

为什么超级马里奥如此受欢迎？ Why is Super Mario so popular?

Hello. This is 6 Minute English from BBC Learning English.

大家好。这里是 BBC 学习英语栏目的六分钟英语。

I'm Rob.

我是罗伯。

And I'm Georgina.

我是乔治娜。

Now, Georgina, you recently mentioned in one 6 Minute English programme about NFTs and that you had a collection of Pokemon cards when you were younger.

乔治娜，你最近在关于 NFT 的六分钟英语节目中提到你小时候收集了很多《宝可梦》的卡片。

Yes, I did, and I still can't find them.

是的，我收集了很多，但是我现在找不到它们了。

Why did you bring that up?

你怎么提起这个来了？

Well, Pokemon started out as a video game series that turned into anime movies and trading cards among other things.

嗯，《宝可梦》刚开始是一款电子游戏，然后变成了动画电影和交换卡片等形式。

And in this programme we're talking about a video game character that is iconic - a word which means widely known and recognised.

而在本期节目中我们要谈论一个经典的 —— 这个词的意思是被广泛知晓和认可 —— 游戏角色。

That character's name is Super Mario.

这个角色的名字就是超级马里奥。

Ahhh, I spent many hours of my childhood playing with Nintendo's Super Mario or his rival, Sega's Sonic the Hedgehog.

啊，我小时候花了很多时间玩任天堂的超级马里奥和他的对手世嘉的《刺猬索尼克》。

Now, these days, video games are everywhere, and people of all ages enjoy playing them.

现在电子游戏随处可见，而且各个年龄层的人都很喜欢玩。

There's also competitive e-sports events where gamers compete for what are often considerable amounts of money.

还有竞技性的电子体育赛事，游戏选手们为了数目可观的奖金比赛。

Yes, and there are also streamers that appear on platforms like Twitch and YouTube who have become celebrities in their own right.

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是的，还有出现在像 Twitch 和 YouTube 这样的平台上的主播，他们凭借自己的实力成为了名人。

Talking about celebrities, I have a question about the famous character we're talking about in this programme.

说到名人，我有一个关于我们在这期节目中谈到的那个有名的角色的问题。

Many people remember Super Mario Bros. as being the first time we saw Mario, but he first appeared in another game - which was it?

很多人记得我们第一次见到马里奥时的超级马里奥兄弟，但是他第一次出现是在另一个游戏中——是哪个游戏呢？

Was it a) The Legend of Zelda, b) Donkey Kong, or c) Pokemon?

是 A. 《塞尔达传说》，B. 《大金刚》，还是 C. 《宝可梦》？

I'm not sure about that - I can't remember him being in Pokemon, so I'll go for a) The Legend of Zelda.

我不确定——我不记得他出现在《宝可梦》里过，所以我要选 A. 《塞尔达传说》。

OK, Georgina, we'll find out if you're right at the end of the programme.

好的，乔治娜，我们会在节目结束的时候揭晓你是否回答正确。

So, we established at the start of the programme that these days the video games industry is thriving.

所以我们在节目开始的时候说到现在电子游戏产业正方兴未艾。

True, but it wasn't always that way.

确实，但是它并不总是这样的。

It's hard to imagine now, but in the 1980s the console market was struggling, particularly in the US.

现在很难想象，但是在 20 世纪 80 年代手柄游戏市场境遇艰难，尤其是在美国。

Keza MacDonalds, video games editor for the Guardian newspaper, explains what was happening in the early 1980s.

《卫报》的电子游戏编辑 Keza MacDonalds 解释了 20 世纪 80 年代早期发生了什么。

Here she is on BBC World Service programme You and Yours, speaking with Peter White.

以下是她在 BBC 的世界服务节目《You and Yours》对话皮特·怀特。

Well, back then, especially in America, there had been a flood of games that were just not very high quality.

嗯，当时，尤其是在美国，涌现了一大批质量不高的游戏。

One of the games that's often cited as a factor in the collapse was this game called ET on the Atari, which was so bad they ended up burying thousands of copies of it in the desert, because nobody liked it.

有一个经常作为行业崩坏的因素被提到的游戏是雅达利上叫做《ET》的游戏，它制作非常糟糕，以至于最终在沙漠里埋了几千份，因为没有人喜欢它。

And, so we'd had that, especially in America, this didn't happen so much in Europe, but in America just been lots and lots of software.

所以这主要是在美国，在欧洲并不多见，但是在美国有很多软件。

None of it was all that great.

没有一个有那么好。

There was...hadn't been anything really revolutionary in some years, so the video game boom was really falling off a cliff and Nintendo is what rescued in the US especially.

