by not turning up. Fischer was now trailing 2-0. To prevent the competition from falling apart, the organiser succumbed to Fischer's demands and held the remaining games in a sealed room with a CCTV camera.

The new setting lifted Fischer's spirit. In Game 3, he deployed a similar tactic in the game against Byrne by sending his knight to the side. Spassky was baffled by his novel stratagem. Sitting on the edge of his chair, Spassky lost his focus and the game. Fischer was now unstoppable. In Game 6, he dominated the game by combining positional moves and trading pieces with surgical precision.

The whole world was caught up in this gruelling intellectual battle. Audiences discussed, analysed and debated their every move with great gusto. In Game 21, Fischer was already on the cusp of dethroning Spassky. The game was adjourned for the night and Spassky did not show up the next morning, deciding after a night of study that he could not win. A new champion was born. Asked what was next for him, Fischer replied, "My goal now is to play a lot more chess. I feel I haven't played enough chess."

Uncommunicative and neurotic, Fischer was called an egotist, a prima donna, or simply a mad man. But what keeps his memory alive is not his eccentricities but his unmatched devotion to and ingenuity in chess. "Chess and me, it's hard to take them apart," he said.



Life is a game, play it.

Mother Teresa



以小見大，精益求精

今年六月，公務員事務局法定語文事務部假香港中央圖書館演講廳舉行專題講座。香港著名作家胡燕青女士應邀主講，題為“以小見大，精益求精”，探討常見中文語病和改善中文寫作的方法。

胡女士指出，在香港，我們從小就學習中英文，很多人以為中文是母語，自然就能說好、寫好。然而，實情並非如此。中文簡練精緻，蘊含幾千年的人文精粹，學之不盡，要把中文學好，殊不容易。

學習中文，要逐字咀嚼，才能體會箇中奧妙，學習成語更要如此。成語言簡意賅，運用得宜，文章生色不少，例如“這不是一兩句話能夠說得完的”改為“一言難盡”就既簡潔又有力。

不過，成語的含意必須確切掌握，否則會寫出以下累贅的文句：“她站在窗旁，好像是若有所思似的。”“好像是”、“似的”與“若”字意思相同，改為“她站在窗旁，若有所思”便可。再看一例：“你們彼此合作，所得就更加相得益彰了。”“合作”無須加上“彼此”，而“益”就是“更加”的意思，改為“你們合作，相得益彰”，文意精準得多。

另一方面，我們寫中文時容易受英語思維影響。胡女士引述余光中教授在《中文的常態與變態》一文中舉出的例子：

1. 本校的校友對社會作出了重大的貢獻。(可改為：本校的校友對社會貢獻很大。)
2. 昨晚的聽眾對訪問教授作出了十分熱烈的反應。(可改為：昨晚的聽眾對訪問教授反應十分熱烈。)
3. 我們對國際貿易的問題已經進行了詳細的研究。(可改為：我們對國際貿易的問題已經詳加研究。)

此外，胡女士認同余教授的看法，指寫文章不可濫用“性”、“度”等字詞。“難度很高的”，不就是“很難的”？同樣，“這本書很好看／有趣／耐看／值得一讀”不該寫成“可讀性很高”。另外，“此事可信性很高”或“他的知名度很低”頗常見，但“此事很可信”和“他沒有什麼名氣”才是道地的中文。

除了英語的影響，語文毛病往往牽涉語法和修辭，例如“警方逮捕了三個男人，涉嫌打劫珠寶店，並且藏有槍械。”這句主語、賓語不分，讓人以為警方涉嫌打劫珠寶店，改為“警方逮捕了三個男人，他們涉嫌打劫珠寶店，並且藏有槍械”才合邏輯。再舉一例：“兒童是最好奇的時期。”這句顯然用詞不當，改為“童年是人最好奇的時期”才對。“消防員到場後，把火警升為三級。”這句有何不妥之處？原來動詞用得不对，應把“升”改為“列”。

