

APR #2: IMMORALITY



by *Lottie Bevan* on May 1, 2020

POSTED IN [A GOOD THING](#), [CULTIST SIMULATOR](#), [MERCHANDISE](#),

[PRODUCTION](#)

<https://weatherfactory.biz/apr-2-immorality/>

Hey, Believers! Alexis' s and my sprint have been dominated by a troupe of giggling Portuguese carpenters who came in and built a floor-to-ceiling library with sparkly lights and a rolling ladder. This has been a dream of Alexis' s since childhood, and once we get the ladder installed we *will* be staging Weather Factory' s version of that scene from *Beauty and the Beast*.

嗨，信徒们！Alexis 和我这个开发周期的生活满是一群笑闹着的葡萄牙木工，他们来给新工作室装一个从地面接到屋顶的图书馆，而且是有闪光灯和滚梯的那种。（这个书架）实现了 Alexis 的童年梦想，等滚梯就位之后我们就可以表演天气工厂版的《美女与野兽》¹了。

In more serious news, it' s the end of the month, so this also means we give to CHARITY! This month' s pick is Médecins Sans Frontières and their coronavirus crisis appeal, and thanks to you (probably) we' re able to donate a whopping

¹ 《美女与野兽》：迪士尼电影《美女与野兽》中野兽的城堡里头也有有滚梯的巨型贴墙书架；

说点更严肃的新闻，（4 月的）月末到我们捐款的时间啦！本月我们捐助了 Médecins Sans Frontières，参与了它们的冠状病毒危机募捐，幸亏有你们（可能帮助了我们筹款），我们才得以捐赠了如此的数额



Not bad for a microstudio! This' ll really make a difference, so if you shared any Weather Factory stuff or bought any games or merch or anything, thank you very very much. 💖

对微型工作室来说不赖的数额！（咱们为改善疫情）出了力，如果你分享了任何关于天气工厂的消息，购买了我们的游戏，周边或者是以其他方式支持了我们，非常感谢你（的帮助）！

Now, EXILE. Firstly, the DLC page is now live in nascent state on Steam – so wishlist it! Make sure you get a ping on launch day (Weds 27th

May!), which just so happens to coincide with *Cultist Simulator* 's second anniversary weekend. COULD OTHER EXCITING THINGS HAPPEN AT THIS TIME? Only the Hours know.

说到**流亡者**。首先，现在流亡者 DLC 的未发售界面已经在 Steam 上线了——赶快把它加入愿望单！这样就能第一时间收到（五月 27 日星期三！）发售的消息，发售日期同时也是密教模拟器发售二周年纪念周末。发售的同时刻还会有其他激动人心的事情发生吗？只有司辰们知道。

We' re now just under a month away from release, so Alexis is steaming away finishing content so we can complete our Chinese and Russian translations, while I am beavering away on art and production and marketing like the hounds of administrative Tindalos. 离发售还有不到一个月了，Alexis 正马力全开使劲写文本好做中文和俄语的翻译，我也像廷达罗斯猎犬²一样忙于美工，游戏制作和营销。

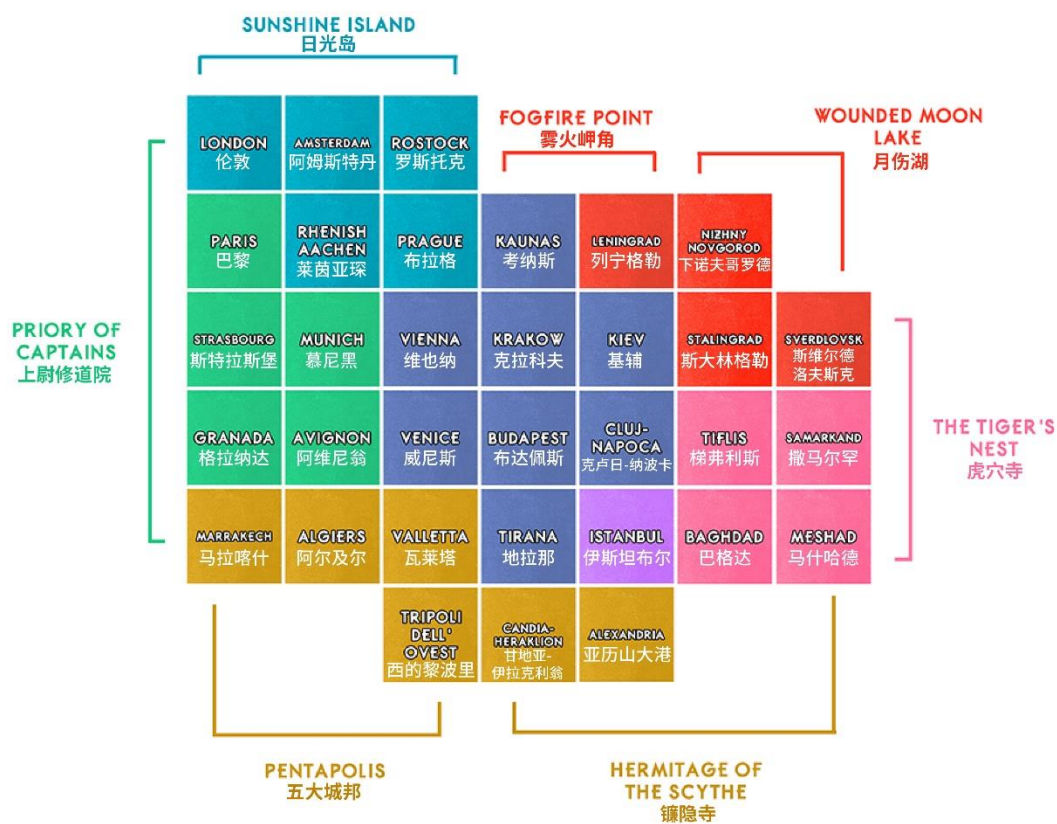
Because we are very lazy and unambitious at this studio, Alexis somehow concocted a world of thirty-three cities with seven off-map end-points where you have to face the music and die. I mean dance. Do I?

