

YOUNG ENTERPRISE

Are board games something for “old fogeys” in their 30s and 40s to occupy themselves while teens continue their love affair with computer games? Possibly not. This year’s winner of the Lion Foundation Young Enterprise Scheme was a group of Year 12 students from Opotiki College, in the Bay of Plenty, with a board game invention.

Asta McKain, the “managing director” of the company that invented the new board game, All Around Aotearoa, says she doesn’t play computer games and neither do her friends. The idea for All Around Aotearoa came from playing the game Cranium. They decided to invent a game of their own that had some of the elements of well-known games but with a decidedly Kiwi flavour.

It’s a relatively simple dice-based board game, with players moving around a map of New Zealand. Players have to know their New Zealand general knowledge and be able to complete challenges, such as doing the haka or acting out shearing a sheep.

“We thought if we could make something for other people that was a lot of fun for them, then anyone can play it. We have had 21-year-olds talking about how they have been playing our game,” says McKain proudly.



ABOVE
Opotiki College's
winning team,
with their game
All Around Aotearoa.