怎樣提升中文水平？胡女士表示沒有捷徑，多讀好書是不二法門。她建議閱讀時最好以自然聲調朗讀，既可體會中文音韻之美，也可培養語感。讀書切忌囫圇吞棗，要多翻查字典辭書，了解每個字詞的意義，還要留意音義相近的字詞，以免混淆。初稿寫完，如時間充裕，應先擱在一旁，隔一段時間才修改，務求去蕪存菁，例如“祝各位有一個愉快的旅程”，可改為“祝各位有愉快的旅程”，再改為“祝各位旅途愉快”更佳。相信依照這些方法，加上多讀、多寫，假以時日，必有成果。

講者簡介：胡燕青女士退休前任職香港浸會大學語文中心副教授，多年來從事教學和文學創作，著作屢獲殊榮，二零零三年獲香港藝術發展局頒發藝術成就獎；近作散文集《蝦子香》榮獲二零一三年第十二屆香港中文文學雙年獎散文組首獎。

世間榮辱俱遊戲，莫為功名銷壯志。

李大方《改之下第賦贈》

我懷念的遊戲

消防處
一級法定語文主任楊靜儀

弟弟比我小三歲，還在襁褓中，我已常帶他上街玩。有天，我們跟鄰家孩子玩“猜樓梯”。所謂“猜樓梯”，就是站在一段樓梯最高一級，以“石頭、剪刀、布”定勝負，勝方往下走，負方往上走，最快走下樓梯者勝。那天，我先讓弟弟坐在梯級上，然後自顧自玩。我猜拳連勝多次，很快便到了梯級中段，心想留下弟弟不好，於是再把他背起來，但當時才四歲的我力氣不夠，一骨碌倒下，弟弟的後腦杓撞在水泥梯級的邊緣，登時流血。回家後，爸爸把我打罵了一頓，媽媽用雲南白藥替弟弟止血。傷口的血止了，但痂皮脫落後，傷處再沒長出頭髮來。



佛地魔在哈利波特額上留下閃電形的傷疤，我也給了弟弟一道蟲狀疤痕，總覺得它能施展魔法，叫弟弟臣服於我。小時候，姊弟二人最愛重演看過的動畫情節，弟弟當時什麼都不懂，我叫他演什麼角色他都演——怪獸、浣熊、烏龜全都演過。記得有次把他打扮成小公主後，忘了替他脫下華麗的公主袍便帶他出門，害他給鄰家姐姐調侃一番。

那道疤痕彷彿隨時間失去法力，弟弟上中學後，事事跟我抬槓。他愛理“陸軍裝”，那道肉紅疤痕更覺明顯，屢勸他留長髮，他總不答理，我想他存心要勾起我對他的歉疚。後來，弟弟移民海外，數年才回港一次。那道疤痕少見了，反倒叫我懷念。

念小學時，每逢周末都會到姨母家，與一眾表兄弟姊妹玩耍，大表哥每次都叫我們玩“大富翁”。一如其他棋盤遊戲，“大富翁”也是以骰子點數決定前進格數，到達某塊“地皮”，可先買下，重回“舊地”時，便可建屋，有權向過路人徵費；如擁有相同顏色的“地皮”，更可徵收雙倍“過路費”。

大表哥玩“大富翁”時，除了買地建屋，還不時出售資產。我雖不明他用意何在，但看到他把我們逐一推向破產邊緣，我深信他的策略相當奏效。坦白說，我不大喜歡這玩意，雖說勝負不重要，但屢

戰屢敗，實在叫人意興闌珊。然而，“大富翁”也有叫我興奮的時刻：每次棋子落在寫有“機會”或“命運”的棋格上，我都急於知道抽中的牌是賞還是罰。最初玩這遊戲，更不知“擊落米格機”、“中‘愛國獎券’五獎”、“敬軍愛國捐款”是什麼，恍如置身神秘國度。

每到遊戲尾聲，我都會設法“入獄”或嘗試拖延出局命運，奈何百計千方，也難逃破產厄運。遊戲完了，大表哥是大贏家，一眾表兄弟輸得一敗塗地，我指天誓日，決意不再碰這遊戲。當然，下次再到姨母家，慘痛教訓早已置之腦後，我再次淪為大表哥手下敗將。