² 廷达罗斯猎犬：克苏鲁神话中的一种异形生物，首次出现在恐怖小说家弗兰克·贝克兰普·朗的《廷达罗斯猎犬》。目击猎犬者必定被它们追踪，而被它们追踪的猎物基本上难逃一死；

因为我们太懒了而且对于天气工厂的发展没有什么野心，Alexis 设定了一个有三十三个城市和七个地图外最终目的地的世界，你将在那里承担后果，面对死亡。我的意思是可以跳场舞。嗯哼？

To give you some sense of the geography involved, here's a map:

为了便于你理解游戏内的地理，（我们做了个）地图如下：



You travel the world from a randomised starting point, travelling neighbour to neighbour in your quest to make money, evade your past and avoid your Foe, who is basically the Terminator in text. GOOD LUCK WITH THAT.

你会随机一个城市开局然后穿梭于这个世界，从一个城市转移到它相邻的城市，在探索过程中挣钱，逃离你的过去避开你的敌人，这个敌人和终结者一般（强大）。祝你好运。

Alexis has, I think, done a wonderful job of creating different atmospheres in just a few sentences. My postcards home are always variants of ‘ate some food, have a bed, sometimes there is the sea’ . But *he* just has to show off. Compare Candia-Heraklion...

在我看来，Alexis 在寥寥几句之间就完美勾勒出了（城市间）不同的气质。像我寄给家的明信片写的内容永远万变不离其宗“吃了什么食物，有个床铺，有时候说这里有个海”。但是他特别能表达出（不同的氛围）。比较一下甘地亚-伊拉克利翁³.....

“A hard two decades. The Asia Minor Disaster; independence, and the Union with Greece; and then a monkey bit the King to death. But the Cretans and their island have endured four thousand years, and they endure still. The harbour is mountainous with fortifications, but Heraklion lies quiet in the afternoon sun.”

³ 甘地亚-伊拉克利翁：希腊第五大城市，据说米诺斯王的王宫，米诺斯迷宫就位于此，甘地亚一名来自威尼斯王国统治时期，伊拉克利翁是在奥斯曼人撤离之后，希腊王国接管这座城市并将其更名为此，意为赫拉克勒斯之城；

“艰难的二十年。小亚细亚的惨败⁴；独立⁵，和希腊的盟约⁶；随后是猴子咬死了国王⁷。但克里特人和他们的岛屿已经忍受了四千年，且将一直忍受下去。港口为布满防御工事的群山所围，而午后日光中的伊拉克利翁依然沉静。”

...with its neighbour, Alexandria.

.....和它的邻居城市亚历山大港。

“Dignified men of business in tall red hats and immaculate white suits outside the Bourse; British soldiers bickering drunkenly by a melon-slice stall; theosophists playing backgammon in the Cafe Al Aktar. At the Rialto in Safiya Zaghloul Street, they’ re showing a German film about waxworks, but the power goes off and on and off again. Behind the curtain of night, the Invisible Serapeum waits.”

