

MAR #3: GUYON



by Lottie Bevan on April 3, 2020

POSTED IN A GOOD THING, CARDS, CULTIST SIMULATOR, MERCHANDISE,
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[HTTPS://WEATHERFACTORY.BIZ/MAR-3-GUYON/](https://weatherfactory.biz/mar-3-guyon/)

Hey, Believers! Hope you' re all doing okay in lockdown. It' s not fun, is it?

嗨，玩家们！希望你们在封城中状态还好。不过这个确实挺难受的是吧？

Lancing this cloud of gloom like a wafer through ice-cream are the Priest and Ghoul DLCs, which launched on mobile yesterday. They' re available as £1.99 IAPs, and *Cultist Simulator* is 50% off for a week on the App Store and Google Play Store to celebrate turning one. 🎂

Mathilda, Communication Manager at Playdigious, wrote a piece for *Pocket Gamer* about our first year on sale from a porting and sales perspective. I wrote a companion Gamasutra piece sharing all the data we have: sales figures, ratings, features, etc. If you' re in a pondering, number-crunchy mood, give' em both a read.

Playdigious¹的沟通经理马蒂尔达依据我们的报告和销售情况在 Pocket Gamer 网站写了一篇 WF 第一年销售分析。然后我在 Gamasutra 写了一篇文章分享了我们所有的数据：销售图表、评估情况、特卖等等。如果你乐于思考、乐于应付数字的话，不妨去看看以上两篇文章。



Now, an Exile update. *Cultist* is a deceptively big game, and writing DLC for it had got really difficult. Alexis needed to find interesting mechanics each time, and those mechanics needed to interlock meaningfully with the mechanics that were out there. It's even harder now that we've localised the whole game, because it's very difficult for Alexis to go back and change existing content.

¹ Playdigious: 死亡细胞《Dead Cells》的开发商；

现在进行着游戏的流亡者版本更新。密教算不上大体量游戏，但是给它写 DLC 已经非常困难了。每次 Alexis 都得去找那些有意思的程序结构²，然后把它们与这个文件之外的其他程序结构进行有意义的连接。但是由于我们已经完成了整个游戏的本地化³，导致开发过程更难做了，因为 Alexis 很难返回之前的文件来更改现有内容。

Then he watched a couple of seasons of Ozark. The protagonist is burdened with an extraordinary sum of extremely illegally obtained money that they need to dispose of quickly and safely. It was the total opposite of the usual *Cultist Funds* tension. What if, in *Cultist*, you had as much money as you needed, but you were in constant danger and had to think hard about how you could safely spend it and stay ahead of your pursuers?

然后他看了好几季的黑钱胜地⁴。剧中主人公背负着需要尽快安全处理的惊人数额的极端非法收入。这完全就是一般密教里头资金短缺的反面。在密教中，如果你正有你所需数额的钱，但你总活在危险笼罩之下，不得不绞尽脑汁如何能在追兵追上自己之前安全地把手头的钱花出去，你会怎么办？

² 程序结构：原文是 mechanics，根据笔者的描述，译者理解为程序结构；

³ 本地化：密教模拟器本地化的方式是把整个游戏重新写一遍，然后在文本描述的位置用中文或者俄语来替换英语；

⁴ 黑钱胜地：美剧，该剧讲述了洗黑钱的故事。



Half of Alexis' s sentences for the last month have begun with something like 'did you know that, actually, in 1925, Morocco - 'his family have been admirably patient

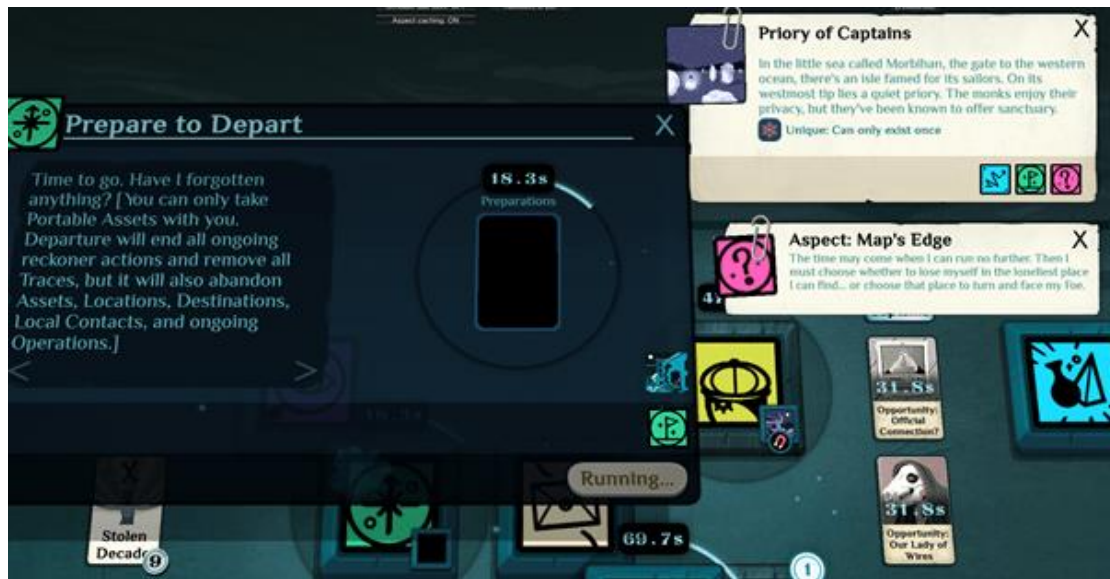
上个月 Alexis 一半的句子开头都是像 ‘你知不知道，事实上，在 1925 的摩洛哥——’ ‘他的家族特别有耐心’