有一些年没有任何革命性的东西，所以电子游戏的爆发一落千丈，而任天堂在美国力挽狂澜。

Keza MacDonald used the term a flood of - meaning a large number in a short period of time - to describe the number of games that were coming out.

Keza MacDonald 用了一大批这个说法 —— 意思是短期内出现了很多 —— 来描述当时出现的游戏的数量。

She used cited, which means referenced or noted, when talking about the game ET being a reference for a factor in the collapse of the console market.

在谈论游戏《ET》是手柄游戏市场崩溃的因素之一时，她使用了被称为，意思是被提及。

And she said boom, a sudden period of growth.

她还说了爆发，突然增长。

So as ET was mentioned as a factor in the collapse, many people say that Super Mario Bros. was the reason that video games really took off, especially in the US.

所以当人们说《ET》是行业崩溃的一个因素时，很多人超级马里奥兄弟是电子游戏真正腾飞的原因，尤其是在美国。

It's interesting to consider what might have been if his creator, Shigeru Miyamoto, had never created that character.

想想如果他的创造者宫本茂没有创造出这个角色会怎样，这很有趣。

The question is, why is that game so popular, what made it so fun to play?

问题是为什么这个游戏会如此受欢迎，是什么让它这么好玩呢？

Here is Keza Macdonald speaking again with Peter White, on BBC World Service programme, You and Yours, explaining why Mario is just so popular and what makes the original game so satisfying to play.

以下还是 Keza Macdonald 在 BBC 的世界服务节目《You and Yours》对话皮特·怀特，解释为什么马里奥会如此受欢迎，以及是什么让这个原创游戏这么好玩。

It's just such a joy to play.

这个玩起来太开心了。

It's running and jumping, and it's the joy of movement.

里面是跑和跳，而这就是运动的乐趣。

When, when you play, even the original Super Mario Bros, you just feel this sense of joy in your movement, and it's one of the greatest games ever made.

当你玩的时候，即使是最初的超级马里奥兄弟，你会感受到运动中的乐趣，而且这是有史以来最伟大的游戏之一。

And a lot of games from 35 years ago are basically unplayable now.

而且很多游戏在 35 年前就基本上玩不了了。

They might have been a step to something greater, but Mario was one of those few that really holds up today as it did then.

它们可能是某个更伟大的东西的垫脚石，但是马里奥是为数不多的经久不衰的游戏之一。

Keza Macdonald said that some games from 35 years ago are unplayable - so, not possible to play them.

Keza Macdonald 说有些游戏在 35 年前就已经不能玩了 —— 所以不可能再玩它们了。

But she said that Mario holds up - a term used to say that something's standards or quality has not lessened.

但是她说马里奥经久不衰 —— 这个表达被用来说某个东西的标准或质量没有降低。

It certainly does hold up - in fact, I played it the other day and I had lots of fun with it - it reminded me of my childhood, and it's still as good now as it was then.

它当然经久不衰 —— 事实上我前几天还玩了的，而且玩得很开心 —— 这让我想到了我的童年，现在还像以前一样美好。

Which reminds me of your quiz question, Rob.

这让我想起了你的问题，罗伯。

Yes, in my quiz question I asked Georgina which game had the first appearance of that famous plumber, Mario.

是的，在我的问题中，我问乔治娜那个有名的水管工马里奥第一次出现是在哪个游戏中。

I went for a) The Legend of Zelda.

我选的是 A.《塞尔达传说》。

Which is wrong, I'm afraid!

恐怕你答错了！

Mario's first appearance was in Donkey Kong, and his creator, Shigeru Miyamoto, never thought he would be that popular.

马里奥的首秀是在《大金刚》里，而他的创造者宫本茂从未想到他会如此受欢迎。

Well, I guess we've all really learnt something today.

嗯，我想我们今天都有所收获。

Let's recap the vocabulary from today's programme about Super Mario, starting with iconic - famously associated with something and instantly recognisable.

我们来回顾今天节目中跟超级马里奥有关的词汇吧，从经典的 —— 跟某物相关并且一直很出名。

Then we had a flood of which means a large amount of something in a short space of time.

然后我们说到了一大批，意思是短时间内出现的大量事物。

Cited means reference as or noted.

被提到的意思被提及。

Boom relates to explosion and means a short period of sudden growth.

爆发跟爆炸有关，意思是短期内突然增长。

Unplayable describes something that can't be played or a game that is very difficult to enjoy.

不能玩描述的是某个不能再被玩的东西，或者是很不好玩的游戏。

And finally, holds up means that the quality or standards of something hasn't changed and still looks good or plays well.

最后是经久不衰，意思是某物的质量或标准没有改变并且仍然看起来很棒，很好玩。

That's all for this programme.

这就是今天节目的所有内容。

Bye for now!

再见！

Bye!

再见！
