## 标题解读

Tencent Weighs Kids Games Ban After 'Spiritual Opium' Rebuke 被批为"精神鸦片"后,腾讯考虑禁止孩子 玩游戏

- weigh vt. 权衡; 考虑;
- kid n. 孩子;
- opium n. 鸦片;
  - 1. Black Opium 黑鸦片;
  - 2. spiritual opium 精神鸦片;
- rebuke vt. 指责;

## 段一

Tencent Holdings Ltd. led a stocks rout after Chinese state media decried the "spiritual opium" of games, prompting the company to broach a ban for kids and triggering fears Beijing will set its sights next on the world's largest gaming arena. China's most valuable corporation joined rivals from NetEase Inc. to Nexon Co. in a gaming selloff after an outlet run by the Xinhua News Agency published a blistering critique of their industry.

- holding n. 股份;
  - 1. holding company 控股公司; 母公司;
- Ltd. abbr. 有限责任公司(Limited);
- stock n. 股票;
- rout n. 大跌; 溃败;
  - 1. a market rout 市场崩盘;
- decry vt. 公开反对; 谴责;
- prompt vt. 促进;激起;
- broach vt. 提出;
  - 1. to broach sth. with sb. 和某人谈论某事;
- trigger vt. 引发,引起;
- set one's sights on 立志于;以…为目标,企图获得…;
  - 1. set one's sights high 有远大抱负; 眼光放长远;
  - 2. set one's sights too high 眼光太高;

- arena n. 竞技场;舞台;
- NetEase Inc. 网易公司:
  - 1. Inc. abbr. 组成公司/注册/合并 (incorporated company);
- **selloff** n. 证券的跌价: 抛售: (证券) 抛售:
  - 1. Many investors sell off their stocks during crises, thinking that this will mitigate their losses. 大多投资者看到利空消息,会卖掉他们的股份,认为这样可以减少损失。
- outlet n. 出口;
- blistering adj. 猛烈的;
- critique n. 批评文章;

参考译文: 网游被央媒公开批评,被称为"精神鸦片",腾讯控股有限公司(Tencent Holdings Ltd.)股价闻声大跌,随即推出针对儿童的禁令,市场担忧游戏将成为中国政府的下个监管对象。新华社旗下媒体发表了一篇对游戏行业严厉批评的文章后,腾讯(中国最有价值的公司)与其竞争对手网易(NetEase Inc.)以及Nexon等游戏股集体暴跌。

## 段二

The Economic Information Daily cited a student as saying some schoolmates played Tencent's Honor of Kings — one of its most popular titles — eight hours a day and called for stricter controls over time spent. The online link to the post was removed hours later without explanation, though the story remains in the print version.

- The Economic Information Daily 《经济参考报》;
- cite vt. 引用;
- Honor of Kings 王者荣耀;
- title n. 游戏;
- call for 呼吁;
- print version 印刷版本;

参考译文:《经济参考报》援引一名学生的话说,《王者荣耀》作为腾讯最受欢迎的游戏之一,一些同学每天花在该游戏上的时间长达8小时,呼吁对玩游戏的时长实施更严格的管控措施。几小时后,该报道的网络链接已失效,官方没有给出任何解释,不过印刷版保留了该报道。

## 段三

Tencent then followed up with a pledge to further limit play time for minors — to just an hour during weekdays and no more than two hours during vacations and holidays. That's a step up from restrictions imposed by China's gaming watchdog in 2019. It also plans to forbid in-game purchases for under 12-year-olds, starting with its signature title. And more dramatically, the company broached the possibility of the industry banning games altogether for those under the age of 12, without elaborating. Tuesday's rapid-fire developments stoked fears Beijing will next train its attention on an arena that's pivotal to the bottom line of media giants from Tencent to Apple Inc. and Activision Blizzard Inc.

- follow up 进一步;继续做某事;将…深入下去;
- minor n. 未成年人;
- step up 增加; 提升;
- restriction n. 约束, 限制; 管制;
- watchdog n. 监管机构;
- signature n. 招牌;
  - 1. signature dishes 招牌菜; 镇店招牌菜;
- dramatically adv. 激动人心地;
- elaborate vt. 详细阐述;
  - 1. to elaborate on a plan 详细说明计划;
- rapid-fire adj. 急速的;
- stoke vt. 引发;
- train vt. 把…瞄准,把 …对准;
  - 1. to train sth. on sb. 用某物瞄准某人;
  - 2. All eyes are trained on China. 所有人都在关注中国。
  - 3. She has her sights trained on stardom. 她一心想当明星。
- pivotal adj. 关键的;
- bottom line 最终赢利(或亏损); 损益表底线;
- media giant 媒体巨头;

参考译文:腾讯随后承诺将进一步限制未成年人玩游戏的时间,工作日仅限1小时,节假日不得超过2小时。这比 2019年中国网游监管机构实施的管制措施更严格。腾讯还计划从其招牌游戏(王者荣耀)着手,禁止12岁以下的玩家

在游戏中购头游戏道具。更激动人心的是,该公司提出可能会全面禁止12岁以下的儿童玩游戏,不过没有给出详细说明。周二迅速发酵的事态引发了市场的担忧,投资者担心影响腾讯(Tencent)、苹果(Apple Inc.)和动视暴雪(Activision Blizzard Inc.)等媒体巨头亏盈的重要领域下一步将受到中国政府的监管。	