It didn' t sound practical as a DLC theme, because it would mean completely re-inventing half the game. If you were on the run, you couldn' t send out expeditions or built up books in the same way. The Suspicion mechanics would have to work very differently. You probably wouldn' t even have a cult.

这次的内容不像一个真正的密教模拟器 DLC 主题，它可以说是完全重写了游戏的大半内容。如果你正在逃亡的路上，你就不能像之前一样派人探险，搜集书籍了。游戏的怀疑机制会和之前的截然不同。你甚至很可能都不会建立自己的教派。

Then it occurred to Alexis that this was also an opportunity. If he blew up all the mechanics the player was used to, then he wouldn't have to integrate all my new systems with them, and they'd have the fun of rediscovering how everything works from scratch. It might just take too long to build, but it might also take *less* time starting over without worrying about fitting everything that already existed.

但是这种新的形式对 Alexis 来说也是一个机遇。如果他推翻了玩家之前适应的游戏模式，他就将不会再被迫让我的新系统和原来的模式协调统一，这样玩家们就能享受从零开始二次探索的乐趣。（这种创新）可能花费大量的时间以至于我们无法完成，但是不考虑和之前所有内容的契合，只是从头开始（创作新的游戏模式），花的时间可能会少一些。



Reckoners like hats

清算人们喜欢帽子

He spent a week prototyping. He got enough working to be confident that it would be a big chunk of work, but not a crazy big chunk of work. The core loop was this: you'd land in a city, you'd set up capers and operations with your contacts, you'd convert the stolen goods into cash, and then you'd pick your moment to run. Run too early, and you'd lose opportunities. Run too late, and your pursuers might catch up with you. He had an idea for the stolen goods and the pursuers, too, something he'd wanted to get into the game for a while: the *reckoner mobs*, the illicit dealers in years who existed uneasily alongside the taxonomy of Know and Long.

他花了一周来进行原型开发。他取得了足量的工作成效，而且他很自信这些新内容可以称得上是巨型的工作量了，当然不是瞎做的那种。游戏的主

要流程是：你来到了一座城市，通过你的人脉进行不法操作和系列行动，把你偷来的物件换成钱，抓住你该逃跑的时刻。溜得太早，就会失去许多机遇。溜得太晚，就可能被追兵抓住。Alexis Kennedy 对可偷窃来物件和追兵也已有了想法，一些他想放进游戏里的东西：清算人团伙、多年时光游于通晓者和长生者状态之间的违法交易者们。

Your final goal would be to disappear, with as much luxury as you could arrange for a comfortable retirement. Your *other* final goal would be an Edge ascension – something our players had long hungered for – but that would come in an unexpected way. Exile’ s got seven different shades of the victory conditions at the moment. 你的最终目标是带着你给你舒适隐退生活安排的尽可能多的奢侈品消失在人海。而你的另一个目标则是刃飞升——我们的玩家一直汲汲渴望的——但是这个结局会以一种意想不到的方式降临。流亡者有七个不同的胜利结局条件。

It’ s a big one – right now, it looks like it might be as big as the Dancer, Priest and Ghoul DLCs put together. (👀) Let’ s hope it works out! At least – and he didn’ t expect this at all when he started in January – after a couple of months of lockdown, people might be more in the mood for a dramatic flight across Europe and beyond.

它体量比较大——现在已经是了，体量大小上可以和舞者，牧师，食尸鬼三个 DLC 加起来的容量一较高下。希望它能顺利运行！最不济——Alexis 在一月开始这个项目的时候一点儿都没想过这种可能——但是在几个月的封城之后，人们应该对这个在欧洲和欧洲以外的世界之间飞跃的游戏跃跃欲试。



‘Lottie, relax, I don’ t think we’ ll need unique art for all of them’

‘Lottie，淡定，我觉得咱们没必要给它们每个都配一张独一无二的图。’

Meanwhile, this was *my* life.

