

MAR #2: FLORIMELL



 by [Lottie Bevan](#) on March 20, 2020

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liiiiit' s heeeeeeeeeeeeeeeeeeeere! 🙌



The long-awaited **Tarot of the Hours** is finally available in the Church
o' Merch! For £30 + shipping you can get your probably not entirely
innocent hands on your very own hand-numbered tarot deck,

granting you ultimate insight into the House without Walls.

Thanks for being patient while I sorted 'em. <3

Speaking of patience, you may have seen some of the Exile teasers [Alexis has been tweeting](#). It's not actually very long to wait now – just until the end of May! But I have a smol, non-alarming update for you, because here's a transcript of every day at Weather Factory:

谈到耐心等待，你应该已经在 Alexis 的推特上看到一些流亡者 DLC 的悬念广告了。实际上你现在也不用等很久就能玩到它啦——（发售）就在五月月底！因为今天碰巧发了天气工厂的每日情况报告，所以顺手说一下我有一个给你们的小小的¹、无需特别提醒的更新。

LOTTIE: Wow it's so great that we have everything planned for the next six months

LOTTIE: 哇我们接下来六个月的所有计划都做好了，真是太棒了

ALEXIS: Er

ALEXIS: 额

¹ 小小的：原文是 smol，是 small 的俚语写法。

LOTTIE: Isn' t it just wonderful having a clear production schedule we can rely on

LOTTIE: 有一个咱们可以依赖的清晰的（游戏）制作日程表难度不棒嘛

ALEXIS: Um

ALEXIS: 嗯

LOTTIE: How stressful would it be if you were to turn around and tell me suddenly all the plans we' d agreed on were changing, ha ha

LOTTIE: 如果你突然跟我说所有之前咱们定好的计划都要改的话那压力就太大了哈哈哈

*ALEXIS: * reaches for the gin **

*ALEXIS: *伸手去拿杜松子酒**

Alexis has some *really* fun ideas that break the mould of the rest of *Cultist Sim*, so we wanted to spend some extra time and lean into Exile as our largest bit of DLC to date. He' s been totally reworking the mechanics so all you adepts with 200 hours in the game will be faced with learning the rules ALL OVER AGAIN.

Alexis 有很多非常棒的打破其他密教模拟模型的点子，所以我们打算额外花点时间来进行流亡者的制作，它会是迄今为止最大的 DLC。他已经在完全重做游戏的模式，因此你之前在游戏中适应的所有 200 小时还是会让你重新开始学习游戏的规则。

There are several different victories, some much easier than others. The hardest are as punishing as New Game+, but... this *is* Edge, right? 将会有一些不同的胜利结局，其中一些比其他的简单许多。其中最难的结局和新游戏一样魔鬼，但是……这个是刃，不是吗？

The above doesn't change our release date, but we're going to set its price point higher than £2.50 – exact price TBC. So, to summarise: 以上并不会改变我们的发售日期，但是我们打算把它的价格设定在£2.50 之上——具体数额仍待确认。然后有以下概述：

- Exile will launch on **Weds 27th May at 6PM GMT / 10AM PDT**

流亡者将会在 **5 月 27 日星期三 6PM GMT / 10AM PDT** 时间发售

- It'll release in **English, simplified Chinese and Russian** at the same time

首发有英语，简体中文和俄语

- It' ll cost more than other DLCs, though we haven' t confirmed how much yet

它比其他的 DLC 要贵，虽然我们到现在还没定好具体价格

- Perpetual Edition owners get it **FREE**

永恒版用户可以**免费**获得流亡者 DLC

- More info ASAP!

会尽快放出更多信息的！

- The fact that we' re spending more time on Exile than planned *does* mean I now expect *BOOK OF HOURS* to launch in 2022 rather than 2021. When we get into production proper on that game and have a clearer scope I' ll confirm either way. But a heads up that my producerly senses are tingling. Wishlist it for now, anyway!

虽然我们花了比计划更多的时间在流亡者 DLC 的制作上，但是这代表着现在我期望司辰之书可以在 2022 年发售而非 2021。当我们进入真正的司辰之书游戏制作中或者是游戏远景日渐明晰的时候，不论（这两种的）哪种情况，我都会放出确定的发售日期的。但是留

神，我的创作感已经兴奋不已了。反正现在赶紧把司辰之书放入愿望单就对了！

- Here's some new Exile art to make all that production more palatable. Can you figure the DLC out from these…?

以下是一些新的提升游戏可口性的流亡者图标。你能从这些图标里头猜到 DLC 的内容吗……？



We're also releasing a new Skeleton Songs today, on FORBIDDEN KNOWLEDGE. I talk green tea and why liking Lovecraft doesn't immediately make you racist, and Alexis talks game design, Faustus and nuclear apocalypse. Listen on Spotify, Apple Podcasts or any of the links on our Skeleton Songs round-up page.

今天我们又发了一期新的骷髅歌，主题是被禁止的知识。我谈到了绿茶和为什么喜欢洛夫克拉夫特不代表你就是个种族主义者，Alexis 谈到了游戏设计，浮士德以及核启示录。在 Spotify, Apple Podcasts 或者任何骷髅歌页面中出现的链接都可以收听我们的栏目。



Last but not least, we're on sale currently in GOG's spring sale, so if anyone you know is, for example, stuck at home for an indeterminate amount of time, there's a slightly cheery-uppy deal available right now.

'Til next month, Believers!

玩家们，下个月见！

译者：刘恂

致谢：Agust 咖喱