如今，大表哥熱衷現實世界的“大富翁”遊戲，大家見面漸少，更遑論一同玩耍。

小時候的至愛是飛行棋、鬥獸棋，還有中國象棋。舅父是我的象棋老師，教曉我如何以車馬砲卒攻，以士象固守，又教我如何“卒子過河當車用”。與舅父下棋，獲益良多，一有機會，我就纏住他，要他陪我下棋。

我愛跟舅父對弈，還有一個原因：即使給他吃掉大半棋子，還能抽吃他的車馬，和局收場，偶爾還能憑一招“飛將過河”反敗為勝。媽媽說，舅父是象棋高手，曾在不少比賽中奪冠。每次和局，我都沾沾自喜，以為自己是棋壇新星。長大後才明白，我跟他打成平手，非因棋藝出眾，而是他對後輩疼愛憐惜，故意相讓。舅父逝世多時，我與他相處的點點滴滴大都忘掉了，但小時跟他對弈的情景，至今仍歷歷在目。

昔日耽玩的遊戲，如今已然陌生，即使重拾舊趣，也非當日味兒，更何況人面全非！有位哲人說過，除了影子，無人能陪伴自己走完人生路。年少時的玩伴，如今都遠我而去：有的在海外落地生根，有的仍在追尋理想，有的已到冥河彼岸。故人別後，可幸還留下絲絲回憶，與影相隨。





齊來動腦筋



遊戲五花八門，獨個兒玩可訓練思考能力，與親友一起玩，又可增進情誼。以下遊戲有的簡單，有的艱深，但全都趣味盎然，大家一起來玩罷！

1. 在空格內填上正確疊字：

i. 千人之 ，不如一士之 。

ii. 競憶遊山水心息，心息 歸去來，
歸去來 。

2. 把下面各個偏旁拼好，可得出兩個地名。該等地名為何？

i. _____ ii. _____

i.	圭	木	木	木
ii.	比	月	日	日

3. 把下面各個偏旁拼好，可得出兩個成語。該兩個成語為何？

i. _____ ii. _____

i.	扌	一	辶	妾
	一	一	二	車

ii.	扌	一	出
	首	尸	旨

4. 兩個父親和兩個兒子各自拿了一個蘋果，但他們合共只拿了三個蘋果。原因為何？

5. 大舅到二舅家找三舅說四舅被五舅騙去在六舅家偷七舅放在八舅櫃子裏九舅借十舅發給十一舅工資的1000元。究竟誰是小偷？錢本來是誰的？

6. 找出下面謎語的謎底：

i. 半部《春秋》，猜一字。

ii. 生逢太平世，猜一李煜詞句。

i. _____ ii. _____

7. 下面畫有底線的字，粵語的正確讀音為何？

i. 神祇

ii. 成不以富，亦祇以異

i. _____ ii. _____

請在二零一五年十一月十三日前，把答案連同下列個人資料寄回“香港金鐘道66號金鐘道政府合署高座2310室公務員事務局法定語文事務部《文訊》編輯委員會”。答對問題者可獲書券一張，名額五個。答案及得獎者名單將於下期公布（答案以《文訊》公布者為準）。

姓名：_____ 先生／女士（請刪去不適用者）

部門：_____

職位：_____ 電話：_____

辦事處地址：_____

Not-a-Mindboggler Solution of Issue No. 60

- | | |
|--|--|
| 1. T.S. Eliot | 6. John Constable |
| 2. Impressionism | 7. Athens |
| 3. Haiku is a 17-syllable Japanese verse | 8. Unconquered |
| 4. Johan Vermeer | 9. Cast a cold eye/ On Life, on death./ Horseman, pass by! |
| 5. cremated Sam McGee | 10. Mona Lisa |

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Leung So-mei	Transport Department
Poon Yuk-wah, Adalina	Transport Department
Fong Yuk-sim	Labour Department
Lo Siu-kee	Food and Environmental Hygiene Department

Issue No. 62 (December 2015) : Music and Movie

二零一五年十二月第六十二期主題：音樂與電影

Issue No. 63 (March 2016) : Sport

二零一六年三月第六十三期主題：運動

Contributions from colleagues are welcome. Please refer to Issue No. 42 for details.

歡迎同事投稿，細則請參閱第四十二期。

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