同时，这个是我现在的生活。



FOR BASICALLY A WEEK STRAIGHT. This means I have no new Exile art to show you, but all tarot decks (and various other merch orders) are now on their way to their respective owners, who were very patient

and didn' t get too cross with someone trying to send out a zillion parcels in the middle of a global pandemic.

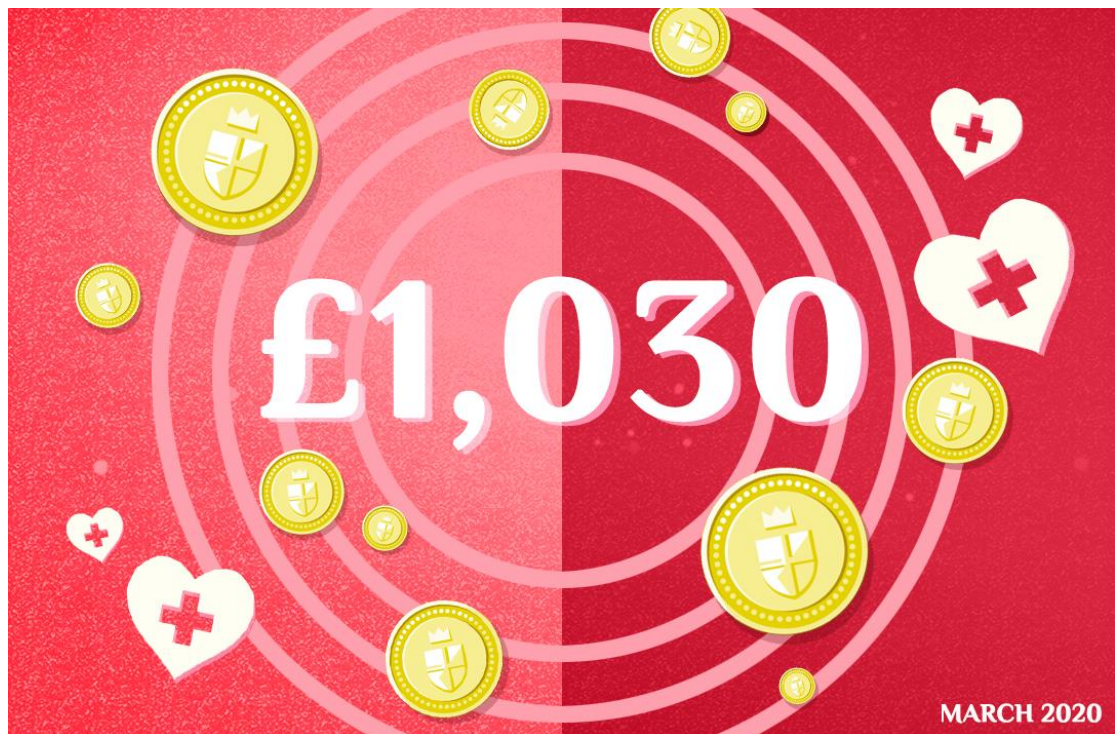
专职折腾这些一周。所以没法给你们展示流亡者的新图标了，但是所有的塔罗牌（还有许多货物订单）已经在去往各自主人家的路上了，（感谢）他们很耐心，没有对在全球疫情期间尝试发大量包裹的我们发火。

For those who missed out on the lightning-quick limited edition, we have another 1,000 decks coming in a couple of weeks. They won' t be numbered, but otherwise they' ll be exactly the same. Check the Church of Merch in mid-April-ish, or watch this space for an announcement that they' re back up and buyable again. 😊

对那些错过第一波闪速限量塔罗牌发售的朋友们，我们在几周之后会再上 1000 套。它们没有计数，但是在其他方面和之前的一模一样。四月中旬查看售卖链接或者是通过关注我们的博客通知，它们会再次开放购买。

Finally! We were too busy this week to record another Skeleton Songs, so episode five' ll be out next sprint instead. We *are* able to make our first donation to coronavirus-y charities, though! This month, you helped us raise...

最后！这周太忙了所以就没有骷髅歌的更新了，第五集会在下个工作小周期发出。我们已经能进行对新冠肺炎疫情的第一次捐助了。这个月，你们帮助我们集资了.....



Thank you! This' ll go to the National Emergencies Trust. Next month we' ll donate to Médecins Sans Frontières, and the month after that it' ll go to the Trussell Trust. Spread the word if you can, and keep safe! ♥

谢谢你们！这笔钱将会捐给 National Emergencies Trust。下个月我们会捐助 Médecins Sans Frontières，以及下下个月捐助 Trussell Trust。如果可以的话请帮我们宣传，同时也要注意个人安全！

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