“证券交易所外的体面生意人们头戴高顶红帽、身着一尘不染的白色西装；西瓜摊旁边靠着的不列颠士兵们在酒气中争论不休；阿克塔咖啡馆内的神论者们正于双陆棋盘上鏖战。萨菲亚札格卢尔街的里亚托正放映着关于蜡像的德国电影，映像随着电源时明时暗。夜幕之后，隐形的塞拉皮雍守候着。”

⁴ 小亚细亚的惨败：第二次希土战争希腊战败；

⁵ 独立：指 1898 年克里特岛独立或是 1905 年的 Theriso revolt；

⁶ 和希腊的盟约：克里特岛并入希腊；

⁷ 猴子咬死了国王：1920 年 10 月 2 日，在第二次希土战争期间，希腊国王亚历山大一世在花园遛狗时被猴子咬伤，十天后死于伤口感染；

Then of course there are the lights of the Khayam Boulevard flickering to life; the drunken tsuica fight with bricklayers; the lamp-light of Little Paris on the points of the Iron Wolf's teeth; the ancient clockwork lighthouse, here by the dark sea. You get *around* in Exile.

当然游戏中有灯火闪烁的克哈亚姆大道⁸；喝李子酒⁹酒醉后和砌砖工的斗殴；小巴黎¹⁰铁狼獠牙上的灯光；立于玄色海域，古老齿轮发条的机械灯塔。在流亡者你游历以上的一切。

It feels really, really good to travel while the real world stays in lockdown. I can appreciate it even while I motor my way through a rather intimidating list of art. Along with some snapshots of your travels (can you tell where they are?), meet Zulfiya, who never goes anywhere without her scissors; Orsolina, who doesn't get on with orthodontists; Chaima, sometimes called the Snare; and Mireya, who is definitely just a lovely painter and nothing more.

现实世界封锁在家期间能在游戏里头旅个游还挺棒的。在骇人的图标列表里头规划我的旅行路线非常爽。在以下简照中的旅行地点（你能认出都是哪儿吗？），遇见剪刀不离手的佐菲娅；前正畸牙医俄索莉娜；有时被称作圈套的查爱玛；以及真的是普通画家的米蕾雅。

⁸ 克哈亚姆大道：位于伊朗第二大城市马什哈德；

⁹ 李子酒：原文是 tsuica，是罗马尼亚当地一种仅由李子制成的特色烈酒；

¹⁰ 小巴黎：指立陶宛城市考纳斯。



(Call me Cat Caro, but I have a prediction. That prediction is that Vasil, that handsome chap in the red, will become something of a fan favourite. He' s..... memorable.)

(叫我卡特卡罗，我有个预言。我预言瓦西尔，就是那个红色底色的靓仔，会成为粉丝最喜欢的角色。他非常……令人难忘。)

Aaaaanyway. In merch news, our new round of the Tarot of the Hours goes live later today, and you can now sign up to a tarot-specific mailing list to be notified immediately when they go live. If you missed our announcements earlier, we' re now releasing the tarot in batches of 200 so I can e.g. continue to do my job rather than spend

my entire life shuffling packages from my living room to the post office. LIKE A SPOOKY PACK MULE IN A FACE MASK.

说到游戏周边的新闻，今天一会儿就进行新一轮的塔罗牌上新，可以登录去蹲守了。如果你错过了之前的发售通知，这批上新的 200 套就不要错过啦，然后我就可以继续我的工作而非在我的卧室里头整理快递包裹然后再去邮局发货。像个戴着口罩的可怖塔罗牌走私贩。

I' ve also been working on those new pins. All of them are now in production, apart from Marinette who' s being difficult because of course she is. >:(More news later.

我也在忙着弄新胸针的事儿。现在除了本身就特别难搞的玛丽内特胸针，其他的已经进入生产环节了。（之后会放出更多消息的。

Finally, Skeleton Songs! You thought we' d binned it off, didn' tcha? Well, we HAVEN' T. We just ran out of time these last few sprints and it' s the easiest thing to jettison from the hot-air balloon of our lives. This episode we talk madness, blood, ladies and how much simpler everything would have been if people had just talked to each other. Listen to it on Spotify, Apple Podcasts, Google Podcasts, or wherever you gosh darn like.

最后，骷髅歌！你是不是以为我们已经鸽了，嗯？并没有。只是最近几个开发周离发售已经没多少时间了，不过抛掉生活的包袱简直再简单不过啦。

这一期我们聊到了疯狂，血，女人以及如果人人都能互相沟通那么所有事都会更加简单。通过 Spotify, Apple Podcasts, Google Podcasts 或者其他你喜欢的方式来收听我们的节目。



That's it for April. Wish us luck with Exile, and may a bunny hug of percussigants dance between you and COVID-19. ♥

四月的消息就是这些啦。希望流亡者开发顺利，擂击者的邦尼-哈格舞护佑着你远离新冠病毒。

译者：刘恂

致谢：夜雨 山嵐 J.M. 西红柿精 入迷 咖喱 企鹅 狂犬